

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. Their 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.

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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): teaching directions, suggested schedules, 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.

"Now a major motion picture! Includes full-color movie photos and exclusive content!"--Dust jacket.

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 questions help students analyze the text with higher-order thinking skills, with lessons focused on story elements, vocabulary, and more. Close reading activities throughout the literature units

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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.

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?

From eating too much chocolate, Henry breaks out in brown bumps that help him foil some hijackers and teach him a valuable lesson about self-indulgence.

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

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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.

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

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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?

From flamboyant Capitol fashion to the wild, earthy textures of the unforgiving arena, *The World of the Hunger Games* is rich with stunning imagery. Between these pages you'll find intricate patterns, logos, and designs inspired by characters and scenes from all four *The Hunger Games* films, inviting you to fill them with color. Unleash your imagination and add your own flair to Effie Trinket's outrageous outfits, Katniss's trademark braids, Cinna's stunning creations, and, of course, the iconic Mockingjay. Both inspiring and relaxing, this gorgeous coloring book is a must-have for any *The Hunger Games* fan.

Bradley, Brian, Nate, and Lucy try to help out the Flying Fortunatos, an acrobatic troupe with a very shabby traveling circus, by identifying the marvelous, hooded trapeze artist they spied rehearsing.

A handsome stranger. A dead billionaire. A citywide treasure hunt. Tuesday Mooney's life is about to change...forevermore. Tuesday Mooney is a loner. She keeps to herself, begrudgingly socializes, and spends much of her time watching old *Twin Peaks* and *X-Files* DVDs. But when Vincent Pryce, Boston's most eccentric billionaire, dies—leaving behind an epic treasure hunt through the city, with clues inspired by his hero, Edgar Allan Poe—Tuesday's adventure finally begins. Puzzle-loving Tuesday searches for

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clue after clue, joined by a ragtag crew: a wisecracking friend, an adoring teen neighbor, and a handsome, cagey young heir. The hunt tests their mettle, and with other teams from around the city also vying for the promised prize—a share of Pryce's immense wealth—they must move quickly. Pryce's clues can't be cracked with sharp wit alone; the searchers must summon the courage to face painful ghosts from their pasts (some more vivid than others) and discover their most guarded desires and dreams. A deliciously funny ode to imagination, overflowing with love letters to art, from *The Westing Game* to *Madonna to the Knights of the Round Table*, *Tuesday Mooney Talks to Ghosts* is the perfect read for thrill seekers, wanderers, word lovers, and anyone looking for an escape to the extraordinary.

From NYT bestselling author Jennifer A. Nielsen comes a stunning thriller about a girl who must escape to freedom after the Berlin Wall divides her family between east and west.

Sixteen-year-old Gordie Jessup is a good kid but he's living a nightmare. His eighteen-year-old brother Chase's two-year addiction to crystal meth has left their family emotionally and financially drained. And just when Gordie thinks he can no longer stand the manipulating, the lying and the stealing, things get even worse. Chase is arrested for aggravated assault, released on bail and sent home to his family. But his dealers are after him and Chase appeals to Gordie for help. Gordie, disgusted with his brother and fully aware that it's a gamble, risks everything he has in the hope of bringing his

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family some peace.

For the new teacher, Prestwick House's extensive line of title-specific Teaching Units may serve as a starting point. For the experienced teacher, the Unit may serve as a point of departure. Our aim is to save you time and energy while alleviating the frustration.

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.

The game under the tree looked like a hundred others Peters and Judy had at home. But they were bored and restless and, looking for something interesting to do, thought they'd give Jumanji a try. Little did they know when they unfolded its ordinary-looking playing board that they were about to be plunged into the most exciting and bizarre adventure of their lives. In his second book for children, Chris Van Allsburg again explores the ever-shifting line between fantasy and reality with this story about a game that comes startlingly to life. His marvelous drawings beautifully convey a mix of the everyday and the extraordinary, as a quiet house is taken over by an exotic jungle.

Access Free The Westing Game Chapter Questions

The beautiful and haunting novel that launched David Almond as one of the best children's writers of today. When a move to a new house coincides with his baby sister's illness, Michael's world seems suddenly lonely and uncertain. Then, one Sunday afternoon, he stumbles into the old, ramshackle garage of his new home, and finds something magical. A strange creature - part owl, part angel, a being who needs Michael's help if he is to survive. With his new friend Mina, Michael nourishes Skellig back to health, while his baby sister languishes in the hospital. But Skellig is far more than he at first appears, and as he helps Michael breathe life into his tiny sister, Michael's world changes for ever . . . Skellig won the Carnegie Medal and the Whitbread Children's Book Award and is now a major Sky1 feature film, starring Tim Roth and John Simm. David Almond is also winner of the 2010 Hans Christian Andersen award. Powerful and moving - The Guardian This newly jacketed edition celebrates 15 years of this multi-award-winning novel.

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

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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

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, 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? 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

Access Free The Westing Game Chapter Questions

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

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? Critically acclaimed when it was first published, Tuck Everlasting has become a much-loved, well-studied modern-day classic. This anniversary edition features an in-depth interview conducted by Betsy Hearne in which Natalie Babbitt takes a look at Tuck Everlasting twenty-five years later. What if you could live forever? Is eternal life a blessing or a curse? That is what young Winnie Foster must decide when she discovers a spring on her family's property whose waters grant immortality. Members of the Tuck family, having drunk from the spring, tell Winnie of their experiences watching life go by

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and never growing older. But then Winnie must decide whether or not to keep the Tucks' secret—and whether or not to join them on their never-ending journey. Praise for Tuck Everlasting by Natalie Babbitt: “A fearsome and beautifully written book that can't be put down or forgotten.” —The New York Times “Exciting and excellently written.” —The New York Times Book Review “With its serious intentions and light touch the story is, like the Tucks, timeless.” —Chicago Sun-Times “Probably the best work of our best children's novelist.” —Harper's “Natalie Babbitt's great skill is spinning fantasy with the lilt and sense of timeless wisdom of the old fairy tales. . . . It lingers on, haunting your waking hours, making you ponder.” —The Boston Globe “This book is as shapely, crisp, sweet, and tangy as a summer-ripe pear.” —Entertainment Weekly This title has Common Core connections.

In this zany twist on the legend of King Midas and his golden touch, a boy acquires a magical gift that turns everything his lips touch into chocolate! Can you ever have too much of your favorite food? John Midas is about to find out.... The Chocolate Touch has remained a favorite for millions of kids, teachers, and parents for several generations. It's an enjoyable story that pulls in even reluctant readers.

What Josh thought would be the dulllest summer of his life, spent with his eccentric great-aunt, turns chilling when he meets the ghost of a coal miner killed in a mine explosion. Willie has been waiting years for some kind soul to dig up his leg and rebury it with the rest of him—only then will he be at peace. Josh agrees to do the grisly deed,

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but when he digs in the old cemetery, he finds more than Willie's leg bones! Who buried the box of cash in the grave, and why? How far will that person go to get the money back? *The Ghost's Grave* is a deliciously spooky adventure from a master of suspense.

For use in schools and libraries only. A collection of 158 mini-mysteries in which readers play Dr. Watson to master-detective Dr. Haledjian.

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 teachers guide for the novel *The Westing Game*.

Access Free The Westing Game Chapter Questions

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.

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

Access Free The Westing Game Chapter Questions

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 Educational resource for teachers, parents and kids!

The Westing Game Puffin Books

A classic science fiction novel from bestselling author Neal Shusterman is back in print. Jason is having a bad day. The kind of day when you just don't feel like yourself. Only for Jason, it's not just a feeling. He really isn't himself. Not anymore. Who is he? That's the problem. Jason isn't sure. And it's not just him. Everyone in town is acting weird. His friends. His parents. Everyone. Billington is usually such a normal town. As Jason is about to discover, nothing will ever be normal again....

A National Book Award finalist by Newbery Medalist Kate DiCamillo. Walking through the misty Florida woods one morning, twelve-year-old Rob Horton is stunned to

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encounter a tiger—a real-life, very large tiger—pacing back and forth in a cage. What's more, on the same extraordinary day, he meets Sistine Bailey, a girl who shows her feelings as readily as Rob hides his. As they learn to trust each other, and ultimately, to be friends, Rob and Sistine prove that some things—like memories, and heartache, and tigers—can't be locked up forever. Featuring a new cover illustration by Stephen Walton and an excerpt of Kate DiCamillo's newest novel, *Raymie Nightingale*.

When the Chatsworth library closes indefinitely, Dodie Fairisle loses her sanctuary. How is a small-town art teacher supposed to cope without the never-ending life advice and enjoyment that books give her? Well, when she's as resourceful and generous as Dodie, she turns her sunroom into her very own little lending library.

"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

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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

Traveling to the New World in 1606 as the page to Captain John Smith, twelve-year-old orphan Samuel Collier settles in the new colony of James Town, where he must quickly learn to distinguish between friend and foe. Reprint.

Ninth-grader Philip Malloy's suspension for humming "The Star-Spangled Banner" during homeroom becomes a national news story.

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