

The Westing Game Chapter Questions

Don't miss this New York Times bestselling "impossible to put down" (Buzzfeed) novel with deadly stakes, thrilling twists, and juicy secrets--perfect for fans of One of Us is Lying and Knives Out. Avery Grambs has a plan for a better future: survive high school, win a scholarship, and get out. But her fortunes change in an instant when billionaire Tobias Hawthorne dies and leaves Avery virtually his entire fortune. The catch? Avery has no idea why--or even who Tobias Hawthorne is. To receive her inheritance, Avery must move into sprawling, secret passage-filled Hawthorne House where every room bears the old man's touch--and his love of puzzles, riddles, and codes. Unfortunately for Avery, Hawthorne House is also occupied by the family that Tobias Hawthorne just dispossessed. This includes the four Hawthorne grandsons: dangerous, magnetic, brilliant boys who grew up with every expectation that one day they would inherit billions. Heir apparent Grayson Hawthorne is convinced that Avery must be a conwoman, and he's determined to take her down. His brother, Jameson, views her as their grandfather's last hurrah: a twisted riddle, a puzzle to be solved. Caught in a world of wealth and privilege, with danger around every turn, Avery will have to play the game herself just to survive.

Newbery Honor Book * ALA Notable Children's Book "Deeply felt. Presents a moral question with great care and sensitivity." —The New York Times "A spellbinding story about rites of passage." —Publishers Weekly (starred review) "A realistic story with the intensity of a fable." —The Horn Book (starred review) "Thought-provoking." —School Library Journal (starred review) In Palmer LaRue's hometown of Waymer, turning ten is the biggest event of a boy's life. But for Palmer, his tenth birthday is not something to look forward to, but something to dread. Then one day, a visitor appears on his windowsill, and Palmer knows that this, more than anything else, is a sign that his time is up. Somehow, he must learn how to stop being afraid and stand up for what he believes in. Wringer is a powerful tour de force from Newbery Medal winner Jerry Spinelli.

Educational resource for teachers, parents and kids!

Now a Nickelodeon Original Movie! Over 100 Weeks on the New York Times Bestseller List! 44 State Award Lists! Discover what James Patterson calls “ the coolest library in all the world ” in this fun-filled, action-packed bestseller from the much-loved co-author of I Funny and Treasure Hunters! “ A worthy successor to... Willy Wonka. ” —Booklist, Starred Review When Kyle learns that the world’s most famous game maker, Luigi Lemoncello, has designed the town’s new library and is having an invitation-only lock-in on opening night, he’s determined to be there! But the tricky part isn’t getting into the library—it’s getting out. Because when morning comes, the doors stay locked. Kyle and the other kids must solve every clue and figure out every secret puzzle to find the hidden escape route! Don’t miss bonus content in the back of the book—extra puzzles, an author Q&A, and more! And look for the puzzle-packed sequels—Mr. Lemoncello’s Library Olympics and Mr. Lemoncello ’ s Great Library Race! “ Full of puzzles to think about, puns to groan at ...this solid, tightly plotted read is a winner for readers and game-players alike. ” —Kirkus Reviews, Starred Review

Mice of the Westing Wind

Greenglass House

The Gallery

L-I-T Guide

The Westing Game - Literature Kit Gr. 7-8

In 1929 New York City, twelve-year-old housemaid Martha O'Doyle suspects that a wealthy recluse may be trying to communicate with the outside world through the paintings on her gallery walls.

September 1840 marks five months since twelve-year-old Nathan Fowler's life-threatening encounter with Weasel, the heartless man who stalked Nathan like a wild animal through the forest. Nathan hasn't been the same since, wary of every new person he meets - including the visiting peddler Orrin Beckwith. When Beckwith shows Nate and his family a handbill advertising a show with a "white Injun," a man without a tongue, Nathan is sure the man is his friend Ezra, who lost his tongue to Weasel's knife. Determined to save Ezra from this traveling show of "human oddities," Nathan sets out with Beckwith from Ohio to Pennsylvania. On the way, Nathan encounters more people than he's ever met before, and he begins to learn a thing or two about human nature. The biggest shock, however, is Ezra himself, and it will take more than Nathan bargained for to bring him back home.

The first time Melanie Ross meets April Hall, she's not sure they have anything in common. But she soon discovers that they both love anything to do with ancient Egypt. When they stumble upon a deserted storage yard, Melanie and April decide it's the perfect spot for the Egypt Game. Before long there are six Egyptians, and they all meet to wear costumes, hold ceremonies, and work on their secret code. Everyone thinks it's just a game until strange things start happening. Has the Egypt Game gone too far?

In a world where the slightest edge can mean the difference between success and failure, Leisha Camden is beautiful, extraordinarily intelligent ... and one of an ever-growing number of human beings who have been genetically modified to never require sleep. Once considered interesting anomalies, now Leisha and the other "Sleepless" are outcasts -- victims of blind hatred, political repression, and shocking mob violence meant to drive them from human society ... and, ultimately, from Earth itself. But Leisha Camden has chosen to remain behind in a world that envies and fears her "gift" -- a world marked for destruction in a devastating conspiracy of freedom ... and revenge.

Touching Spirit Bear

Lord of the Flies

Classic Middle School Literature

The Westing Game: An Instructional Guide for Literature

Book Uncle and Me

A puzzlemaker's last clue. A friendship's last chance. The GEEKs: Gina, Edgar, Elena, and Kevin have been best friends for as long as they can remember. So when their arch-nemesis points out that their initials make them literally GEEKs, they decide to go with it. The problem: The GEEKs' hometown of Elmwood was once the headquarters of the famous toymaker Maxine Van Houten. Her popular puzzle sphere, the Bamboozler, put the town on the map. But Maxine passed away long ago. Now the toy factory is shutting down, and Elena's mom and Kevin's dad are losing their jobs. They might have to move—and that would mean splitting up the GEEKs! The quest: Maxine left one final puzzle, a treasure hunt that could save the town and keep the friends together. But only those who know and love Elmwood best will be able to solve it. GEEKs to the rescue!

Hatchet meets The Babysitters Club in this epic and thrilling survival story about pushing oneself to the limit in the face of a crisis. We were all alone, in a shaken and shattered house, in the dark. And I was in charge. Hannah Steele loves living on Pelling, a tiny island near Seattle. She's always felt totally safe there. So when she's asked to babysit after school one day, it's no big deal. Zoe and Oscar are her next-door neighbors, and Hannah just took a babysitting class, which she's pretty sure makes her an expert. She isn't even worried that she left her inhaler at home. Then the shaking begins. The terrifying earthquake only lasts four minutes, but it changes everything—damaging the house, knocking out the power, and making cell service nonexistent. Even worse, the ferry and the bridge connecting the kids to help—and their parents—are both blocked, which means they're stranded alone. And Hannah's in charge as things go from bad to worse. Praise for The Disaster Days: "A realistic, engrossing survival story that's perfect for aspiring babysitters and fans of John Macfarlane's Stormstruck!, Sherry Shahan's Ice Island, or Wesley King's A World Below."—School Library Journal "The strength of this steadily paced novel that stretches over four days of a scary disaster scenario is that Hannah doesn't figure everything out; she stumbles, doubts, and struggles throughout it all."—The Bulletin of the Center for Children's Books "Fans of survival thrillers in the vein of Gary Paulsen's Hatchet will enjoy this tense, honest tale of bravery...an excellent (and refreshingly not didactic) teaching tool on natural-disaster preparedness."—Booklist "The relentless progression of a variety of disaster scenarios will keep readers turning pages...equally suspenseful and informative."—School Library Connection "Behrens uses immersive details and situations effectively viewed from Hannah's perspective to create a suspenseful, vivid story filled with lessons about responsibility and overcoming adversity."—Publishers Weekly The Disaster Days is a perfect... gift for preteen survival story fans earthquake fiction chapter book for tween girls ages 11-14 survivalist fiction book for middle grade girls summer reading book for preteens preteen gift for girls

An alien race calls on one woman to revive mankind after Earth's apocalypse in this science fiction classic from the award-winning author of Parable of the Sower. Lilith Iyapo has just lost her husband and son when atomic fire consumes Earth—the last stage of the planet's final war. Hundreds of years later Lilith awakes, deep in the hold of a massive alien spacecraft piloted by the Oankali—who arrived just in time to save humanity from extinction. They have kept Lilith and other survivors asleep for centuries, as they learned whatever they could about Earth. Now it is time for Lilith to lead them back to her home world, but life among the Oankali on the newly resettled planet will be nothing like it was before. The Oankali survive by genetically merging with primitive civilizations—whether their new hosts like it or not. For the first time since the nuclear holocaust, Earth will be inhabited. Grass will grow, animals will run, and people will learn to survive the planet's untamed wilderness. But their children will not be human. Not exactly. Featuring strong and compelling characters and exploring complex themes of gender and species, Octavia E. Butler presents a powerful, postapocalyptic interplanetary epic, as well as a ray of hope for humanity. This ebook features an illustrated biography of Octavia E. Butler including rare images from the author's estate.

Golding's iconic 1954 novel, now with a new foreword by Lois Lowry, remains one of the greatest books ever written for young adults and an unforgettable classic for readers of any age. This edition includes a new Suggestions for Further Reading by Jennifer Buehler. At the dawn of the next world war, a plane crashes on an uncharted island, stranding a group of schoolboys. At first, with no adult supervision, their freedom is something to celebrate. This far from civilization they can do anything they want. Anything. But as order collapses, as strange howls echo in the night, as terror begins its reign, the hope of adventure seems as far removed from reality as the hope of being rescued.

The Disaster Days

The Westing Game Student Discussion Guide

Dear Haiti, Love Elaine

The Unbreakable Code

Click Here to Start (a Novel)

“I couldn’t put Dear Haiti, Love Elaine down!” —New York Times bestselling author Jasmine Guillory “An enchanting and engrossing novel full of wit and laughter.” —Edwidge Danticat, author of Breath, Eyes, Memory “Remarkable, funny, and whip-smart.” —Ibi Zoboi, author of American Street, National Book Award finalist “Maika and Maritza Moulite have created quite the masterpiece.” —NPR.org “Alaine’s sarcastic quips...are worth the price of admission alone.” —HYPEBAE “A beautiful story from start to finish.” —Buzzfeed Alaine Beapuarlant has heard about Haiti all her life... But the stories were always passed down from her dad—and her mom, when she wasn’t too busy with her high-profile newscaster gig. But when Alaine's life goes a bit sideways, it’s time to finally visit Haiti herself. What she learns about Haiti’s proud history as the world’s first black republic (with its even prouder people) is one thing, but what she learns about her own family is another. Suddenly, the secrets Alaine’s mom has been keeping, including a family curse that has spanned generations, can no longer be avoided. It’s a lot to handle, without even mentioning that Alaine is also working for her aunt’s nonprofit, which sends underprivileged kids to school and boasts one annoyingly charming intern. But if anyone can do it all...it's Alaine. “Delightful.” —Essence magazine “Alaine Beapuarlant is YA’s new favorite heroine.” —Author Nina Moreno for Bustle “Seamlessly blending story lines and allusions to Haiti’s history and culture, the authors create an indelible, believable character in Alaine—naïve, dynamic, and brutally honest—who stretches and grows as her remarkable, affectingly rendered family relationships do.” —Publishers Weekly (starred review) “Sisters Maika and Maritza Moulite deliver a phenomenal coming-of-age story with this stunning novel.” —Booklist (starred review) “Enchanting.” —Kirkus Reviews Winner of a Parent’s Choice Award!

At Greenglass House, a smuggler’s inn, 12-year-old Milo, the innkeepers’ adopted son, plans to spend his winter holidays relaxing, but soon guests begin arriving with strange stories about the house, sending Milo and Meddy, the cook's daughter, on an adventure. Simultaneous eBook.

A Coretta Scott King Author Honor and Boston Globe / Horn Book Honor winner!"Powerful.... Johnson writes about the long shadows of the past with such ambition that any reader with a taste for mystery will appreciate the puzzle Candice and Brandon must solve." -- The New York Times Book ReviewWhen Candice finds a letter in an old attic in Lambert, South Carolina, she isn't sure she should read it. It's addressed to her grandmother, who left the town in shame. But the letter describes a young woman. An injustice that happened decades ago. A mystery enfolding its writer. And the fortune that awaits the person who solves the puzzle.So with the help of Brandon, the quiet boy across the street, she begins to decipher the clues. The challenge will lead them deep into Lambert's history, full of ugly deeds, forgotten heroes, and one great love; and deeper into their own families, with their own unspoken secrets. Can they find the fortune and fulfill the letter's promise before the answers slip into the past yet again?

From the Newbery Award-winning author of THE WESTING GAME, more clever riddles and wordplay, clues to be found, and mysteries to be solved! Wanted: Assistant to a painter (and a secret sleuth) Dickory Dock has come to 12 Cobble Lane to take the job as painter's assistant to the artist Garson. The townhouse looks charming and quaint, but inside its redbrick walls lurk suspicious characters, multiple mysteries, and one very eccentric portrait artist. Clues abound; and suddenly Dickory finds herself assisting Garson not in art but in crime solving. Can Dickory untangle the web of mysteries within mysteries and discover the true secret hiding on Cobble Lane?

A Gripping Crime Mystery that Will Keep You Guessing

Rescue

Grk

It Ain't So Awful, Falafel

The Missing 'gator of Gumbo Limbo

The large print edition of the riveting new novel from the #1 New York Times bestselling author of *The Liar*. "She stood in the deep, dark woods, breath shallow and cold prickling over her skin despite the hot, heavy air. She took a step back, then two, as the urge to run fell over her." Naomi Bowes lost her innocence the night she followed her father into the woods. In freeing the girl trapped in the root cellar, Naomi revealed the horrible extent of her father's crimes and made him infamous. No matter how close she gets to happiness, she can't outrun the sins of Thomas David Bowes. Now a successful photographer living under the name Naomi Carson, she has found a place that calls to her, a rambling old house in need of repair, thousands of miles away from everything she's ever known. Naomi wants to embrace the solitude, but the kindly residents of Sunrise Cove keep forcing her to open up--especially the determined Xander Keaton. Naomi can feel her defenses failing, and knows that the connection her new life offers is something she's always secretly craved. But the sins of her father can become an obsession, and, as she's learned time and again, her past is never more than a nightmare away.

When a tiger cub goes missing from the reserve, Neil is determined to find her before the greedy Gupta gets his hands on her to kill her and sell her body parts on the black market. Neil's parents, however, are counting on him to study hard and win a prestigious scholarship to study in Kolkata. Neil doesn't want to leave his family or his island home and he struggles with his familial duty and his desire to maintain the beauty and wildness of his island home in West Bengal's Sunderbans.

ABOUT THE L-I-T GUIDE SERIES: These excellent teaching aids integrate the reading of outstanding works of children's literature with important reading-comprehension, speaking, writing, and listening skills. Each 40- to 56-page (Sounder is 32 pages) L-I-T Guide includes learning experiences that provide opportunities for group dynamics as well as activities to challenge students' abilities in critical and creative thinking. Each L-I-T Guide includes Story Summary, About the Author, Preparing to Read, Cooperative-Learning Projects, Vocabulary Skills, Chapter-by-Chapter Critical-Thinking Questions, Spotlight Literary Skills*, Creative-Thinking Activities, Glossary of Literary Terms, and Post-Reading Activities. *Four or five literary devices and skills are spotlighted in each guide. They include plot, setting, point of view, irony, tone, figures of speech, foreshadowing, symbolism, flashback, cause versus effect, fact versus opinion, main idea, theme, interpretation, and mood. Grades 4 to 10.

When Ted inherits his uncle's apartment "and all the treasure within," he realizes the apartment is set up like a real-life video game and must solve the puzzles with his friends to discover the treasure.

Spy Runner

Weasel

Wringer

Mystery

Beggars in Spain

In Spy Runner, a noir mystery middle grade novel from Newbery Honor author Eugene Yelchin, a boy stumbles upon a secret that jeopardizes American national security.

Charles and Oliver try to help recapture pirate sea dogs who have escaped from prison.

Unravel the secrets at the center of an intriguing murder mystery game. Activities are meant to excite students throughout the reading. Using the chapter titles as clues, predict what might happen in each one. Identify elements of foreshadowing from the novel, and imagine what will take place. Follow the clues in the story to solve the game before any of the characters. Identify cause and effect by explaining why each event happened. Keep track of the variety of characters with comprehension questions. Students will write their own prologue and epilogue at the completion of the reading. Compare two different character's perspectives of the same event from the novel. Aligned to your State Standards and written to Bloom's Taxonomy, additional crossword, word search, comprehension quiz and answer key are also included. About the Novel: The Westing Game is a Newbery Medal winning story about a group of people playing the game of who killed the millionaire. Samuel W. Westing, owner of Westing Paper Products, has died. Sixteen heirs are invited to live in the Sunset Towers apartment building. These heirs come together to read the will of the late self-made millionaire. The will challenges them to solve the murder of Sam Westing by splitting up into eight pairs. Each pair is given a set of clues and \$10,000 dollars to play the game. The winner will inherit the \$200,000,000 fortune and unravel the secret behind the old man's death.

Winner of the International Literacy Association Social Justice Literature Award An award-winning middle-grade novel about the power of grassroots activism and how kids can make a difference. Every day, nine-year-old Yasmin borrows a book from Book Uncle, a retired teacher who has set up a free lending library on the street corner. But when the mayor tries to shut down the rickety bookstand, Yasmin has to take her nose out of her book and do something. What can she do? The local elections are coming up, but she's just a kid. She can't even vote! Still, Yasmin has friends — her best friend, Reeni, and Anil, who even has a blue belt in karate. And she has family and neighbors. What's more, she has an idea that came right out of the last book she borrowed from Book Uncle. So Yasmin and her friends get to work. Ideas grow like cracks in the sidewalk, and soon the whole effort is breezing along nicely... Or is it spinning right out of control? An energetic, funny and quirky story about community activism, friendship, and the love of books. Correlates to the Common Core State Standards in English Language Arts: CCSS.ELA-LITERACY.RL.3.2 Recount stories, including fables, folktales, and myths from diverse cultures; determine the central message, lesson, or moral and explain how it is conveyed through key details in the text. CCSS.ELA-LITERACY.RL.3.6 Distinguish their own point of view from that of the narrator or those of the characters. CCSS.ELA-LITERACY.RL.4.2 Determine a theme of a story, drama, or poem from details in the text; summarize the text.

Tiger Boy

An Ecological Mystery

Figgs & Phantoms**Murder at the Book Club****The Egypt Game**

Something bad is brewing among a friendly group of book lovers: “A deliciously Agatha Christie-style mystery that sucks you in from the first page.” —Sibel Hodge, bestselling author of Look Behind You Imagine nine women meeting. Tea and cake are on the coffee table. They’ve come together to share their love of books. They are friends. They trust each other. It’s a happy gathering. What could be more harmless? Then scratch the surface and look closer. One is lonely. One is desperate. And one of them is a killer. When the body of a woman is discovered on a Cambridge common, DCI Barrett and DI Palmer are called in to investigate. But the motive behind the crime isn’t clear—and it all leads back to a book club. As the lies, volatile friendships, and tension among the group rise to the surface, DCI Barrett and DI Palmer must work out the motive and track down a cold-blooded killer. But just when they think they’re on the right track, a twist in the plot throws them off course . . . “Will keep readers guessing till the very end!” —J.A. Baker, bestselling author of The Other Mother “A deliciously devilish whodunit!” —Robert Bryndza, bestselling author of the Detective Erika Foster series

The student’s version of Talent Development Secondary’s Discussion Guide to Ellen Raskin’s clever mystery The Westing Game includes selected vocabulary words, highlights important literary devices and features, suggests literature-related writing and extension activities, and provides space for brief constructed responses to questions on each chapter. A brief biography of Raskin and suggestions for further reading are also included. This curriculum, developed at Johns Hopkins University, is used in schools across the country.

From the Newbery Award-winning author of THE WESTING GAME, more clever riddles and wordplay, clues to be found, and mysteries to be solved! A Newbery Honor book The Amazing Dancing Figgs! While Mona hates all the attention her eccentric relatives bring to her in town, there is one Figg family member she likes: her Uncle Florence, the book dealer. But Uncle Florence keeps hinting that he’s going to find his way to Capri, the Figg family heaven. And that means leaving Mona behind. Can Mona find Capri before it’s too late, or will she learn that things are seldom what they seem when books are involved?

Zomorod (Cindy) Yousefzadeh is the new kid on the block . . . for the fourth time. California’s Newport Beach is her family’s latest perch, and she’s determined to shuck her brainy loner persona and start afresh with a new Brady Bunch name—Cindy. It’s the late 1970s, and fitting in becomes more difficult as Iran makes U.S. headlines with protests, revolution, and finally the taking of American hostages. Even mood rings and puka shell necklaces can’t distract Cindy from the anti-Iran sentiments that creep way too close to home. A poignant yet lighthearted middle grade debut from the author of the best-selling Funny in Farsi.

Hide and Geek**Bringing Ezra Back****Crash****The Parker Inheritance****Dawn**

Sixth-grader Liza K., one of five homeless people living in an unspoiled forest in southern Florida, searches for a missing alligator destined for official extermination and studies the delicate ecological balance keeping her outdoor home beautiful.

This standards-based instructional guide provides teachers with rigorous activities and lesson plans to help students comprehend complex literature, as they read the 1979 Newbery Medal-winning mystery novel, The Westing Game. Students will learn how to analyze the text to determine meaning, make summaries, and more. Text-dependent thinking skills, with lessons focused on story elements, vocabulary, and more. Close reading activities throughout the literature units encourages students to use textual evidence as they revisit passages to respond more critically about the text. Support the rich exploration of literature in today’s classrooms with this resource.

Tackles The Westing Game and four thematically related short stories: "The Cask of Amontillado," "The Monkey's Paw," "The Phantom Coach," and a ghost story by Charles Dickens, "The Signal-Man." This curriculum unit provides everything needed for in-depth study of classic fiction (except the readily available novels and short stories themselves). Includes background information, author bios, plot summaries, vocabulary study guides, discussion of literary elements, reproducible activities and assessments, and ideas for extensions. The time required for full treatment is four weeks for each novel, one week for each short story. Grades 6-8. Glossaries. Answer keys.

*Wall Street Journal's "Mysteries: Best of 2018" *Book of the Month Club Selection *Edgar Award Nominee: Best First Novel by an American Author A "hugely entertaining" (Wall Street Journal) mystery starring "a Royal Tenenbaums-esque clan of geniuses" (Martha Stewart Living)—perfect for fans of Mr. Penumbra's 24-Hour Bookstore. In a town where the owner of a struggling Seattle bookstore, receives a letter from her adoptive grandfather—mathematician Isaac Severy—days after he dies in a suspected suicide. In his puzzling letter, Isaac alludes to a secretive organization that is after his final bombshell equation, and he charges Hazel with safely delivering it to a trusted colleague. But in the weeks leading up to Isaac's funeral, Hazel realizes she's not the only one searching for his life's work, and that the equation's implications have potentially disastrous consequences for the extended Severy family, a group of dysfunctional geniuses unmoored by the sudden death of their patriarch. As agents of an enigmatic company shadow Isaac's favorite niece, Hazel reappears in Los Angeles, the equation slips further from Hazel's grasp. She must unravel a series of confounding clues hidden inside one of her favorite novels, drawing her ever closer to his mathematical treasure. But when her efforts fall short, she is forced to enlist the help of those with questionable motives. "A novel that is anything but ordinary" (Washington Post), The Last Equation of Isaac Severy proves that, like Hazel, you don't have to love math to fall under the Severy spell.

Operation Tortoise**The Inheritance Games****Book Scavenger****An Instructional Guide for Literature****The Tattooed Potato and Other Clues**

From New York Times bestselling author Jennifer A. Nielsen comes a thrilling World War II story of espionage and intrigue, as one girl races to crack a coded message to save her father and the French resistance. Six hundred and fifty-seven days ago, Meg Kenyon's father left their home in France to fight for the Allies in World War II, and that was the last time Meg saw him. Recently, she heard he was being held prisoner by the Nazis, a terrible sentence from which Meg fears he'll never return. All she has left of him are the codes he placed in a jar for her to decipher, an affectionate game the two of them shared. But the codes are running low, and soon there'll be nothing left of Papa for Meg to hold on to at all. Suddenly, an impossible chance to save her father falls into Meg's lap. After following a trail of blood in the snow, Meggie finds an injured British spy hiding in her grandmother's barn. Captain Stewart tells her that a family of German refugees must be guided across Nazi-occupied France to neutral Spain, whereupon one of them has promised to free Meg's father. Captain Stewart was meant to take that family on their journey, but too injured to complete the task himself, he offers it to Meg, along with a final code from Papa to help complete the mission -- perhaps the most important, and most difficult, riddle she's received yet. As the Nazis flood Meg's village in fierce pursuit, she accepts the duty and begins the trek across France. Leading strangers through treacherous territory, Meg faces danger and uncertainty at every turn, all the while struggling to crack her father's code. The message, as she unravels it, reveals secrets costly enough to risk the mission and even her own life. Can Meg solve the puzzle, rescue the family, and save her father?

While vacationing in the Seychelles, Tim discovers a well-guarded private island where he learns of a devious plot that threatens the endangered local giant tortoise.

A Newbery Medal Winner For over thirty-five years, Ellen Raskin's Newbery Medal-winning The Westing Game has been an enduring favorite. This highly inventive mystery involves sixteen people who are invited to the reading of Samuel W. Westing's will. They could become millionaires-it all depends on how they play the tricky and dangerous Westing game, a game involving blizzards, burglaries, and bombings Ellen Raskin has created a remarkable cast of characters in a puzzle-knotted, word-twisting plot filled with humor, intrigue, and suspense. Winner of the Newbery Medal Winner of the Boston Globe/Horn Book Award An ALA Notable Book A School Library Journal One Hundred Books That Shaped the Century "A supersharp mystery...confoundingly clever, and very funny." --Booklist, starred review "Great fun for those who enjoy illusion, word play, or sleight of hand." --The New York Times Book Review "A fascinating medley of word games, disguises, multiple aliases, and subterfuges--a demanding but rewarding book." --The Horn Book

A New York Times-Bestseller! For twelve-year-old Emily, the best thing about moving to San Francisco is that it's the home city of her literary idol: Garrison Griswold, book publisher and creator of the online sensation Book Scavenger (a game where books are hidden in cities all over the country and clues to find them are revealed through puzzles). Upon her arrival, however, Emily learns that Griswold has been attacked and is now in a coma, and no one knows anything about the epic new game he had been poised to launch. Then Emily and her new friend James discover an odd book, which they come to believe is from Griswold himself, and might contain the only copy of his mysterious new game. Racing against time, Emily and James rush from clue to clue, desperate to figure out the secret at the heart of Griswold's new game--before those who attacked Griswold come after them too. This title has Common Core connections.

A Novel in Clues**The Last Equation of Isaac Severy****The Westing Game****The Obsession****Mystery Study Units**

In his Nautilus Award-winning classic Touching Spirit Bear, author Ben Mikaelson delivers a powerful coming-of-age story of a boy who must overcome the effects that violence has had on his life. After severely injuring Peter Driscall in an empty parking lot, mischief-maker Cole Matthews is in major trouble. But instead of jail time, Cole is given another option: attend Circle Justice, an alternative program that sends juvenile offenders to a remote Alaskan Island to focus on changing their ways. Desperate to avoid prison, Cole fakes humility and agrees to go. While there, Cole is mauled by a mysterious white bear and left for dead. Thoughts of his abusive parents, helpless Peter, and his own anger cause him to examine his actions and seek redemption—from the spirit bear that attacked him, from his victims, and, most importantly, from himself. Ben Mikaelson paints a vivid picture of a juvenile offender, examining the roots of his anger without absolving him of responsibility for his actions, and questioning a society in which angry people make victims of their peers and communities. Touching Spirit Bear is a poignant testimonial to the power of a pain that can destroy, or lead to healing. A strong choice for independent reading, sharing in the classroom, homeschooling, and book groups.

Seventh-grader John "Crash" Coogan has always been comfortable with his tough, aggressive behavior, until his relationship with an unusual Quaker boy and his grandfather's stroke make him consider the meaning of friendship and the importance of family.

A New York Times-Bestseller! Could books hidden through Book Scavenger be linked to an arsonist's web of destruction? Find out in Book 2 of Jennifer Chambliss' The Book Scavenger series. Mr. Quisling is definitely up to something mysterious, and Emily and James are on high alert. First, there's the coded note he drops at a book event. Then they uncover a trail of encrypted messages in Mark Twain-penned books hidden through Book Scavenger. What's most suspicious is that each hidden book triggers a fire. As the sleuthing friends dig deeper, they discover Mr. Quisling has been hunting a legendary historical puzzle: the Unbreakable Code. This new mystery is irresistible, but Emily and James can't ignore the signs that Mr. Quisling might be the arsonist. The clock is ticking as the fires multiply, and Emily and James race to crack the code of a lifetime. This title has Common Core connections. A Christy Ottaviano Book

Escape from Mr. Lemoncello's Library