

A Library Scavenger Hunt for THE WATER CASTLE

Programming for Book Clubs, Summer Reading,
Library Sleep Overs, Vacation Programs,
Library Orientation, and Catalog Lessons.
(Best for ages 8-14)



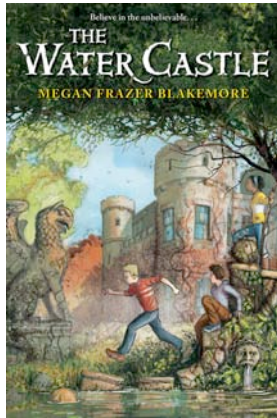
ABOUT THE SCAVENGER HUNT

The acclaimed middle grade novel, **The Water Castle** follows three kids as they attempt to unravel the clues that may lead to the fabled Fountain of Youth. This event kit leads your young patrons on their own journey of discovery with a series of clues on beautifully illustrated cards. The clues takes patrons through the shelves of your library with you deciding both the locations of the clues and purpose of this flexible event.

The kit contains a detailed preparation list, clue cards to reproduce, a thematic giveaway template, and an event poster for public events.

A Library Scavenger Hunt for The Water Castle (Pg. 2)

ABOUT THE BOOK



The Water Castle

By Megan Frazer Blakemore

With illustrations by Jim Kay

Published by Walker Books for Young Readers

ISBN: 978-0-8027-2839-5 , Hardcover, \$16.99

Ages 9-14

"Weaving legacy and myth into science and magic, old into new and enemies into friends, Blakemore creates an exquisite mystery ... With keen intelligence and bits of humor, the prose slips calmly between narrative perspectives, trusting readers to pick up a revelation that Ephraim and Mallory don't see--and it's a doozy. ... This one is special." —Kirkus Review, Starred Review

Ephraim Appledore-Smith is an ordinary boy, and up until his father's stroke he lived an ordinary life. But all that changes when his family moves to the Water Castle-their ancestral home in the small town of Crystal Springs.

Mallory Green's family has always been the caretakers of the Water Castle-and the guardians of its secrets. She has been raised to protect the legendary Fountain of Youth, hidden on the estate grounds. But ever since her mom left, she's stopped believing in magic.

Will Wylie's family has been at war with the Appledores for generations, all because of the Water Castle's powerful secrets. But Will has rejected legend and magic, putting all his faith in science.

When Ephraim learns of the Fountain, he's sure finding it can cure his dad. With Mallory and Will's help, the trio embarks on a mission that brings them deep into their families' shared history, through every secret room in the Water Castle, and on a quest that will blur the lines of magic and science, creativity and discovery, leaving readers left to wonder: Do you believe in the unbelievable?

ABOUT THE AUTHOR

Megan Frazer Blakemore is an author for children and young adults. Her YA novel, **Secrets of Truth & Beauty**, was published by Disney-Hyperion in 2009 using the name Megan Frazer. Her debut middle grade novel, **The Water Castle**, was published by Walker Books for Young Readers in 2013.

She graduated from Columbia with a degree in English and was in the first class to complete the Undergraduate Creative Writing Certificate Program. She has also completed coursework as part of the University of Maine's Master of Education in Literacy with a Concentration in Writing and the Teaching of Writing. In the summer of 2013 she will join the faculty of the University of Southern Maine Stonecoast MFA in Creative Writing.

Megan has almost ten years experience as a school librarian, with a Masters in Library Science from Simmons GSLIS. She focuses on raising reading achievement and giving voice to students through such programming as Coffee Houses, a Film Festival, and various reading incentives. She has written for Knowledge Quest and Library Media Connection.

Megan lives in Maine with her husband and two children as well as a cat (and dreams of a dog and keeping bees).

To be used in conjunction with **The Water Castle** by Megan Frazer Blakemore
with illustrations by Jim Kay (Walker Books for Young Readers).

A Library Scavenger Hunt for *The Water Castle* (Pg. 3)

FIND THE FOUNTAIN OF YOUTH!:

Program for Summer Reading, Library Sleep Over, Vacation Program,
or Library Orientation/Catalog Lesson

Activity: Find the Fountain of Youth!

Programming Designed for: Summer Reading, Library Sleep Over, Vacation Program, or
Library Orientation/Catalog Lesson

Reading Readiness: This program can introduce the book, **The Water Castle**. Patrons do not
have to have read the book.

Use this scavenger hunt as a stand-alone event in your library. Perfect for one of those days when it's
too hot – or too rainy – to be outside, this scavenger hunt will keep kids circulating – and hopefully
your collection will do the same.

The book ties in well with upcoming Collaborative Summer Reading Program themes
(<http://www.csllpreads.org/programs/upcoming-programs.html>):

- 2013: Children: Dig Into Reading and Teen: Beneath the Surface
(**The Water Castle** features the underground laboratory of Orlando Appledore.)
- 2014: Children: Fizz, Boom, Read and Teen: Spark a Reaction
(In **The Water Castle**, electricity just might be the key to the Fountain of Youth.)

This program can also be used to lead students around your library, familiarizing them with your
layout and collection. It requires that kids practice their catalog searching skills to find the clues.
This lesson would be good for the beginning of the year, if you have a substitute, a class before an
upcoming vacation, or for one of those inevitable times when a teacher asks, “Can I drop my class off
this afternoon?”

What You Might Prepare:

(One Month in Advance of the Event)

____ Locate a copy of the middle grade novel **The Water Castle** by Megan Frazer Blakemore
(Walker Books for Young Readers).

____ For public events, copy and display the event poster in this kit, hand it out in your community,
and include it in a display.

____ For public events, list the event in newsletters and online calendars with copy such as:

Readers will be journeying to **The Water Castle** to find the fabled Fountain of Youth. Follow the
clues and join the search at the [location] on [date] at [time]. All readers welcome, but the event is
best for ages 8-14.

The event is based on the acclaimed middle grade novel, **The Water Castle** by Megan Frazer
Blakemore (Walker Books for Young Readers). The story blurs the lines of magic and science and
creativity and discovery, leaving readers left to wonder: *Do you believe in the unbelievable?*

To be used in conjunction with **The Water Castle** by Megan Frazer Blakemore
with illustrations by Jim Kay (Walker Books for Young Readers).

A Library Scavenger Hunt for The Water Castle (Pg. 4)

FIND THE FOUNTAIN OF YOUTH!:

Program for Summer Reading, Library Sleep Over, Vacation Program,
or Library Orientation/Catalog Lesson (cont.)

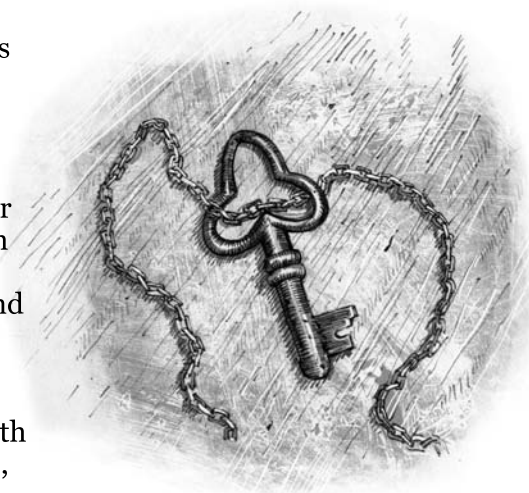
___ Locate an interesting old key. For example, this is the key pictured at the opening of Chapter 24. String the key on a leather cord or ribbon to wear around your neck.

___ Locate small green bottles of Pellegrino or other interesting small bottled mineral water (one for each expected participant). If you choose to give away bottles of water "from the Fountain of Youth," we find the pictured bottles to be the most evocative and readily available.

___ Optional: Make or locate a Maine treat to go with the setting of **The Water Castle**. Make Needhams, a traditional Maine candy made with potatoes (really!) Here's a recipe:

(http://www.visitmaine.com/restaurants/recipes/desserts/best_needhams/)

Or for more mass-appeal, try salt water taffy or anything with blueberries. See other Additional Programming Ideas at the end of this section.



What You Might Prepare:

(The Week or Day of the Event)

___ Print out a set of cards from Set 1. These cards are a series of sequential clues meant to lead your patrons on a scavenger hunt through your library space. You will give patrons the first card and then place the rest in your space adjacent to a particular book, section, or dewey decimal.

___ Using these ideas or ones of your own clever devising, decide which book, section, dewey decimal, or other possible locations you would like to be associated with each card/clue.

Card 1: Matthew Henson biography, Robert Peary biography,
or **Tuck Everlasting** by Natalie Babbitt

Card 2: Atlases

Card 3: History of invention or biography of Tesla

Card 4: Astronomy books

Card 5: Geology books

Card 6: **Gregor the Overlander** by Suzanne Collins or
Tunnels by Roderick Gordon, and Brian Williams

Card 7: Puzzle or riddle books

Card 8: Human body/brain books

___ Write that book, section, or dewey decimal after the words "Look for..." and reproduce a set of cards for each anticipated participant. These card sheets are best reproduced on cardstock, folded on the vertical line, glued together on the blank side, and then cut on the horizontal line.

___ Sort the cards into piles of the same card.

To be used in conjunction with **The Water Castle** by Megan Frazer Blakemore
with illustrations by Jim Kay (Walker Books for Young Readers).

A Library Scavenger Hunt for The Water Castle (Pg. 5)

FIND THE FOUNTAIN OF YOUTH!:

Program for Summer Reading, Library Sleep Over, Vacation Program,
or Library Orientation/Catalog Lesson (cont.)

____ Print out the Fountain of Youth labels. Place a dab of glue on the front center Pellegrino label, place the center of the Fountain of Youth label on the glue, wrap the label around, and glue or tape the back of the label closed.

What You Might Do: (The Day of the Event)

____ Place your cards/clues in your chosen locations and place your giveaways and/or treats.

____ Place the key around your neck (or that of an assistant/volunteer) making yourself the final location in the scavenger hunt.

____ When patrons arrive, establish ground rules such as no running, no yelling, no jostling – it's not a race! (Unless, of course, it is.)

____ Read this script or one of your devising:

"Have you ever heard of the Fountain of Youth? The Fountain of Youth is said to keep a person from ever aging, heal all wounds, and grant near immortality. Many people say it's a myth, but it may very well be real. Explorers such as Ponce de Leon believed in it and searched for the Fountain all over the world from Ethiopia to Florida.

In the book **The Water Castle** by Megan Frazer Blakemore, explorer Angus Appledore determines that it is located in a small town in Maine: he just can't pinpoint where. Generations later, Orlando Appledore takes up the hunt. He thinks that by using the scientific method, he can find it. His notebooks end in 1909 without saying whether or not he was successful. Over a hundred years later, there's a new Appledore on the scene: Ephraim. He has a very important reason to find the Fountain of Youth: to save his father's life.

In honor of the hunt for The Fountain of Youth and of Megan's book **The Water Castle**, I have created a hunt through the collected knowledge and books of our library. If you follow the first clue I place in your hand, it will lead you to the next clue and the next. There are nine clues in all. Follow them all and you just might find the fountain that grants eternal life."

____ Hand out the first card/clue and give your patrons your specific instructions.

____ When patrons find you at the end of the hunt, hand them a "Fountain of Youth" bottle and say something like, "This water is said to grant you eternal youth. Think carefully before you drink it. The book **The Water Castle** may provide some guidance."



A Library Scavenger Hunt for The Water Castle (Pg. 6)

FIND THE FOUNTAIN OF YOUTH!:

Program for Book Club or Literature Circle

Activity: Find the Fountain of Youth!

Programming Designed for: Book Club or Literature Circle

Reading Readiness: This program is for patrons and students who have read the book, **The Water Castle**.

If your book club or literature circle has read **The Water Castle**, this scavenger hunt would be a fun way to honor your readers' knowledge of the book's themes and story.

What You Might Prepare:

(A Few Weeks in Advance of the Event)

____ Locate an interesting old key. The key featured in the book's narrative is pictured at the opening of Chapter 24. String the key on a leather cord or ribbon to wear around your neck.

____ Locate small green bottles of Pellegrino or other interesting small bottled mineral water (one for each expected participant). If you choose to give away bottles of water "from the Fountain of Youth," we find the bottles pictured below to be the most evocative and readily available.

____ Optional: Make or locate a Maine treat to go with the setting of **The Water Castle**. Make Needhams, a traditional Maine candy made with potatoes (really!) Here's a recipe: (http://www.visitmaine.com/restaurants/recipes/desserts/best_needhams/). Or for more mass-appeal, try salt water taffy or anything with blueberries. See other Additional Programming Ideas at the end of this section.

What You Might Prepare:

(The Week or Day of the Event)

____ Print out a set of Cards from Set 2. These cards are a series of sequential clues meant to lead your patrons on a scavenger hunt through your library space. You will give readers the first card and then place the rest in your space adjacent to a particular book or section.

____ Using these ideas or ones of your own clever devising, decide which book, section or other possible locations you would like to be associated with each card/clue.

Card 1 : Sports books

Card 2: Atlases

Card 3: Electricity books

Card 4: Astronomy and/ or books on aliens

Card 5: Mathematics books

Card 6: Measurement books

Card 7: Chemistry books

Card 8: Human body/brain books



To be used in conjunction with **The Water Castle** by Megan Frazer Blakemore
with illustrations by Jim Kay (Walker Books for Young Readers).

A Library Scavenger Hunt for *The Water Castle* (Pg. 7)

FIND THE FOUNTAIN OF YOUTH!:

Program for Book Club or Literature Circle (cont.)

___ Reproduce a set of cards for each anticipated participant. These card sheets are best reproduced on cardstock, folded on the vertical line, glued together on the blank side, and then cut on the horizontal line.

___ Sort the cards into piles of the same card.

___ Print out the Fountain of Youth labels. Place a dab of glue on the front center Pellegrino label, place the center of the Fountain of Youth label on the glue, wrap the label around, and glue or tape the back of the label closed.

What You Might Do:

(The Day of the Event)

___ Place your cards/clues in your chosen locations and place your giveaways and/or treats.

___ Place the key around your neck (or that of an assistant/volunteer) making yourself the final location in the scavenger hunt.

___ When your readers arrive, establish ground rules such as no running, no yelling, no jostling – it's not a race! (Unless, of course, it is.)

___ Read this script or one of your devising:

"In the underground laboratory, Ephraim, Mallory, and Will find Orlando Appledore's laboratory notebook, as kept by Nora. They used the clues in the book as they tried to figure out the mystery of **The Water Castle**. Can you do the same? Remember, Orlando has his own, round-about way of thinking and talking. You'll need be as clever as Nora to puzzle out what he's saying. Follow the clues to see if you too can locate the fabled Fountain of Youth."

___ Hand out the first card/clue and give your patrons your specific instructions.

___ When patrons find you at the end of the hunt, hand them a "Fountain of Youth" bottle and say something like, "This water is said to grant you eternal youth. Think carefully before you drink."

ADDITIONAL / OPTIONAL PROGRAMMING IDEAS:

___ Set up a sprinkler outside to cool off after the scavenger hunt.

___ Make key necklaces: gather old, quirky keys and string them on ribbons.

___ Old photographs and postcards are available at many yard sales. You might even have some hanging around your library. Use these to inspire some artwork, such as collages, or writing.

___ Have fun with static electricity. Use balloons to get kids charged up!

Believe the Unbelievable...

We will be journeying to...

THE WATER CASTLE
to find the fabled Fountain of Youth.

Join the search...

Date:

Time:

Location:



FOUNTAIN OF YOUTH BOTTLE LABELS

Megan Frazer Blakemore, Author
of *The Water Castle* and other books
for Children & Young Adults.
Megan Frazer Blakemore.com
@megansfraser

**Fountain of
Youth**
Crystal Springs, Maine
The cure for all that ails ye

"Believe in the unbelievable."
-*The Water Castle*, a Middle-Grade
Novel that blurs the lines of Magic &
Science, Creativity & Discovery

Megan Frazer Blakemore, Author
of *The Water Castle* and other books
for Children & Young Adults.
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Science, Creativity & Discovery

The Water Castle Library Scavenger Hunt: Cards (Set 1, 1-3)

{1}

The Fountain of Youth and immortal life is out there for those who seek it. Look through the books for clues. To find your first clue, learn about those who searched before you.

Look for...

Illustration by Jim Kay from The Water Castle

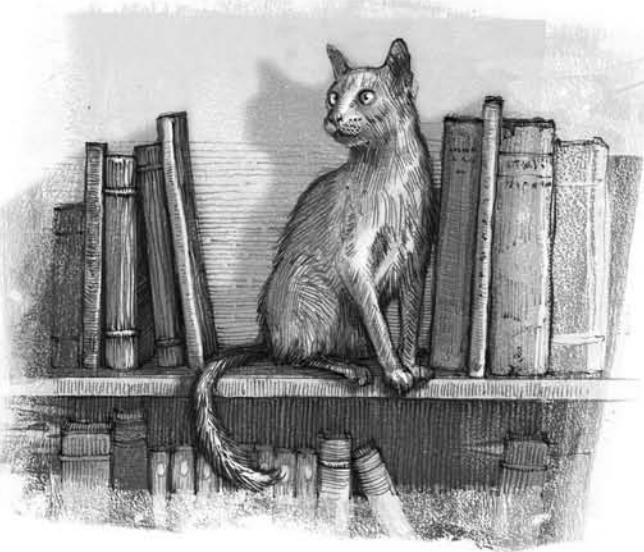


{2}

Cats have nine lives, but you have only one. Make sure you choose the right path.

Look for...

Illustration by Jim Kay from The Water Castle



{3}

With map in hand you're on your way.

A good explorer needs companions for the journey. Seek out those with great knowledge.

Look for...



Illustration by Jim Kay from The Water Castle

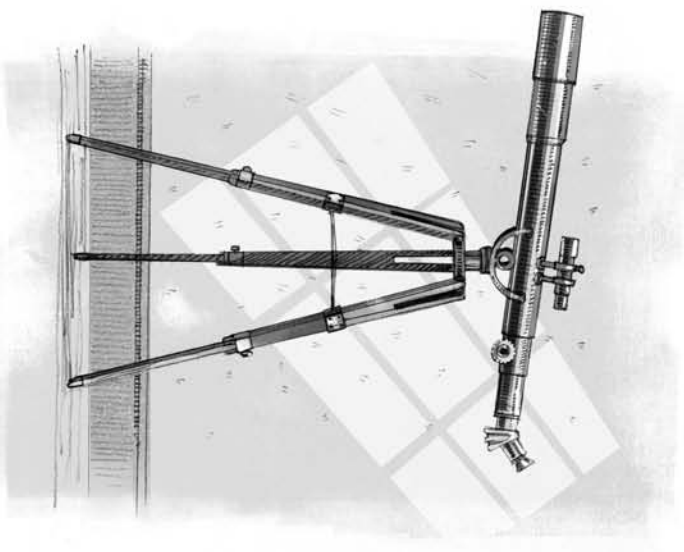
The Water Castle Library Scavenger Hunt: Cards (Set 1, 4-6)

{4}

Look to the sky. They say the stars will guide your way.

Look for...

Illustration by Jim Kay from The Water Castle

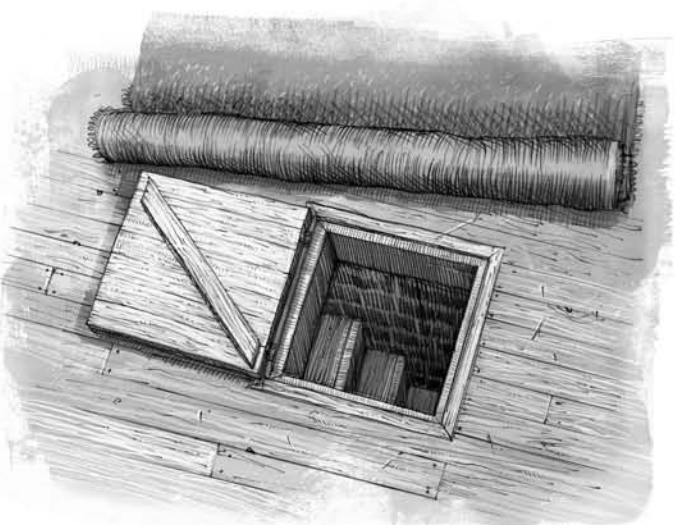


{5}

Look below. The water may flow underground.

Look for...

Illustration by Jim Kay from The Water Castle



{6}

The voyage may take you to dark places. Did you remember your flashlight?

Look for...

Illustration by Jim Kay from The Water Castle



The Water Castle Library Scavenger Hunt: Cards (Set 1, 7-9)



Illustration by Jim Kay from *The Water Castle*

{7}

You're well-equipped but danger lurks. Your competitors are gaining on you. Work quickly to solve this puzzle!

Look for...

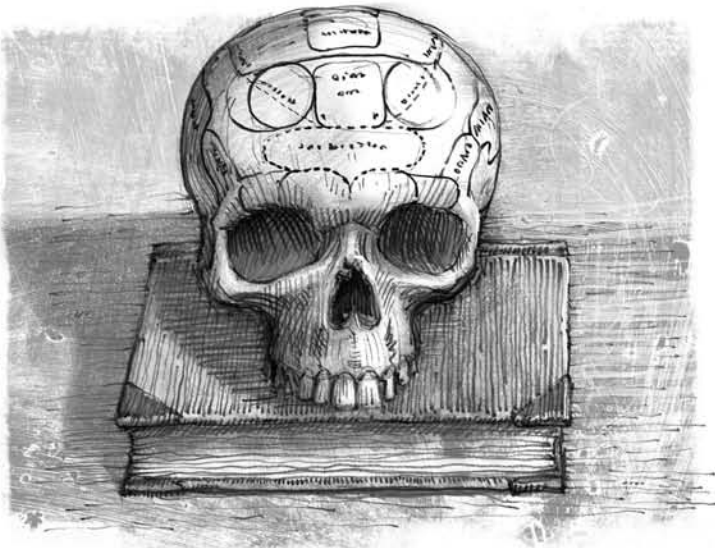


Illustration by Jim Kay from *The Water Castle*

{8}

The secret's locked inside your brain. Open it with the key.

Look for...

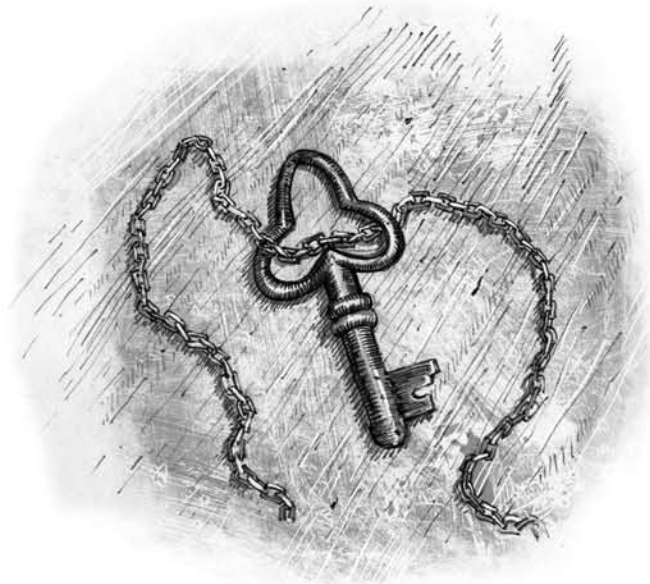


Illustration by Jim Kay from *The Water Castle*

{9}

You've done it! You've found the end.

The one wearing the key around his or her neck will point you to the reward.

{1}

Orlando says to Nora: “Of course you will continue your studies under my tutelage. I have set about a whole schedule starting with calisthenics in the morning.”

Start your search where athletes would begin.



{2}

A warning: Cats have nine lives, but you have only one to explore.

“The map and the numbers. There is no other place.” Find the map, find your clue.



{3}

A map is a start, but you will need experts to help you find your way.

That man with the mustache, brilliant, mad, and bitter. Look where his scientific interests lie and he will guide you on to your next clue.



Illustration by Jim Kay from The Water Castle

{4}

"There are creatures living on those planets," Nikola Tesla told Nora. "Wise ones. Not like here, where wisdom is a rare thing indeed."

Might those creatures tell you the way to proceed? In science, all avenues must be explored before they are discounted.

{5}

"We've tested and manipulated all the waters above land. Thus, by clear deduction, it must be an underground spring."

Orlando says, "The numbers will tell us!" so find and follow the numbers.

{6}

Is there a light at the end of the tunnel or are you still in the dark?

Take it step by step, inch by inch. The measurements will shine a light on what we seek.

The Water Castle Library Scavenger Hunt: Cards (Set 2, 7-9)

Illustration by Jim Kay from *The Water Castle*

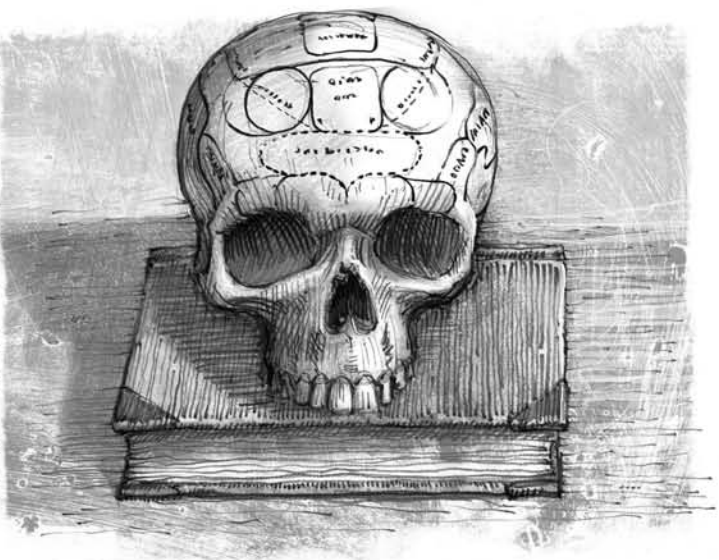


{7}

"They never found it, because it wasn't there to be found. Don't you see? I had to make it."

Follow the path Mallory took to make sense of Orlando's scrawl.

Illustration by Jim Kay from *The Water Castle*

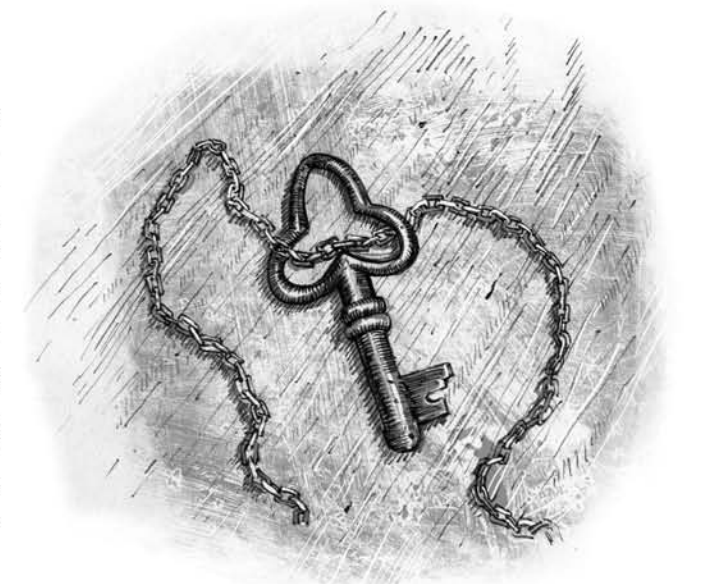


{8}

The secret's locked inside your brain.

Your brain is where you shall find the key.

Illustration by Jim Kay from *The Water Castle*



{9}

You've done it! You've found the end.

The one wearing the key around his or her neck will point you to the reward.