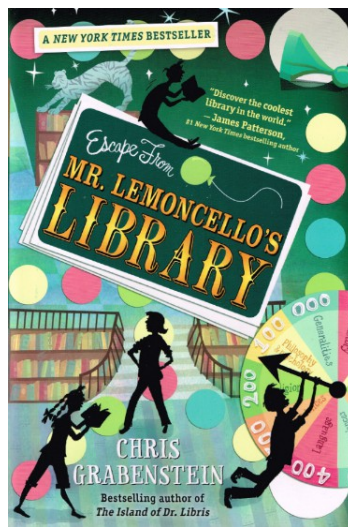


Escape From Mr. Lemoncello's Library



By

Chris Grabenstein

A Novel Study
by Joel Michel Reed

Escape From Mr. Lemoncello's Library

By Chris Grabenstein

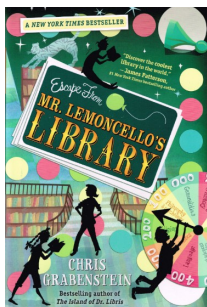


Table of Contents

Suggestions and Expectations	3
List of Skills	4
Synopsis / Author Biography	5
Student Checklist	6
Reproducible Student Booklet	7
Answer Key	61

About the author: Joel Reed has over 50 published novel studies and is the co-author of three novels. For more information on his work and literature, please visit the websites www.novelstudies.org and www.reedpublications.org.

Copyright © 2016 Joel Reed
All rights reserved by author.
Permission to copy for single classroom use only.
Electronic distribution limited to single classroom use only.
Not for public display.

Escape From Mr. Lemoncello's Library

By Chris Grabenstein

Suggestions and Expectations

This curriculum unit can be used in a variety of ways. Each chapter of the novel study focuses on several chapters of *Escape From Mr. Lemoncello's Library* and is comprised of five of the following different activities:

- Before You Read
- Vocabulary Building
- Comprehension Questions
- Language Activities
- Extension Activities

Links with the Common Core Standards (U.S.)

Many of the activities included in this curriculum unit are supported by the Common Core Standards. For instance the *Reading Standards for Literature, Grade 5*, makes reference to

- a) determining the meaning of words and phrases. . . including figurative language;
- b) explaining how a series of chapters fits together to provide the overall structure;
- c) compare and contrast two characters;
- d) determine how characters . . . respond to challenges;
- e) drawing inferences from the text;
- f) determining a theme of a story . . . **and many others.**

A principal expectation of the unit is that students will develop their skills in reading, writing, listening and oral communication, as well as in reasoning and critical thinking. Students will also be expected to provide clear answers to questions and well-constructed explanations. It is critical as well that students be able to relate events and the feelings of characters to their own lives and experiences and describe their own interpretation of a particular passage.

A strength of the unit is that students can work on the activities at their own pace. Every activity need not be completed by all students. A **portfolio cover** is included (p.7) so that students may organize their work and keep it all in one place. A **Student Checklist** is also included (p.6) so that a record of completed work may be recorded.

Themes which may be taught in conjunction with the novel include growing up, respect, believing the unbelievable, perseverance when facing difficult circumstances.

Escape From Mr. Lemoncello's Library

By Chris Grabenstein

List of Skills

Vocabulary Development

1. Locating descriptive words / phrases
2. Listing synonyms/homonyms
3. Identifying / creating *alliteration*
4. Use of capitals and punctuation
5. Identifying syllables
6. Identify *anagrams*
7. Use of singular / plural nouns
8. Listing compound words
9. Identifying parts of speech
10. Complete a 5W Chart
11. Identify *personification*
12. Identify/create *similes*

Setting Activities

1. Summarize the details of a setting

Plot Activities

1. Complete a *time line* of events
2. Identify conflict in the story
3. Complete a 3 – 2 – 1 activity
4. Identify *cliffhangers*
5. Identify the climax of the novel.
6. Identify the Protagonist

Character Activities

1. Determine character traits
2. Complete a character comparison
3. Relating personal experiences

Creative and Critical Thinking

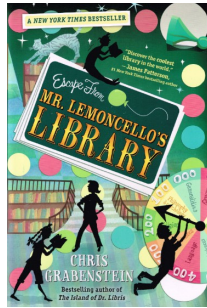
1. Research assignments
2. Write a newspaper story
3. Participate in a talk show
4. Conduct an interview
5. Identify video game characters
6. Write a description of personal feelings
7. Write a book review
8. Complete an Observation Sheet
9. KWS Chart
10. Complete a scavenger hunt

Art Activities

1. A Storyboard
2. Create a collage
3. Cast a film project
4. Design a cover for the novel
5. Create a comic strip
6. Complete a challenging maze

Escape From Mr. Lemoncello's Library

By Chris Grabenstein



Synopsis

Kyle Keeley has two older brothers; one is a total jock, and the other is a total brainiac. It's tough to come out on top when you're competing against that. But everyone has a fighting chance while playing board games ... a good roll of the dice, a lucky draw of the cards, and some smarts, and Kyle could win the day.

When Kyle learns that the world's most famous game maker has designed the town's new library and is having an invitation-only lock-in on the first night, he's determined to be there. What he doesn't realize is that getting out is going to take more than a good roll of the dice, a lucky card, and some smarts. And the stakes have never been higher.

Author Biography

Chris Grabenstein

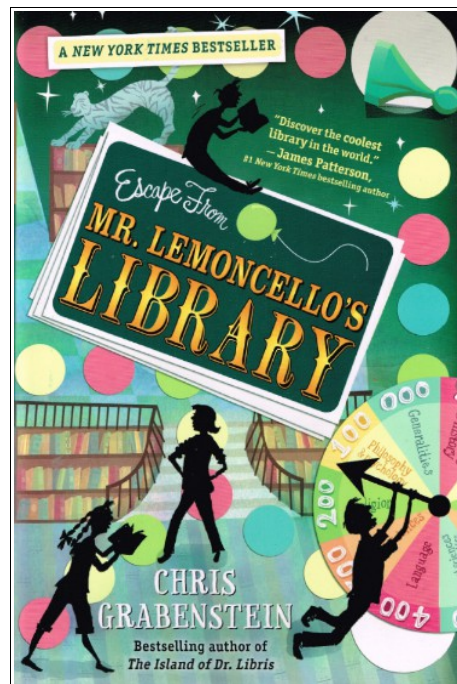
Chris Grabenstein is an American author. Previously an advertising executive and an improv comedian, he published his first novel in 2005. Since then he has written novels for both adults and children, the latter often with frequent collaborator James Patterson. He graduated from the University of Tennessee in 1977 with a degree from the College of Communication and Information.



Grabenstein has also written many novels for children, including the Agatha and Anthony award-winning Haunted Mysteries series and the New York Times bestselling *Escape From Mr. Lemoncello's Library*. He has also co-authored a number of books with author James Patterson, for whom he previously worked when he was in advertising.

(Courtesy of Wikipedia) - https://en.wikipedia.org/wiki/Chris_Grabenstein

Escape From Mr. Lemoncello's Library

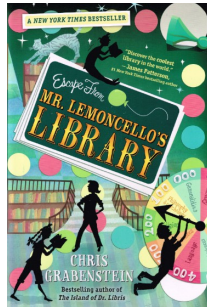


By Chris Grabenstein

Name: _____

Escape From Mr. Lemoncello's Library

By Chris Grabenstein



Chapters 1-5



Before you read the chapter:

Our novel is loosely based on the story of *Charlie and The Chocolate Factory* by Roald Dahl. Briefly describe what you already know about the plot of *Charlie and The Chocolate Factory*.



Vocabulary:

Draw a straight line to connect the vocabulary word to its definition. Remember to use a straight edge (like a ruler).

- | | |
|-----------------|---|
| 1. Scavenger | A. A particular order of related events. |
| 2. Melodramatic | B. To speak or pronounce clearly. |
| 3. Eccentric | C. A special right, immunity, or advantage. |
| 4. Rotunda | D. A person of unconventional or strange behavior. |
| 5. Enunciate | E. Exaggerated emotions or sentiments. |
| 6. Montage | F. A person who searches for and collects items. |
| 7. Sequence | G. A building or place where items are stored. |
| 8. Preliminary | H. An event preceding something more important. |
| 9. Privilege | I. A round building or room with a dome. |
| 10. Repository | J. The technique of producing a new composite whole from fragments of pictures, text, or music. |

Questions



1. Briefly describe the **setting** of the story as Chapter One begins.

2. What was the answer to the riddle found in Chapter One? *“Find two coins from 1982 that add up to thirty cents, and one of them cannot be a nickel.”*

3. What were the three songs played by the *animatronic goslings*?

4. What do you think are the most important things to consider when writing an essay?

5. Charles Chilton said one of his personal philosophies was *“knowledge is power”*. Share a personal philosophy from your own life that has a significant meaning to you.

6. Do you think Kyle resents living in the shadow of his older brother? Why or why not?



Language Activity

A. A **simile** is a comparison using the words “like” or “as”. The following is an example taken from Chapter One: *“As for why the three Keeley brothers were running around their neighborhood on a Sunday afternoon like crazed lunatics, grabbing all sorts of wacky stuff, well, it was their mother’s fault.”*

What two things are being compared in this example?

--	--

Invent two of your own **similes** comparing two different people or objects with something from your own imagination:

1

2

B. Many authors enjoy using **alliteration** – a literary device where the author repeats the same sound at the beginning of several words. Here’s one such example: “. . . **g**rouching, **g**rouching, **g**rumbling, **g**ripping about something or other.”

Using your imagination, create your own examples of **alliteration** from the following topics. Each example must contain a minimum of three words.

The sounds of a video game	
The sights of a library	
One from your own imagination	

C. The Eight Parts of Speech

Find at least two examples of each of the eight parts of speech from these chapters and list them in the appropriate section of the chart below.

Interjections	
Nouns	
Pronouns	
Conjunctions	
Prepositions	
Adjectives	
Adverbs	
Verbs	



Extension Activity

Storyboard

A storyboard is a series of pictures that tell about an important event in a story. A storyboard can tell the story of only one scene – or the entire novel.

Complete the storyboard below illustrating the events described in the first five chapters of our novel. You may wish to practice your drawings before you begin.

1	2
3	4
5	6