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## Westing Game Literature Circle Questions Answers

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[The Mysterious Disappearance of Leon \(I Mean Noel\)](#) Good Year Books

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...

**Touching Spirit Bear** Houghton Mifflin Harcourt

A new friend could be sitting right next to you. Save Me a Seat joins the Scholastic Gold line, which features award-winning

and beloved novels. Includes exclusive bonus content! Joe and Ravi might be from very different places, but they're both stuck in the same place: SCHOOL. Joe's lived in the same town all his life, and was doing just fine until his best friends moved away and left him on his own. Ravi's family just moved to America from India, and he's finding it pretty hard to figure out where he fits in. Joe and Ravi don't think they have anything in common -- but soon enough they have a common enemy (the biggest bully in their class) and a common mission: to take control of their lives over the course of a single crazy week.

**The Obsession** Penguin

Madeleine L'Engle's ground-breaking science fiction and fantasy classic, now a major motion picture. It was a dark and stormy night; Meg Murry, her small brother Charles Wallace, and her mother had come down to the kitchen for a midnight snack when they were upset by the arrival of a most disturbing stranger. "Wild nights are my glory," the unearthly stranger told them. "I just got caught in a downdraft and blown off course. Let me sit down for a moment, and then I'll be on my way. Speaking of ways, by the way, there is such a thing as a tesseract." A tesseract (in case the reader doesn't know) is a wrinkle in time. To tell more would rob the reader of the enjoyment of Miss L'Engle's unusual book. A Wrinkle in Time, winner of the Newbery Medal in 1963, is the story of the adventures in space and time of Meg, Charles Wallace, and Calvin O'Keefe (athlete, student, and one of the most popular boys in high school). They are in search of Meg's father, a scientist who disappeared while engaged in secret work for the government on the tesseract problem.

A Wrinkle in Time is the winner of the 1963 Newbery Medal. It is the first book in The Time Quintet, which consists of A Wrinkle in Time, A Wind in the Door, A Swiftly Tilting Planet, Many Waters, and An Acceptable Time. A Wrinkle in Time is now a movie from Disney, directed by Ava DuVernay, starring Storm Reid, Oprah Winfrey, Reese Witherspoon and Mindy Kaling. This title has Common Core connections. Books by Madeleine L'Engle A Wrinkle in Time Quintet A Wrinkle in Time A Wind in the Door A Swiftly Tilting Planet Many Waters An Acceptable Time A Wrinkle in Time: The Graphic Novel by Madeleine L'Engle; adapted & illustrated by Hope Larson Intergalactic P.S. 3 by Madeleine L'Engle; illustrated by Hope Larson: A standalone story set in the world of A Wrinkle in Time. The Austin Family Chronicles Meet the Austins (Volume 1) The Moon by Night (Volume 2) The Young Unicorns (Volume 3) A Ring of Endless Light (Volume 4) A Newbery Honor book! Troubling a Star (Volume 5) The Polly O'Keefe books The Arm of the Starfish

Dragons in the Waters A House Like a Lotus And Both Were Young Camilla The Joys of Love Soar Penguin 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.

Rosa Parks Puffin A Newbery Medal Winner For over thirty-five years, Ellen Raskin's Newbery Medal-winning The Westing Game has been an enduring favorite. The Westing Game Deluxe Anniversary Edition Before writing The Westing

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Game, Ellen Raskin was an incredibly accomplished graphic artist, designing dozens of books, including the cover for the first edition of *A Wrinkle in Time* by Madeleine L'Engle. While writing *The Westing Game*, Ellen Raskin also thought about the design and layout, and ultimately the way in which it contributes to the reading experience of the story. This deluxe anniversary edition honors her original design work and displays bonus content showing the behind the scenes work of designing a book Ellen Raskin-style. 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

The Shadows Penguin

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.

**The Tattooed Potato and Other Clues** Scholastic Inc.

For fans of *Small Spaces*, *Coraline*, *A Series of Unfortunate Events*, and James Howe's *Bunnicula* 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

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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.

Between the Lines Harper Collins

Told in short, gripping chapters, this is an unforgettable true story of survival. The author was featured in Steven Spielberg's Survivors of the Shoah Visual History Foundation. At just 15,

her mother, and brother were taken from their Romanian town to the Auschwitz-II/Birkenau concentration camp. When they arrived at Auschwitz, a soldier waved Elly to the right; her mother and brother to the left. She never saw her family alive again. Thanks to a series of miracles, Elly survived the Holocaust. Today she is dedicated to keeping alive the stories of those who did not. Elly appeared on CBS's 60 Minutes for her involvement in bringing an important lawsuit against Volkswagen, whose German factory used her and other Jews as slave laborers.

*Mini-lessons for Literature Circles* ProQuest

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?

The Westing Game Penguin

From the Newbery Award-winning author of THE WESTING GAME, more clever riddles and wordplay, clues to be found, and mysteries to be solved! Glub! Blub! Mrs. Caroline "Little Dumpling" Carillon isn't quite sure what to expect when she sets off to meet her husband, Leon. After all, she hasn't seen him since their wedding when she was five and he was seven. But their reunion is cut short when a storm knocks him off their boat, and he disappears completely,

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leaving only one very waterlogged clue (Glub! Blub!). Will Dumpling be able to find Leon (or is it Noel) again? And just what is a glub blub?

*The Westing Game* Heinemann Educational Books

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.

[The Westing Game: An Instructional Guide for Literature](#) Scholastic Inc.

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 (Sunder 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.

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Grades 4 to 10.

*Escape from Mr. Lemoncello's Library* Ember

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.

Because of Mr. Terupt  
Yearling

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.

Give 'em Something to Talk about Scholastic Inc.

Oh Yeah? Proof It provides the student an opportunity to grow their language arts skills while being Editor-In-Chief! This helpful classroom resource enhances a student's understanding of the importance of proofreading. Presented as a school newspaper, students have the opportunity to edit a variety of newspaper articles, including school news, play reviews, advertisements, and even comics! The activities not only help students identify mistakes in written text, but also allow them to become more

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confident in their own writing, reinforcing essential grammar, spelling and other language arts skills. A complete answer key is also provided for the student or teacher to check their work.

When You Reach Me Wendy Lamb Books

Rosa Parks is best known for the day she refused to give up her seat on a segregated bus, sparking the Montgomery, Alabama, bus boycott. Yet there is much more to her story than this one act of defiance. In this straightforward, compelling autobiography, Rosa Parks talks candidly about the civil rights movement and her active role in it. Her dedication is inspiring; her story is unforgettable. "The simplicity and candor of this courageous woman's voice makes these compelling events even more moving and dramatic."--Publishers Weekly, starred review

The Westing Game Henry Holt and

Company (BYR)

Seven students are about to have their lives changed by one amazing teacher in this school story sequel filled with unique characters every reader can relate to. It's the start of a new year at Snow Hill School, and seven students find themselves thrown together in Mr. Terupt's fifth grade class. There's . . . Jessica, the new girl, smart and perceptive, who's having a hard time fitting in; Alexia, a bully, your friend one second, your enemy the next; Peter, class prankster and troublemaker; Luke, the brain; Danielle, who never stands up for herself; shy Anna, whose home situation makes her an outcast; and Jeffrey, who hates school. They don't have much in common, and they've never gotten along. Not until a certain new teacher arrives and helps them to find strength inside themselves--and in each other. But when Mr. Terupt suffers a terrible accident, will his students be able to remember the lessons he taught them? Or will their lives go back to the way they were before--before fifth grade and before Mr. Terupt? Find

out what happens in sixth and seventh grades in Mr. Terupt Falls Again and Saving Mr. Terupt. And don't miss the conclusion to the series, Goodbye, Mr. Terupt, coming soon! "The characters are authentic and the short chapters are skillfully arranged to keep readers moving headlong toward the satisfying conclusion."--School Library Journal, Starred  
*Save Me a Seat (Scholastic Gold)* Penguin  
"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

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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

### **Classic Middle School**

**Literature** Classroom Complete Press

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.

**The Parker Inheritance** Harper Collins

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