

NAME: _____



Activity One



Conflict

Conflict is created by a problem, difficulty or obstacle within the storyline. Characters are directly or indirectly affected by conflict.

Internal conflict is person vs self. The character is pulled in two or more directions. External conflict can be:

- person vs person
- person vs. nature
- person vs society (against rules, laws or standards of behavior)
- fate (an unusual coincidence occurs)

Conflict is important to the plot and the action of a story.

Think about conflicts that have occurred in this story.

Complete the chart by describing the conflict, naming the characters involved and identifying it as an internal or external conflict.

Describe the Conflict	Characters Involved	Internal or External Conflict
1.		
2.		
3.		
4.		
5.		
6.		

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Activity Two

The Message



Good stories will try to communicate a message to you, the reader. The message is the underlying, deeper meaning of the story.

Answer the questions to give your ideas and thoughts about the message in this story.

1. What do you consider to be the message in this story?

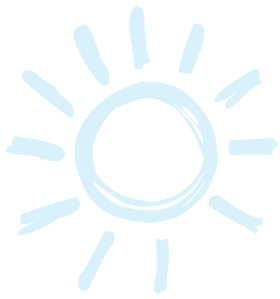
2. Does the title give you any clues about the message? Explain.

3. List some events that contribute to the delivery of this message.

4. List some specific details that support the message.

5. In your opinion, does this author do a good job of conveying the message to the readers? Explain your thinking.

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Activity Three



Scavenger Hunt

In this activity, you will need to skim the text (look for answers without reading all the words).

Write your answers for each clue.

Section	Clue	Answer
1	What was the date when Barney Northrup delivered letters to the tenants?	
2	What is the full name of the lawyer for Sam Westing?	
3	Who was involved in the near-fatal accident with Sam Westing?	
4	What is Turtle's real name?	
5	What name did Grace want for Mr. Hoos' restaurant?	
6	Who is the new chairman of the board of Westing Paper Products?	
7	What is the name of Crow's soup kitchen?	
8	What is the Latin name for a red-headed woodpecker?	
9	What had Madame Hoo stolen from Flora?	
10	What is the name of Angela's daughter?	

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Activity Four



Patchwork Quilt of Characters

Design a patchwork quilt to show your ideas of how each of these characters looked. Use details from the story and your own ideas to illustrate each one. Remember to write each person's name under their picture.

Characters:

Sandy McSouthers

James Hoo

Madame Hoo

Doug Hoo

Grace Wexler

Jake Wexler

Angela Wexler

Turtle Wexler

Denton Deere





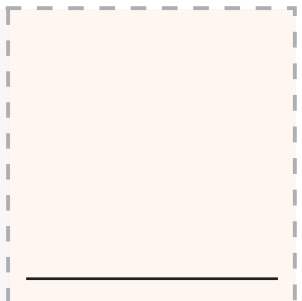




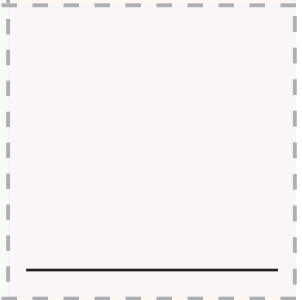


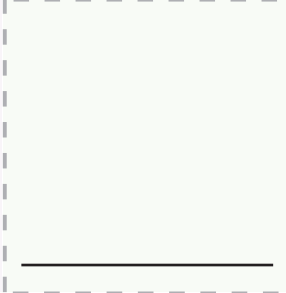


Sydelle Pulaski

Judge Ford

Flora Baumbach

Julian R. Eastman

Barney Northrup

 _____	 _____	 _____	 _____	 _____
 _____	 _____	 _____	 _____	 _____
 _____	 _____	 _____	 _____	 The Westing Game

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Activity Six

Creating a Graphic Novel

A graphic novel resembles the comic book format. It tells the story using pictures, speech balloons and some information inserts.

Create a graphic novel for your story following these steps:

Choose one chapter from your story. Use the author's title or make up your own.

- Think about what happens at the beginning, middle and end of the chapter. These events will help you to plan your illustrations.
- Illustrate the characters or setting for each event. Use speech balloons where needed.
- If you want to add extra information, draw a small box for it in the corner of the frame.

Title: _____ **By:** _____
