

Dear Book Club Host:

Welcome to The 39 Clues Book Club! You're about to embark on an exciting global adventure in reading fun. Follow the instructions below and use the associated reproducible handouts to get your club members off to a strong start with the introductory theme: **Establish Your Cahill Stronghold**.

Activity 1: Do You Have What It Takes to Be a Cahill?

Prepare ahead: 1) Photocopy CALLING ALL CAHILLS INTRODUCTORY LETTER and CAHILL BRANCH QUIZ handouts. **2)** Gather supplies for creating nametags, including markers or crayons for decorating.

PART A

Hand out the **CALLING ALL CAHILLS INTRODUCTORY LETTER** and read aloud to your group. Then have kids pair up and quiz each other using the **CAHILL BRANCH QUIZ** sheet. Some kids may already know their branch; pair them with those who do not.

When partners are done quizzing each other, have them record each other's answers. Two or more of the following letters per quiz means that child belongs to the corresponding branch:

M = Janus Branch X = Ekaterina Branch C = Tomas Branch D = Lucian Branch

After everyone has been assigned a branch, have the kids complete and decorate nametags, listing their branch and using their branch colors.

PART B

For a whole-group icebreaker, ask kids to introduce themselves, state their branch of the Cahill family, and share one bit of trivia about themselves that demonstrates their connection to that particular branch. Have them refer to the introductory letter for branch attributes, if needed.

Activity 2: Cahill Stronghold Dossier

Prepare ahead: 1) Photocopy STRONGHOLD DOSSIER handout. **2)** Use an Internet mapping program, such as Google Maps or Bing Maps, to find out the latitude and longitude coordinates of your meeting place. Alternatively, you can ask kids to locate the coordinates themselves during the meeting (if computers are available) or encourage them to do it at home. **3)** You might also want to research names and share brief bios of famous historical figures or modern celebrities from your area.

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Distribute the **STRONGHOLD DOSSIER** sheets. Read the introduction and share the coordinates of your meeting location. Instruct children to discuss and decide on each item as a group. You may want to facilitate by asking for suggestions, recording them, and then conducting a vote. If your group is large, break them into small groups, charging each to come up with ideas and have representatives from each share the ideas for voting. Have kids draw an aerial view of the location.

Notable Stronghold Members – This is a chance for the group to work into their backstory any prominent figures that they believe were/are/should be members of their stronghold. Share any information you gathered about local historical figures or celebrities.

Activity 3: Operation Code Crack

Prepare ahead: 1) Photocopy OPERATION CODE CRACK handout.

Distribute the **OPERATION CODE CRACK** sheets. Read the introduction aloud and discuss the different types of codes, as well as any additional ideas that kids might have for variations on them. When all ideas have been heard, take a vote on the type of code your group will use. Once the code has been decided, allow kids time to practice using the code by translating their official stronghold motto (from STRONGHOLD DOSSIER handout).

Activity 4: The Key to a Stronghold Crest

Prepare ahead: 1) Photocopy STRONGHOLD CREST handout. **2)** Collect art supplies such as markers, crayons, scissors, and glue or clear tape. **3)** Provide each student with a folder or envelope for storing top secret club materials. (optional)

Distribute the **STRONGHOLD CREST** sheet and read the introduction aloud. Ask for suggestions for each item at the top of the sheet, and decide on them as a group. Once all of the particulars are assigned, have kids work on decorating the crests by themselves, or allow them to take them home to complete.

If you are providing envelopes or folders, encourage your group members to decorate their folders using their completed crests and the Top Secret cut out.

Wrap Up Activity

Before the meeting ends make sure to tell kids to visit scholastic.com/the39clues at home and add their official The 39 Clues Book Club card and exclusive medal to their online gallery. They can use the following code to access: CLUEREADER

Enjoy the adventure!

—The 39 Clues



Calling All Cahills!

If you're listening to this, it means that you're a Cahill—a member of the most powerful family in the world. Some of the most important figures in history have been Cahills, people like George Washington, Marie Curie, Napoleon Bonaparte, and Amelia Earhart.

For more than 500 years, the Cahills have been operating in secret. Some traveled the world seeking The 39 Clues—the key to our family's immense power. Others have spent the past few centuries fighting a deadly enemy.

Yet despite our best efforts, our adversaries are gaining strength, which is why I'm so glad to hear that you're forming your own Cahill Stronghold.

The Cahills are divided into a number of branches including **Lucian**, **Tomas**, **Janus**, and **Ekaterina**, each of which is known for its special talents. For a long time, the branches were fierce rivals, but if your stronghold is to succeed, you're going to have to work together. The Cahill branches are powerful on their own, but together, they'll be unstoppable.

I hope you're ready to accept the challenges ahead. It won't be easy, but I know you're up to the task. You are Cahills, after all.

Take care, and stay safe. We're all counting on you.

—Amy Cahill



- Excel at art, writing, and music
- · Creative
- · History's most influential artists



- · Excel at math and science
- \cdot Logical
- · History's geniuses and inventors



- · Adventurous and athletic
- · Disciplined
- · History's great explorers and athletes



- · Crafty and charismatic
- Critical thinkers
- · History's great leaders and spies

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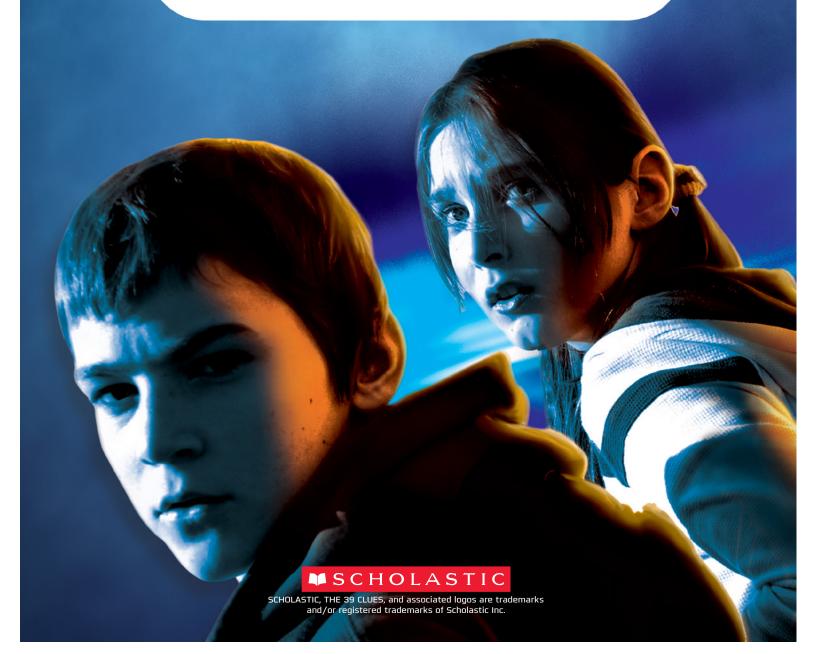
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MEETS HERE!





Cahill Branch Quiz

Agent Name:	Quiz Partner:
-	

Unsure which branch of the Cahill family you belong to? Partner up with another member of your group and ask each other the following quiz questions. There are no right answers—only family instincts. If you already know which Cahill branch you belong to, partner with someone who doesn't. Your trained eye will be helpful in identifying Cahill kin.

1. What would you rather do on a Saturday morning?

- X) sleep in and calculate the height-to-weight ratio of the jumping sheep in your dreams
- M) try out that new brunch recipe you found in the latest issue of *French Cuisine*
- C) run a half-marathon before hitting the gym and trying out the new bicep curler
- D) put the finishing touches on your class president campaign posters...and set up the spy cam you ordered to catch your locker candy thief sweethanded

2. Your mom calls you in for dinner. So, you:

- C) do a 180 and gun it toward the door; you've been training all day and you're starving!
- D) remain silent and still: you can't risk being detected by the Mueller's dog while you investigate the mysterious noises coming from their pool drain
- X) hit the "home" button on the carbon dioxidepropelled scooter you designed, and get going
- M) do three cartwheels, a graceful back walkover, a plié, and slide silently into your seat

3. Your teacher announces a pop math quiz. You:

- D) quietly switch on your cloaking device and disguise yourself as a poster on the wall
- M) sigh and put the finishing touches on the comic strip you were doodling in your notebook
- X) mentally whoop, holler, and jump up and down; popquizzes in math make you look good
- c) break out in a sweat; geometry only really makes any sense when you're calculating the angle needed to bank your shot precisely off the rim of the basketball net

4. You're stranded on a desert island and can have only one thing with you. What is it?

- M) your iPod; you can do without some things, but music is NOT one of them
- C) hiking boots; how else will you navigate the savage foliage you'll encounter while exploring?
- X) a fork; that and water is all you need to build a rudimentary radio to call for help
- D) a speedboat; you don't have time to be stuck here! You have a Fortune 500 company to run.

5. It's national skip school day. What are you going to do with a whole day off?

- M) finally take in the action film props exhibit at the art museum you've been dying to see
- C) uhm, soccer, tree climbing, and whatever else you can fit in before sundown
- X) collect specimens of the grape jelly–scented mushroom you're pretty sure you just discovered
- D) initiate your plan to rule the world by slowly taking over your house, and maybe your block

Record your partner's answers here. Then, switch pages so each person has the sheet with his or her own answers.

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Stronghold Dossier

TOP SECRE

Now that you've firmly established your Cahill identities and committed to the assignment, it's time to **establish your stronghold**: the command center from which you will communicate, research, and monitor the hunt. This may sound like a simple task, but it will require equal contribution from each and every one of you—and the patience to work together. Can you do it? This trial in collaboration will determine whether you are capable of the tasks ahead.

Agent Name:	Official Stronghold Roster:
Member Since:	
Stronghold Name:	
Stronghold Motto:	
Notable Stronghold Members (Historical and Contemporary)	
Top Secret Meeting Location Coordinates:	
(DRAW A SKETCH OF A SATELLITE VIEW OF YOUR LOCATION BELOW)	

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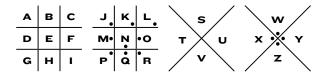


Operation Code Crack

Every stronghold needs a code. How else will you communicate? Use the ideas below, or create your own variation to form a secret code only your group will be able to decipher. Be sure to use this code every time you transmit sensitive information that is intended for **CAHILL EYES ONLY!**

PIGPEN CIPHER

Draw two tick-tack-toe boards and two large Xs like the ones below. In one of each, place small dots in each corner. Then, fill in the letters of the alphabet. To write in code, simply draw the shape that contains each letter (but leave the letter out). For example: $A = _{--} R = _{--} V = _{--} V$



Variation: Try drawing circles around the grids described above and using the resulting shapes. $A= \square Z= \bigcirc$

BAIT AND SWITCH CODE

This code uses substitution to scramble the words of a message so that they are virtually unreadable...unless you know the key.

Write in all capitals and replace the first letter of every word with a random letter:

XODES TRE KWESOME.

(CODES ARE AWESOME.)

Variation: Replace all of the vowels with symbols or consonants. For this one, you will need a key, such as:

$$A = T, E = B, I = L, O = R, U = F$$

CRDBS TRB TWBSRMB.

(CODES ARE AWESOME.)

or

 $A = \approx$, $E = \ddagger$, I = *, O = #, U = x

C#D‡S ≈R‡ ≈W‡S#M‡.

(CODES ARE AWESOME.)

Official Stronghold Code

Describe your code below, including all of the details you will need to crack it. Use the back of this sheet if you need more space.

Try it out! Break in the new code by writing your **official stronghold motto** *in code* on the lines below. Use the back of this sheet if you need more space.

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The Key to a Stronghold Crest

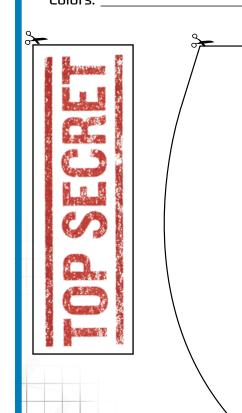
You've done it! You've managed to come together, pool your strengths, and establish your stronghold. One final task remains: designing your secret stronghold crest. Decide as a group on the details below and use them all to create your official crest. Teamwork has never been more vital. You'll really need to put your heads together on this one!

Stronghold Name: _______

Coded Stronghold Motto: ______

Mascot/Central Symbol: ______

Colors: ______ Other: _____



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Cahills vs. Vespers: Book 3—Activity 1

The 39 Clues: Cahills vs. Vespers: Book 3: *The Dead of Night* takes Amy, Dan, Atticus, and Jake from Prague to Turkey to Uzbekistan, where they learn about some of the coolest historical sights in the world. Go on your own hunt to find the hidden words in this puzzle relating to the adventure in *The Dead of Night*. Make sure to look for hidden words horizontally, vertically, and diagonally!



Find these words:

VESPER

PRAGUE

ATTICUS

HOSTAGE

TURKEY

ORB

ULUGH

CLUE

R	К	В	R	Υ	Е	S	A	J	В	Z	U
Т	0	х	0	0	R	В	С	٧	М	J	F
0	Н	J	Α	Α	0	F	L	E	G	L	J
Υ	Q	0	0	E	R	L	U	S	Т	Α	х
Р	М	R	S	Р	Q	w	E	Р	S	V	L
R	U	w	1	Т	U	R	К	E	Υ	L	w
Α	L	S	В	Н	Α	U	G	R	Н	N	V
G	U	Υ	Z	1	L	G	В	Р	Т	N	В
U	G	Н	Т	Υ	U	D	E	R	Q	К	G
Е	н	כ	A	Т	Т	-	u	٦	S	С	L
Z	М	N	L	L	U	Υ	U	u	R	G	G
Т	G	0	В	Z	Υ	В	Т	Х	Х	В	Υ

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Cahills vs. Vespers: Book 3—Activity 2

The 39 Clues: Cahills vs. Vespers books are all written by different authors. Now it's your chance to be a The 39 Clues author! With a partner, fill in the blanks of the story below. Pick who will be the reader and who will be the author. The reader should tell the author the types of words that need to be filled in, and then write them in the blanks below. Once all the blanks are filled in, the reader can read the full story and share it with everyone!

Vesper One had a flendish new task for Amy and Dan! In order to save
their family members, they had to retrieve an ancient type of ${[noun]}!$
After "borrowing" a, they traveled for hours and
arrived in, which is famous for its food. They had to
be quick though. The Vespers were $\phantom{aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa$
afford to lose any time. The first place they needed to go was the
museum so they could start investigating [adjective]
[famous historical person] . Their research would lead them to the hostages,
Amy was sure of it. But first Dan insisted they eat plates of
to get their energy up. They shoveled down their food and head-
ed to the museum. If they've learned anything from Clue hunting, it's
that you can never be too, or you might lose your

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Cahills vs. Vespers: Book 3—Activity 1 ANSWER KEY

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Find these words:

VESPER

PRAGUE

ATTICUS

HOSTAGE

TURKEY

ORB

ULUGH

CLUE

R	К	В	R	Υ	Е	S	Α	j	В	Z	U
Т	0	Х	0	0	R	В	C	V	M	J	F
0	Ŧ	J	Α	Α	0	F	L	E	G	L	J
Υ	ď	9	0	Е	R	L	٥	S	Т	Α	Х
P	М	R	5	Р	Q	W	ш	Р	S	٧	٦
R	Ú	W	I	1	-	R	K	4	Y	L	W
A	_	S	В	Н	Α	U	G	R	Н	N	V
G	U	Υ	Z	ı	L	G	В	Р	T	N	В
U	U	Η	Т	Υ	כ	ם	ш	R	Q	K	G
E	Ι	כ	A	+	+		U	7	S	L	L
Z	М	N	L	L	U	Υ	U	С	R	G	G
Т	G	0	В	Z	Υ	В	Т	Х	Х	В	Υ

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