

MR. LEMONCELLO



NEW!

SCHOOL & LIBRARY BROCHURE WITH ACTIVITIES

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CHRIS GRABENSTEIN

is the *New York Times* bestselling author of the Mr. Lemoncello and the Welcome to Wonderland series, as well as the coauthor of many page-turners with James Patterson, including *Katt vs. Dogg* and the Max Einstein series, and of *Shine!* cowritten with Chris's wife, J. J. Grabenstein. Chris lives in New York City. Visit Chris at ChrisGrabenstein.com and on Twitter at [@CGrabenstein](https://twitter.com/CGrabenstein).

Nominated for over forty-four state awards, the *New York Times* bestselling Mr. Lemoncello series is a hit with teachers, librarians, and kids! Here's what people are saying about the Mr. Lemoncello books!

★ **"A WORTHY SUCCESSOR** to the original madman puzzle-master himself, Willy Wonka."

—*Booklist*, starred review for *Escape from Mr. Lemoncello's Library*

★ **"A WINNER** for readers and game-players alike."

—*Kirkus Reviews*, starred review for *Escape from Mr. Lemoncello's Library*

★ **"A fun-filled, SUSPENSEFUL** intellectual puzzle."

—*Shelf Awareness*, starred review for *Escape from Mr. Lemoncello's Library*

"Discover **THE COOLEST LIBRARY** in the world."

—James Patterson

"Lots of action and **QUIRKY HUMOR.**"

—*The Washington Post*

"WILL HAVE READERS RACING
to pick up the next volume."

—*School Library Journal*, on *Escape from Mr. Lemoncello's Library*





NOW A NICKELODEON ORIGINAL MOVIE!

MORE THAN 100 WEEKS ON THE NEW YORK TIMES BESTSELLER LIST!

ON FORTY-FOUR STATE AWARD LISTS!

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 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!

ACTIVITIES

Mr. Lemoncello could have opened his library in a more traditional way. Why do you think he chose such an elaborate game? What did he want the contestants to take away from the experience? Have a class discussion.

Escape from Mr. Lemoncello's Library is written in third-person omniscient. Have students select a favorite scene from the novel and rewrite it in first person from the perspective of a character of their choice. Have students share with a partner and discuss how the scene read differently when the point of view was changed.

Have students prepare a presentation on what they learned about the Dewey decimal system from *Escape from Mr. Lemoncello's Library* and their own research. Invite a librarian in to hear the presentations and to share the great things they have going on in the library that might interest students.



TR: 978-0-307-93147-4

HC: 978-0-375-87089-7

EL: 978-0-307-97496-9





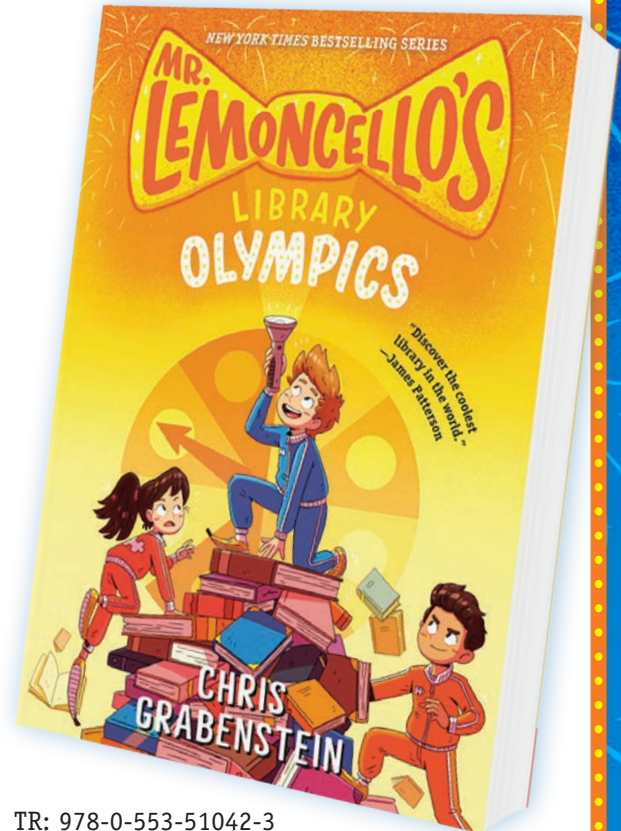
Welcome, boys and girls, readers of all ages, to the first-ever Library Olympics! The world-famous game maker Luigi Lemoncello is at it again! This time Mr. Lemoncello has invited teams from all across America to compete. But something suspicious is going on . . . books are missing from Mr. Lemoncello's library. Is someone trying to censor what the kids are reading?! Now it's not just a game—can Mr. Lemoncello find the real champions of libraries? In between figuring out mind-boggling challenges, Kyle and the other teams will have to band together to get to the bottom of this mystery. Let the games begin!

ACTIVITIES

Host a school reading night focused on the Dewey decimal system. Have each classroom in the school vote on a favorite class within the Dewey decimal system. Classrooms will decorate their room for that theme and create a flyer about that theme to share with community members who attend the event. Students can dress accordingly and share books from the class with visitors.

Let students select one class from the Dewey decimal system that they would like to explore. After learning more, have the students select a career relevant to that class to research further. For example, if they are studying the 700 class, they may choose to learn more about architecture. Have students create questions for an architect, and then set up in-person, Skype, or written interviews with experts or people in the field so students can ask questions.

Celebrate a banned book! *Mr. Lemoncello's Library Olympics* celebrates books that have been banned in certain places. Have students check the American Library Association's list of **the ten most-banned books** to see if they have read any over the last several years. Have students choose a book that they know from the list and write a persuasive essay about why the book shouldn't be banned.



TR: 978-0-553-51042-3

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On your marks. Get set. Lemon, cello, GO! Everyone's favorite game maker, Mr. Lemoncello, is testing out his new FACT-FINDING FRENZY game! Kyle and the other lucky finalists will go on a great race—by bicycle, bookmobile, and corporate banana jet!—to find facts about famous Americans. But when a few surprising “facts” surface about Mr. Lemoncello, it might be GO TO JAIL and LOSE A TURN all at once! Could Kyle's hero be a fraud?

ACTIVITIES

In *Mr. Lemoncello's Great Library Race*, Kyle and his friends learn about how some extremely successful people experienced a lot of failure that eventually led to their success. Have students research a successful person who they find interesting, and make a presentation showing how that person learned from their failures. Host a day during which students can present their findings.

After your class has finished reading the book, have students conduct interviews. Partners will select a character from the book and interview them as a local television reporter. After they have written out and discussed the interview, have them record it using a digital camera or other device.



TR: 978-0-553-53609-6

EL: 978-0-553-53608-9





Mr. Lemoncello is leaving the library and going LIVE across the nation with his latest game. Kyle can't wait to audition, but only a lucky few will get to compete in front of millions of viewers in a completely immersive new breakout game—with real kids as the playing pieces! Nothing is ever as it seems with Mr. Lemoncello, and the clock is ticking! Can Kyle and his friends crack the codes in time to win it all?

ACTIVITY: HOST THE ULTIMATE GAME SHOW!

Separate students into three or four teams. Give them five minutes to come up with a fun team name. Keep track of the team names and scores.

Read **THE RULES**

There are two categories of questions for this game: trivia and riddles.

- The game will consist of several rounds: round one will be trivia questions, round two will be riddles, and so on.
- Each team will have two minutes to answer their question or riddle.
- If the team is unable to answer a question or if they answer incorrectly, another team may steal their point. To do this, members of other teams must raise their hands as soon as the group leader says the answer is incorrect. The first person to raise their hand gets to answer. If that person guesses incorrectly, the question may pass to someone from a different team. Each correct answer is worth one point.
- The team with the most points when you run out of riddles and questions wins.
- In the event of a tie, choose a random trivia question. The first team to provide the correct answer wins.



TR: 978-0-525-64647-1

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TRIVIA

In which country is the Great Pyramid of Giza located?

Answer: Egypt

What is the world's fastest land animal?

Answer: Cheetah

What is the world's largest land animal?

Answer: Elephant

What are baby goats called?

Answer: Kids

Who was the first president of the United States?

Answer: George Washington

How many legs does a spider have?

Answer: Eight

Where did the ancient Olympic Games originate?

Answer: Greece

What do Frida Kahlo, Henri Matisse, and Jean-Michel Basquiat have in common?

Answer: They were artists.

Which country is home to the kangaroo?

Answer: Australia

What is the world's tallest land animal?

Answer: Giraffe



RIDDLES

I'm tall when I'm young, and I'm short when I'm old. What am I?

Answer: A candle

What has hands but can't clap?

Answer: A clock

Which tire doesn't move when a car turns right?

Answer: The spare

What gets wet when drying?

Answer: A towel

A farmer has seventeen sheep, and all but nine are sold. How many sheep does he have?

Answer: Nine

Jimmy's mother had four children. She named the first Monday. She named the second Tuesday, and she named the third Wednesday. What is the name of the fourth child?

Answer: Jimmy

What goes up but never goes down?

Answer: Your age

How many months have 28 days?

Answer: All twelve months

Railroad crossing—watch out for cars. Can you spell that without any Rs?

Answer: T-H-A-T

A cowboy rides into town on Friday, stays for three days, then leaves on Friday. How did he do it?

Answer: His horse's name is Friday.





Four lucky boys and girls are about to go on a spectacular scavenger hunt that will take them through larger-than-life live-action games—towering skyscraper-size Jenga, dizzying real-life Chutes and Ladders, death-defying games of Rush Hour, plus ball pit moats, and more! Each game will get the players closer to the titanium ticket. But the real secret? Mr. Lemoncello is thinking about his legacy, and whichever player finds the ticket will be the first to win a spot in an elite group of kids who will compete for a chance to win Mr. Lemoncello's ENTIRE EMPIRE!

ACTIVITY

Print out the downloadable sheet. With your class, create rebus puzzles and use them to decorate a bulletin board. Invite other classrooms to visit and attempt to decode the puzzles.



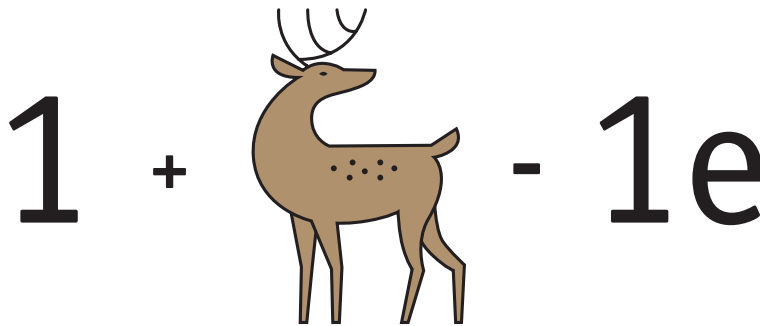
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EXAMPLE REBUS PUZZLE



Write the book title here and fold it to hide the answer.



WONDER

Create your own on the next page!



DECODE THE BOOK TITLE

Create a rebus puzzle that represents a book title. It can be a book featured in one of Mr. Lemoncello's adventures, a book your class has read this year, or any book you love. Write the answer below the dashed line and fold the paper so that the answer is hidden from your fellow students.

Write the book title here and fold it to hide the answer.



Go back to the START and meet thirteen-year-old, PUZZLE-obsessed Luigi Lemoncello! Luigi has a knack for games and puzzles. But sometimes it feels like the cards are stacked against him. UNTIL a carnival arrives in town and Luigi gets the CHANCE OF A LIFETIME—the opportunity to work for the world-famous Professor Marvelmous, a dazzling banana-hat-wearing barker who puts the SHOW in SHOWMAN! When the carnival closes, Professor Marvelmous leaves behind a mysterious puzzle box along with a clue. A clue that will lead Luigi and his friends on a fantastical treasure hunt to a prize beyond anything they could imagine—if they can find it!

Can Luigi crack the codes and unlock the box's secrets? Will there be puzzles? Of course! Balloons? You bet! Will it be fun? Hello! It's a Lemoncello! BONUS! Can YOU crack the hidden puzzle inside?!



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PRE-READING ACTIVITY

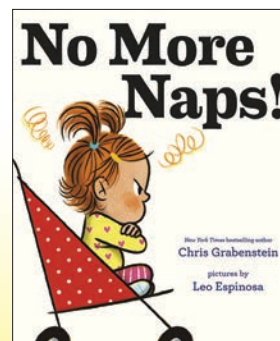
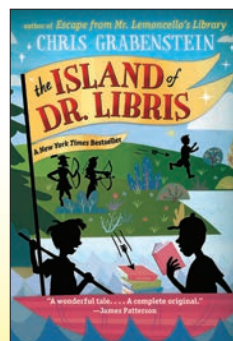
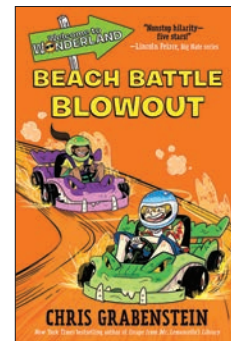
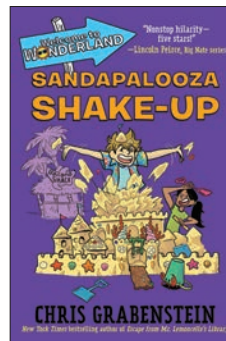
Discuss with students: What is a prequel? What is backstory? Ask students to choose a character from the Lemoncello series and complete the sheet below to explore that character's backstory. Then have students write a scene involving that character that takes place before the start of the series.

CHARACTER NAME _____			
FAMILY _____ _____ _____	HOMETOWN _____ _____ _____	NEIGHBORHOOD _____ _____ _____	SCHOOL _____ _____ _____
FRIENDS _____ _____ _____	ENEMIES _____ _____ _____	HOBBIES _____ _____ _____	PRIZED POSSESSIONS _____ _____ _____





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