



The Vesper Hunt

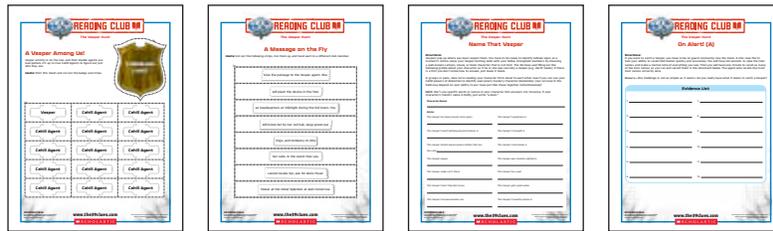
Dear Book Club Host:

Welcome back to The 39 Clues Reading Club! If you're new to the club, don't forget to check out the **Establish Your Cahill Stronghold** introductory theme materials. Or, if your club has just finished a certain book, reference the book specific resources on the club website.

With this month's theme, **The Vesper Hunt**, you and your club members will dig deep into the world of the Vespers, a powerful enemy that threatens to destroy the Cahills...and the world! Follow the instructions below and use the associated handouts to help your club members demonstrate their Cahill knowledge while sharpening their observation, critical thinking, and comprehension skills.

For more exciting challenges that will put kids' history and geography skills to the test, check out the FREE Vesper Hunt online game at scholastic.com/cvv/vesperhunt.

To start The Vesper Hunt activities, download the following handouts from scholastic.com/39cluesclub:



Activity 1: A Vesper Among Us

Prepare ahead: 1) Print the **A Vesper Among Us** handout. 2) Cut out all 15 strips and the Command Chief badge. 3) Collect several safety pins or tape.

This is a game of wits, observation, and speed. Have everyone sit in a circle on the floor or in chairs so that participants are level enough to see all other players' eyes.

If there are more than 15 club members in your group, break into two groups and prepare two sets of strips. Ask for Command Chief (game narrator/moderator) volunteers and give them their badges to pin or tape on, as well as one set of 15 strips. If there are less than 15 club members in your group, you, the club host, will act as the Command Chief and will wear the badge.

Have all players close their eyes and hold out their hands. The Command Chief then quietly distributes the remaining strips, one to each player, choosing one person to be the Vesper. Once a student receives their strip, they should make sure that no one else can see it. Only the Command Chief and the Vesper know who holds the Vesper strip. Have everyone open their eyes and look only at their own strip.

When everyone has seen his or her strip, the game begins. Each player should then attempt to make eye contact with as many of the other players as possible, searching faces for signs of the guilty party. The Vesper's job is to eliminate all Cahill Agents by winking at them without being seen. If a Cahill Agent is winked at, he or she must "die" dramatically. At the same time, the Cahill Agents may make accusations about the identity of the Vesper. Accusations are moderated by the Command Chief. If wrong, the agent is eliminated immediately and with flair. The game ends when the Vesper eliminates all of the Cahill Agents, or an Agent correctly guesses who the Vesper is.

Activity 2: A Message on the Fly

Prepare ahead: 1) Print the **A Message on the Fly** handout. 2) Cut out the eight strips and mix them up. Depending on the size of your group, you may need multiple sets of eight strips. 3) Secure a stopwatch or other timing device.

Break club members into groups and distribute all of the strips from the **A Message on the Fly** handout. If necessary, some club members may receive more than one strip.

Then read the following introduction aloud:

Cahills got wind of a note being carried by a known Vesper spy. It is believed to reveal the identity of a Vesper double agent planted in the Tomas headquarters. Every agent in your stronghold was called in to intercept the transmission, but before the note could be read, the spy tore it into pieces and threw them in the air. Now you've got to put the note back together as quickly as possible before the UV-activated fading ink can disappear. You only have one minute. Good luck.

Instruct each group to put their set strips into the correct order and start the timer. At the end of one minute, have students read the note aloud in the order they chose. If the note doesn't make sense, tell them to trade strips with each other (mixing up the strips) and try again, setting the stopwatch for one more minute. If their note makes sense, have them rely on their spy skills to discuss and deduce the note's implications: when/where can they locate the Vesper agent. If you have more than one group of players, the first group to successfully reconstruct the note wins!

The correctly constructed note will read: Give the package to the Vesper agent. She will plant the device in the Tomas headquarters at midnight during the full moon. You will know her by her red hair, large green earrings, and tendency to bite her nails. In the event that you cannot locate her, ask for Doris Feverflower at the Hotel Splendor at 2pm tomorrow.

Activity 3: Name That Vesper

Prepare ahead: 1) Photocopy the **Name That Vesper** handout. (Make enough copies for each child.) 2) Secure pens or pencils for everyone present.

Distribute pens or pencils and the **Name That Vesper** handout, one to each club member. Read the introduction and instruct club members to choose a recognizable cartoon, movie, or book character who they think has Vesper-like qualities and fill out the sheets about their character of choice. Point out that it will be much more fun if they choose a well-known character that other club members are familiar with.

Circulate and observe if any of the characters are too obscure and advise as necessary. Also take note if any two children have chosen the same character, and make sure that they end up in separate groups. Then, have them break into groups of three to four people and take turns reading their character hints aloud to each other while the others try to figure out which character they are describing.

Activity 4: On Alert!

Prepare ahead: 1) Photocopy the **On Alert! (A)** handout. (Make enough copies for each child.) 2) Collect pens and pencils for everyone present. 3) Print one **On Alert! (B)** handout for each group. 4) Secure a stopwatch or other timing device.

Break players into groups and have them form small circles on the ground or around a flat surface such as a table, making sure that all group members have an equal view of the center area. Distribute the **On Alert! (B)** handout to each group. Make sure they do not look at the handout but place them face down in the center of their circle.

Distribute the **On Alert! (A)** evidence list handouts and writing tools to each club member. Read the introduction aloud. Set the timer for 30 seconds. Start the timer, and have one designated club member flip the **On Alert! (B)** evidence bin handout over so that the printed page is face up. Instruct each group to study all 12 of the item names on the handout carefully, memorizing as many as they can. Call time at the end of 30 seconds, and have the designated club member flip the handout back over so that the group can no longer see the item names. Pause for 10–15 seconds, having club members reflect silently on their observations. Then set the timer for one minute, and tell club members to start writing down as many of the item names as they can remember. Call time at the end of one minute and have everyone report how many item names they were able to recall. The club member who recalls the most item names wins. (Alternatively, the group who recalls the most item names collectively wins.)

—The 39 Clues

The Vesper Hunt

A Vesper Among Us!

Vesper activity is on the rise, and their double agents are everywhere. It's up to true Cahill Agents to figure out just who they are.

Hosts: Print this sheet and cut out the badge and strips.



Vesper	Cahill Agent	Cahill Agent
Cahill Agent	Cahill Agent	Cahill Agent
Cahill Agent	Cahill Agent	Cahill Agent
Cahill Agent	Cahill Agent	Cahill Agent
Cahill Agent	Cahill Agent	Cahill Agent

A Message on the Fly

Hosts: Cut out the following strips, mix them up, and hand each to a different club member.

✂

Give the package to the Vesper agent. She

will plant the device in the Tom

as headquarters at midnight during the full moon. You

will know her by her red hair, large green ear

rings, and tendency to bite

her nails. In the event that you

cannot locate her, ask for Doris Fever

flower at the Hotel Splendor at 2pm tomorrow.



The Vesper Hunt

Name That Vesper

Directions:

Vespers pop up where you least expect them. You have to be ready to identify telltale signs at a moment's notice. Hone your Vesper-hunting skills with your fellow stronghold members by choosing a well-known cartoon, movie, or book character that is not from The 39 Clues (e.g., Darth Vader) and filling out the following profile about your character as if he or she was secretly a Vesper. If there is a hint you don't know how to answer, just leave it blank.

In groups or pairs, take turns reading your character hints aloud to each other. See if you can use your Cahill powers of deduction to identify everyone's mystery character. Remember, your survival in the field may depend on your ability to put clues just like these together *instantaneously!*

Hint: Don't use specific words or names in your character hint answers. For instance, if your character's friend's name is Daffy, just write "a duck."

Character Name:

Hints:

This Vesper has been around since (year)

This Vesper's weakness is

This Vesper's most defining physical feature is

This Vesper's strength is

This Vesper almost always wears clothes that are
the color _____

This Vesper's hometown is

This Vesper enjoys

This Vesper was recently sighted in

This Vesper really can't stand

This Vesper has a pet

This Vesper's best friend(s) is/are

This Vesper gets upset when

This Vesper's known enemies are

This Vesper's favorite phrase is

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 SCHOLASTIC



The Vesper Hunt

On Alert! (A)

Directions:

If you want to catch a Vesper, you have to be on guard constantly. Use the items in this case file to test your ability to recall information quickly and accurately. You will have 30 seconds to view the item names and make a mental note of everything you see. Then you will have one minute to recall as many of the item names as you can and record them in the document below. The agent who recalls the most item names correctly wins.

Beware—this challenge is not as simple as it seems. Do you really have what it takes to catch a Vesper?

Evidence List

1: _____	7: _____
2: _____	8: _____
3: _____	9: _____
4: _____	10: _____
5: _____	11: _____
6: _____	12: _____



The Vesper Hunt On Alert! (B)

Evidence Bin

MAGNIFYING GLASS

BOBBY PIN

PAPERCLIP

COMPASS

PASSPORT

VIAL

CAMERA

WALKIE-TALKIE

GLASSES

SKELETON KEY

SCREWDRIVER

DECODER RING

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