



Dear Book Club Host:

Welcome back to The 39 Clues Book Club! You're about to embark on an exciting adventure in reading fun! If you're new to the club, don't forget to check out the **Establish Your Cahill Stronghold** introductory theme materials so club members can feel like they're really on the Cahill team!

This month's activities celebrate the second book in The 39 Clues Unstoppable series: *Breakaway* by Jeff Hirsch. (Readers who haven't gotten to that book yet will still enjoy these activities.) You and your club members will work hard to stay one step ahead of the Cahills' new archenemy, J. Rutherford Pierce. Follow the instructions below and use the associated reproducible handouts to help your club members build their Cahill skills with this month's theme: **Survival Instinct**.

Activity 1: All for One, and One for...Run!

Prepare ahead: 1) Print one copy of the **All for One, and One for...Run!** handout. **2)** Have a pen and paper on hand.

Have everyone sit in a circle. Read the introduction on the handout aloud. As a group, decide on how many turns each person will have. (Two or three is optimal if you have ten or more participants.) Vote together on one of the story starters, and then read it aloud to the group. Starting with the club member to your right, have each participant add a sentence to the story. Continue going around the circle until everyone has had a turn and the story is complete. Emphasize that lingering too long will kill the suspense, so club members will have to think on their feet and make the next move quickly—just like the Cahills when they're in the middle of a jam.

If possible, keep a record of each club member's sentence and read the full story to the group when finished.

Activity 2: Midnight in the Tunis Library

Prepare ahead: 1) Photocopy the **Midnight in the Tunis Library** handout, making enough copies for everyone present. **2)** Provide pens or pencils.

This activity can be done individually or in groups of two or three. (Optional: individuals or groups can also compete to see who can crack the code the fastest.)

Read the instructions from the handout aloud to the group. Remind club members that Tunis is a city in Turkey near the site of ancient Troy. In *Breakaway*, the Cahill kids visit the library to find valuable clues that will help them in their quest to stop archenemy, J. Rutherford Pierce.

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Secret Message Key:

Use the following key to offer hints to club members who need assistance. The numbers below each title on the shelves provide the key. The bold numbers **before** the decimal points represent the order of a word in the title. The numbers **after** each decimal refer to the order of the letters in that word. For instance, in *Fabulous Flowers of Antiquity* by Fayche O. R. Chid:

2.4: 2 = 2nd word (Flowers) 4 = 4th letter (**W**)

4.1.8: 4 = 4th word (Antiquity) .1 = 1st letter (**A**) .8 = 8th letter (**T**)

	Fabulous Flowers of Antiquity by Fayche O. R. Chid	The Trojan Unicorn: Things History Got Wrong, Vol 4 by Woody B. Mahd	True Fictions by Ima Lihair	Preposterous or Plausible: How the Vikings Settled Rome by Ida B. Miztakehen	Sprites, Fairies, and Ogres, Oh My! by Ozzy Mandius
	2.4 – 4.1.8	3.4 – 5.1.5	1.3.1 – 2.1	8.2.1 – 7.4	5.2 – 2.6
ANSWER KEY	W - AT	C - HO	UT - F	OR - T	H - E
	The Comet That Destroyed Pompeii by Hal Ternate Indeen	Pandora's Can of Worms by Mai Bahd	Fictitious Truths by Onez Teigh	Jackalopes and Other Forgotten Inhabitants of Atlantis by I. M. M. T	Never Say Never by A. L. Wayze
	5.6.3.4	3.1	2.6 – 1.10	5.1.5 – 7.3	3.4
ANSWER KEY	IMP	O	S - S	IB - L	E

The hidden message reads: **WATCH OUT FOR THE IMPOSSIBLE.**

Once the code has been cracked, talk about the meaning of the message by asking questions that connect it to The 39 Clues books.

Activity 3: Design-a-Villain

- Prepare ahead:** 1) Photocopy one copy of the **Design-a-Villain** handout for each club member or pair of club members.
2) Provide pens or pencils.

This activity can be done either individually or in pairs.

Pass out the handouts and read the introduction aloud to the group. Have club members consider characteristics that make a truly evil villain. Have them list various villains they have read about or seen in movies or on television. Then, ask them to think about the core elements (psychological, emotional, social) they all share. Next, have them discuss ways in which villains can be completely different (looks, clothing, histories, accomplices). Encourage them to stretch beyond stereotypical or overused hallmarks of villainy to create a uniquely bad bad guy, such as a mastermind wolf in sheep's clothing like J. Rutherford Pierce.

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All for One, and One for...RUN!

It seems the Cahills are always getting into scrapes...and then getting out of them in style. The most important thing about a good getaway scene is making sure there is plenty of suspense. As a group, you'll play writer and reader, designing your own getaway scene. But to keep everyone on the edge of their seats, you can only contribute one sentence at a time, per person. Be sure to include some great bad guys, lots of interesting sights, loud crazy sounds, and of course, impossible predicaments.

Gather in a circle and vote on one of the starter sentences below. Where it goes from there...well, you'll just have to wait and see.

1) Suddenly they heard the plane's engines sputter and die. Too late, they saw their pilot had jumped and was parachuting to a boat in the middle of the Atlantic ocean.

2) From out of nowhere, the savage beast came flying in overhead. Amy could see the radio-controlled headset being used to direct its movements. It let out a deafening roar.

3) Dan reached out to pull the delicate artifact into his hand. "Gotcha!" he thought, just as a big, burly security guard came crashing into the exhibit room.

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Midnight in the Tunis Library

The Clue Hunt has led you to Tunis—a modern city that sits near the site of the ancient city of Troy. You’ve just gotten a tip from an anonymous source that there is a secret code hidden in the library’s ancient books, so you and your cohorts sneak in at midnight to unlock the message. Use all of your powers of observation to pick up every alphanumerical detail, and some topnotch Cahill critical thinking to put the clues together.

NEVER SAY NEVER BY A. L. WAYZE	JACKALOPES AND OTHER FORGOTTEN INHABITANTS OF ATLANTIS BY I. M. M. T	FICTITIOUS TRUTHS BY ONEZ TEIGH	PANDORA’S CAN OF WORMS BY MAI BAHD	THE COMET THAT DESTROYED POMPEII BY HALL TERNATE INDEEN	SPRITES, FAIRIES, AND OGRES, OH MY! BY OZZY MANDIUS	PREPOSTEROUS OR PLAUSIBLE: HOW THE VIKINGS SETTLED ROME BY IDA B. MIZTAKEHEN	TRUE FICTIONS BY IMA LIHAIR	THE TROJAN UNICORN: THINGS HISTORY GOT WRONG, VOL 4 BY WOODY S. MAHD	FABULOUS FLOWERS OF ANTIQÜITY BY FAYCHE O. R. CHIID
2.4 - 4.18 --	3.4 - 5.15 --	13.1 - 2.1 --	8.2.1 - 7.4 --	5.2 - 2.6 --	5.6.3.4 --	3.1 --	2.6 - 1.10 --	5.15 - 7.3 --	3.4 --

Secret Message:

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Design-a-Villain

J. Rutherford Pierce is the perfect bad guy. But if the Cahills know one thing, it's that not all bad guys and gals are alike. Sometimes, a villain is obvious. Sometimes it's the person you least suspect.

Design your own villain, alone or with a partner. Start by brainstorming villains you know from books, movies, or TV, and key characteristics they all have in common. Then write down some juicy specifics that make your evil mastermind unique.

The Best of the Worst: (In)Famous Villains:

Key Characteristics:

Villain Customizer

Name: _____

Key Characteristics: _____

Appearance: _____

Personal History: _____

Accomplices: _____

BONUS! Take this villain to the next step! Write a story about your villain or draw a picture that shows the viewer exactly who your villain is. If you're feeling really ambitious, create your own short comic strip.

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