Parent Guide: October 2026

Article Overviews and Conversation Starters

This month, your kids will be reading several articles. Below you'll find summaries of each one along with suggested conversation starters. These discussions will help reinforce key concepts while also giving you, the parent, an opportunity to share your experiences and perspectives on the topic.


INTO THE TUTTLEVERSE

Ethan ran his finger over the black and white photos of middle schoolers. "All these kids are grown-ups now," he said.

"I want to see," Emily said, scooting over the arm of the couch to sit next to her brother. "What's that book?"

"Dad's old yearbook. From when he was in middle school."

"Oh, I have to see this," Emily said, leaning in.

There were hundreds of pictures, but they were looking for their dad, and they finally found him in a picture of the Computer Club. He had braces and wore a funny hat.

"That was the year I decided computers were the coolest," Dad said, coming into the room and squeezing between his two children. "Wow. I haven't looked at this in years."

Ethan passed the book to his dad. "It's a good thing, too, because that club got me so interested in computers that I got my first job at a computer repair company. One day a little ballet studio across town couldn't get their computer to connect to the printer. So when I showed up to help... there *she* was, teaching ballet."

"Mom!" the twins shouted together. They had heard that part of the story before, but not the part about the Computer Club.

Into the Tuttleverse

Ethan and Emily are looking through their father's middle school yearbook and find his picture in the Computer Club. He tells them that club is why he got a job at a computer repair company, and that the job is how he met their mother at the ballet studio where she was teaching. He wonders aloud how different his life would have been if he had joined Science Club or Chess Club instead.

That night Emily dreams that he walked into the science room instead, and she watches a different life unfold, a different wife, a different town, and a different Ethan and Emily. When she wakes and tells the story, her father confirms the beginning really happened. He almost went to look at the worms that day. He names the idea for her, the Butterfly Effect, and the story closes with both twins glad about the choice he made.

Conversation Starters

• What is a small choice you made recently that turned out to matter more than you expected?

• If one ordinary decision can change everything that follows, how should that change the way we make ordinary decisions?

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Small Degrees, Distant Destinations

This article uses navigation as its frame: a ship one degree off course across the Atlantic arrives sixty miles from where it intended. It then applies that idea to five areas of a young person's life — habits, reputation, time, friends and media — arguing that each one accumulates quietly rather than announcing itself.

The piece is direct about the fact that we cannot see our destination from where we stand, and that refusing to decide is itself a decision that lets other things steer.

It closes by telling the reader to choose a destination deliberately and move toward it with confidence.

Conversation Starters

• Which of the five — habits, reputation, time, friends or media — do you think has the biggest effect on a person your age?

• If you cannot know where you will end up, what makes a direction worth choosing anyway?

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Get Legendary



GET LEGENDARY

ENTREPRENEUR SPOTLIGHT: HENRY KOOPMAN

Tuttle Twins: Tell us about your business, Henry.

Henry Koopman: Legendary is all about discovering the hero you already are, because the coolest powers are the ones that make you you. I create custom trading cards that turn real kids into heroes, using their own strengths, talents, and personality as their superpowers.

HENRY THE ARCHITECT OF DREAMS

TT: Why is your product so successful?

HK: I think people like the customized cards, but also I think the experience at the booth is part of what makes it fun. I interview each person about their strengths, what they love to do, their dream superpower and adventure world. They realize the things that make them special are already there. They discover the hero that they already are! Then they get to watch me turn their answers and photo into their own Legendary card right there.

My favorite part is seeing people's reactions when they see themselves as a hero.

TT: How did you come up with the idea?

HK: I've always loved trading cards, and I think AI is a really cool new technology. One day I had the idea to combine the two and make personalized trading cards where kids like me get to be the heroes. And that's how Legendary was born!

An interview with Henry Koopman, a young entrepreneur who turns real people into heroes on custom trading cards built around their own strengths and interests. He explains how the idea started with two things he already loved, and how he built a business around it, interviewing each customer at his booth and making the card while they watch.

Asked what has been hard, he describes losing access to the printer he had counted on and how working around it pushed him toward a better product. The interview closes with what he enjoys most, watching someone see themselves as a hero, and how readers can order a card of their own.

Conversation Starters

• Henry says a problem with his printer ended up improving his cards. When has something going wrong made your work better?

• Henry built a business out of two things he already liked. What is something you enjoy that other people might pay for?

Share your conversation experiences with the world!

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