
Westing Game Discussion Questions Answers

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The Westing Game Ember
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. *Touching Spirit Bear* Simon and Schuster
"Like *A Wrinkle in Time* (Miranda's favorite book), *When You Reach Me* far surpasses the usual

whodunit or sci-fi adventure to become an incandescent exploration of 'life, death, and the beauty of it all.'"
—The Washington Post
This Newbery Medal winner that has been called "smart and mesmerizing," (The New York Times) and "superb" (The Wall Street Journal) will appeal to readers of all types, especially those who are looking for a thought-provoking mystery with a mind-blowing twist. Shortly after a fall-out with her best friend, sixth grader Miranda starts receiving mysterious notes, and she doesn't know what to do. The notes tell her that she must write a letter—a true story, and that she can't share her mission with anyone. It would be easy to ignore the strange messages, except that whoever is leaving them has

an uncanny ability to predict the future. If that is the case, then Miranda has a big problem—because the notes tell her that someone is going to die, and she might be too late to stop it. Winner of the Boston Globe – Horn Book Award for Fiction A New York Times Bestseller and Notable Book Five Starred Reviews A Junior Library Guild Selection "Absorbing."
—People "Readers ... are likely to find themselves chewing over the details of this superb and intricate tale long afterward." —The Wall Street Journal "Lovely and almost impossibly clever."
—The Philadelphia Inquirer "It's easy to imagine readers studying Miranda's story as many times as she's read L'Engle's, and spending hours pondering the provocative questions it raises." —Publishers Weekly,

Starred review

Wonder The Westing Game

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.

Figgs & Phantoms Penguin

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.

Beware of the Crocodile
Open Road Media
Novel-Ties study guides contain reproducible pages in a chapter by chapter format to accompany a work of literature of the same title.

Escape from Mr. Lemoncello's Library
Sourcebooks, Inc.
Capricorn (Cap)
Anderson has never watched television. He's never tasted a pizza.
Never heard of a wedgie.

Since he was little, his only experience has been living on a farm commune and being home-schooled by his hippie grandmother, Rain. But when Rain falls out of a tree while picking plums and has to stay in the hospital, Cap is forced to move in with a guidance counselor and her cranky teen daughter and attend the local middle school. While Cap knows a lot about tie-dying and Zen Buddhism, no education could prepare him for the politics of public school. Right from the beginning, Cap's weirdness makes him a moving target at Claverage Middle School (dubbed C-Average by the students). He has long, ungroomed hair; wears hemp clothes; and practises tai chi on the lawn. Once Zack Powers, big man on campus, spots

Cap, he can't wait to introduce him to the age-old tradition at C-Average: the biggest nerd is nominated for class president—and wins. [How to Eat Fried Worms](#) Harpercollins Childrens Books 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. Crash Harper Collins 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.

The Westing Game - Literature Kit Gr. 7-8
Candlewick Press (MA)
For fans of Small Spaces, Coraline, A Series of Unfortunate Events, and James Howe's Bunnacula classics comes the first

book in the award-winning, New York Times bestselling Books of Elsewhere series. This house is keeping secrets . . . When eleven-year-old Olive and her parents move into the crumbling mansion on Linden Street and find it filled with mysterious paintings, Olive knows the place is creepy—but it isn't until she encounters its three talking cats that she realizes there's something darkly magical afoot. Then Olive finds a pair of antique spectacles in a dusty drawer and discovers the most peculiar thing yet: She can travel inside the house's spooky paintings to a world that's strangely quiet . . . and eerily sinister. But in entering Elsewhere, Olive has been ensnared in a mystery darker and

more dangerous than she could have imagined, confronting a power that wants to be rid of her by any means necessary. With only the cats and an unusual boy she meets in Elsewhere on her side, it's up to Olive to save the house from the shadows, before the lights go out for good.

The Westing Game: An Instructional Guide for Literature Teacher
Created Materials

Eric is the new kid in seventh grade. Griffin wants to be his friend. When you're new in town, it's hard to know who to hang out with—and who to avoid. Griffin seems cool, confident, and popular. But something isn't right about Griffin. He always seems to be in the middle of bad things. And if Griffin doesn't like you, you'd better watch your back. There might be a target on it. As Eric gets drawn

deeper into Griffin's dark world, he begins to see the truth about Griffin: he's a liar, a bully, a thief. Eric wants to break away, do the right thing. But in one shocking moment, he goes from being a bystander . . . to the bully's next victim. This title has Common Core connections.

Schooled Harper
Collins

Mayhem breaks out in the fifth grade when the Venice Menace bullies his classmates into letting him become a regular guest on "Kidsview," the school's radio program.

The War with Grandpa
Good Year Books

"From the award-winning author of Bellweather Rhapsody, a delightfully clever novel following one woman and a

supporting cast of misfits, dreamers and foes as they race to win a treasure hunt inspired by Edgar Allan Poe, left behind by a dying billionaire" --

Maniac Magee Yearling
This remarkable and acclaimed debut novel, by the Newbery-winning author of When You Reach Me and the new instant classic The List of Things That Will Not Change, introduces readers to a captivating, hidden world below the ice. Peter is thrilled to join his parents on an expedition to Greenland. But when they finally reach the ice cap, he struggles to understand a series of frightening yet enticing visions. Thea has never seen the sun. Her extraordinary people, suspected of witchcraft and nearly driven to extinction, have retreated to a secret world they ' ve

built deep inside the arctic ice. As Thea dreams of a path to Earth ' s surface, Peter ' s search for answers brings him ever closer to her hidden home in this dazzling tale of mystery, science, and adventure at the top of the world. " A mystic thriller. "

—Entertainment Weekly
" Optimistic science fiction that highlights human ingenuity and survival under dire conditions. "

—The Wall Street Journal
Weasel Yearling

A must-read collection for Bible enthusiasts, study groups, and anyone interested in learning more about the most revered book of all time. As the bestselling book in the world, the Bible is a source of faith and enlightenment for millions of people. But how well do you really know its stories? Do You Know: • What significant

event in Jesus's life happened by the brook Kidron? • Though he doesn't identify himself in the book, who is generally considered the author of Mark? • What was Paul's side story? • What does the name Habakkuk mean? • Why did God remove Saul as king and replace him with David? Bible expert James Stuart Bell presents an extensive collection of over five hundred questions and answers designed to help readers deepen their understanding and appreciation of the essential Bible events and lessons. Blending valuable historical context and quizzes from all sixty-six books of the Bible, *How Well Do You Know Your Bible?* offers a variety of questions for readers to test their

knowledge and possibly learn something new along the way.

Bystander Random House

The decision to marry a certain person is one of the most important you'll ever make. It's vital to go into that marriage informed and prepared! Preparing for Marriage God's Way is a marriage counseling resource that uses thoughtful self-examination to reveal the personalities, background, and expectations that you and your partner are bringing to your union. Through rigorous Bible study, you will learn about God's expectations for marriage and be

equipped with his solutions for dealing with typical marriage conflicts. Three follow-up lessons after your marriage help you to reflect on all that's happened after you said, " I do. "

The Rock and the River Learning Links A New York Public Library 2017 Best Books for Teens selected title! It ' s the start of Jordan Sun ' s junior year at the Kensington-Blaine Boarding School for the Performing Arts. Unfortunately, she ' s an Alto 2, which—in the musical theatre world—is sort of like being a vulture in the wild: She has a spot in the ecosystem, but nobody ' s falling over

themselves to express their appreciation. So it's no surprise when she gets shut out of the fall musical for the third year straight. But then the school gets a mass email: A spot has opened up in the Sharpshooters, Kensington's elite a cappella octet. Worshipped . . . revered . . . all male. Desperate to prove herself, Jordan auditions in her most convincing drag, and it turns out that Jordan Sun, Tenor 1, is exactly what the Sharps are looking for. Classic Middle School Literature Good Year Books
BE CLASSIC with The Westing Game, introduced by New York Times bestselling author Mac Barnett. A highly inventive

mystery begins when sixteen unlikely people gather for the reading of the very stranger will of the very read Samuel W. Westing. They could become millionaires, depending on how they play a game. All they have to do is find the answer - but the answer to what? The Westing game is tricky and dangerous, but the heirs play on - through blizzards, burglaries, and bombings, Sam Westing may be dead ... but that won't stop him from playing one last game! 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

Educated Blackstone Publishing

Educational resource for teachers, parents and kids!

The Shadows Penguin

A modern-day classic.

This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! Lina and Doon have led the citizens of Ember to an exciting new world.

When they discover a village called Sparks, they are welcomed, fed, and given places to sleep. But the town's

resources are limited and it isn't long before resentment begins to grow between the two groups. When mysterious acts of vandalism cause tempers to erupt, putting everyone's lives in danger, it's up to our two heroes to find the courage to stop the conflict and bring peace. Praise for the City of Ember books: Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award

Winner of the White Children's Book Award
A realistic post-apocalyptic world.
DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." —USA Today
"An electric debut." —Publishers Weekly, Starred
"While Ember is colorless and dark, the book itself is rich with description." —VOYA, Starred
Mystery Study Units
Penguin
The name has haunted my sleep and made my awake hours uneasy for as long as I can remember. Other children whisper that he is part man and part animal -- wild and blood-thirsty. But I

know Weasel is real: a man, an Indian fighter the government sent to drive off the Indians -- to "remove them."
Weasel has his own ideas about removal...
Now that the Shawnees are dead or have left, Weasel has turned on the settlers. Like his namesake, the weasel, he hunts by night and sleeps by day, and he kills not because he is hungry, but for the sport of it...I know what I have to do. Weasel is out there. He could come here and hurt us. Maybe Pa can wait for the day when we'll have the law to take care of men like Weasel. But I can't...