

CHUPACABRAS!

BIGFOOT!

NESSIE!

YETI!

Cryptid Images
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CRYPTOZOLOGY RESEARCH GAME

Based on the novel The Cryptid Catcher by Lija Fisher (FSG)

CRYPTOZOOLOGY RESEARCH GAME

ABOUT THE FEATURED BOOK

The Cryptid Catcher

By Lija Fisher

Published by Farrar, Straus and Giroux

ISBN-13: 9780374305543

Age Range: 8 - 12 Years

"[Fisher] dishes up an action-oriented romp, puts a resourceful but not superhuman protagonist at the head of a colorful, diverse (of species as well as race) supporting cast, and salts the plot with tantalizing hints that the stakes are about to broaden." —*Booklist*, starred review

Clivo Wren has just discovered that his recently deceased father was not an archeologist, but a Cryptid Catcher, a man on a mission to capture, test, and release the cryptids of the world for their protection. Clivo has also discovered that he is supposed to continue his father's life mission, and the only clue about where to start is a business card for the International Cryptozoology Museum in Portland, Maine. A stop at the museum and a tussle with a fake cryptid lead him to a suburban Maine basement. In that basement he meets the Myth Blasters, a group of middle school crypto-researchers. Can the Myth Blasters help Clivo find the remaining cryptids before it's too late?



JUNIOR CRYPTOZOOLOGISTS WANTED

Librarians have seen a rise in both reader interest in cryptozoology and the availability of new materials. How can public librarians use this interest to create reader exploration and circulation? How can schools use this interest to teach media literacy and meet Next Generation Science standards? Author Lija Fisher and Curious City have teamed up with Loren Coleman of the International Cryptozoology Museum and award-winning STEM educator Suzanne Costner to offer these ideas for a Cryptozoology Research Game.

CRYPTOZOOLOGY RESEARCH GAME

ABOUT THE CRYPTOZOOLOGY RESEARCH GAME

crypt•to•zo•ol•o•gy: the study of and search for animals and especially legendary animals usually in order to evaluate the possibility of their existence.

(Source: Merriam-Webster)

“To evaluate the possibility of their existence” is the purpose of this research game. Investigating the collected stories, sightings, and theories about cryptids, your readers will develop a Crypto-Research Card noting the cryptid’s appearance and traits, location, and history. These Crypto-Research Cards are like the dossiers the Myth Blasters create for Clivo Wren in **The Cryptid Catcher** (FSG).

For example: The Loch Ness Monster is a long-necked aquatic creature that can stay submerged for long periods in the Scottish lake of Loch Ness. When and if it appears above the surface, it is difficult to spot. Mentions of a large creature in or near the loch go back to 6th century AD Scotland.

While evidence of the Loch Ness Monster and other cryptids have been conflicting and some sightings debunked, it is the “possibility of their existence” that your readers (or aspiring Myth Blasters) will study. Can your readers make a case for the possibility of the Loch Ness Monster?

Your cryptozoology collection may be limited and information on some cryptids scarce in general, but you do have quite the collection on the known and classified animals of the world. Can your readers find a classified animal with similar traits to the cryptid? How does the known animal use those traits to survive? If the known animal survives using that trait, could the cryptid also use that trait to survive? Do these traits make a case for the “possibility of their existence”?

For example: Your aspiring Myth Blaster could ask, how do aquatic animals survive underwater? Why do some aquatic animals surface? What can your reader learn from aquatic animals that could support the Loch Ness Monster’s survival underwater and rare surface appearances?

CRYPTOZOLOGY RESEARCH GAME

Using the story line from **The Cryptid Catcher** should make this research more exciting, as will some of the event ideas we offer in the following sections.

CONTENTS OF THIS EVENT KIT

- Poster to announce public events.
- Bibliography of cryptozoology children's fiction and non-fiction with favorites of the International Cryptozoology Museum marked.
- Reader Theater script from **The Cryptid Catcher** by Lija Fisher with seven roles that introduce the Myth Blasters, a group of middle school cryptid researchers.
- Crypto-Choices, or the names of the most documented cryptids, for reader assignment or random drawing.
- Crypto-Research Card worksheet for readers to record their research and even draw their cryptid.
- Crypto-Conceivability Chart for readers to rank the plausibility of the cryptid based on each other's research.
- Free Admission cards to the real-life International Cryptozoology Museum as a game prize.

EVENT OR LESSON PREPARATION

You will, of course, create your own unique engagement with **The Cryptid Catcher** and the field of cryptozoology. Following are simply suggested ways to prepare for an event or classroom experience.

___ Locate a copy of the middle grade novel **The Cryptid Catcher** by Lija Fisher (FSG). The sequel, **The Cryptid Keeper**, will be out in August 2019.

___ If you list your events in print or online, here is some text that may assist you: Cryptozoologists Wanted! Have you ever wondered about the existence of Bigfoot, Chupacabras, Nessie, or the Yeti? Do you picture yourself discovering proof of a legendary creature? Just like Clivo Wren and the Myth Blasters from the book **The Cryptid Catcher** by Lija Fisher (FSG), we will go into the known to discover the unknown. As the Myth Blasters say, don't forget to "bring your freaky deaky intelligence." All welcome, but best for ages 8-12.

CRYPTOZOLOGY RESEARCH GAME

___ If this event is for the public, print out the enclosed event poster, add your date, time, and location, and duplicate it to advertise the event. If you prefer to adapt the poster in your design software, you can find a JPEG of the poster design on CuriousCityDPW.com. Simply search for “cryptid” and navigate to the Cryptozoology Research Game listing. The fonts on the poster are Croteau and Avenir Book.

___ If this is a school project, this project aligns with Next Generation Science Standards, AASL Standards, ISTE Standards, and Common Core State Standards for English/Language Arts. Visit CuriousCityDPW.com, search for “cryptid,” and navigate to the Cryptozoology Research Game listing to find a list of individual standards applications.

___ If this is a school project, can a classroom teacher and the school librarian partner on an animal traits or adaptations lesson? Can you partner to create a research project on animals through the lens of cryptozoology?

___ Look at your collection of cryptozoology books. There is a bibliography in this packet.

___ Set your research parameters. Which books and websites will readers use? How many sources will they have to cite? Check to see if you have access to the International Cryptozoology Museum website cryptozoologymuseum.com, which is full of valuable information and speculation.

___ Print out the Crypto-Choices sheet, cut out each cryptid name, and toss them into a container for your readers’ random selection. These 12 names represent some of the most researched cryptids in the world: Barmanu, Beast of Bray Road, Bigfoot, Blue Tiger, Buru, Chupacabras, Honey Island Swamp Monster, Loch Ness Monster, Snallygaster, Tatzelwurm, Thunderbird, and Yeti. Will you have readers work in teams? Making multiple copies of the names could work as random team assignments.

___ Review and print the Reader’s Theater. The script with seven roles introduces the middle school Myth Blasters team and their cryptozoology research. Do you want

CRYPTOZOLOGY RESEARCH GAME

readers to be prepared to read in front of their peers, or will this be a spontaneous part of a public event?

___ Print copies of the two-page Crypto-Research Card for readers to use to record their research. That sheet includes a drawing sheet. If you want to create your own sheets per your own lesson or event parameters, the fonts are Croteau and Avenir Book.

___ Consider sharing the results of reader research with the Myth Blasters team (a.k.a. author Lija Fisher). Because these cards were also designed for solo book fans who want to do independent research on cryptids, you will see Lija's email address and invitation to share on those sheets. She would love photos of reader research to post on her website and social media if you are able to share readers' work. Lija will use no identifying information on any public posts, including your institution's name or location. In fact, the cards ask for the reader's "Crypto-Researcher Name & Age" and encourage them to protect their privacy.

___ There is a section of the Crypto-Research Card asking your aspiring Myth Blaster to make a "Correlation to Known Animals." How can you help your readers find a classified animal with similar traits to the cryptid? How does the known animal use those traits to survive? If the known animal survives using that trait, could the cryptid also use that trait to survive? Do these traits make a case for the "possibility of their existence"?

___ Cryptozoology is the "study of and search for animals and especially legendary animals usually in order to evaluate the possibility of their existence." (Source: Merriam-Webster.) Can you bring your Myth Blasters back together and have teams present their cryptic research? Can the group "evaluate the possibility of their existence"? Consider having them rank the plausibility of the cryptid's existence on the Cryptid Conceivability Chart included in this kit.

___ How can you make this gathering more engaging? Can you have the team impersonate their cryptid and even, perhaps, the corresponding animal in the real world? Can you offer a prize for the team that gets the highest cumulative ranking on the Cryptid Conceivability Chart?

CRYPTOZOLOGY RESEARCH GAME

__ The Myth Blasters team members honor each other for their “freaky deaky intelligence.” You can offer your readers honorary Myth Blasters membership cards that are backed with a free admission card to the International Cryptozoology Museum. Look for those print-and-fold cards in this packet.

__ For your very dedicated cryptozoologists, know that the International Cryptozoology Museum will be adding a Junior Cryptozoology Club in 2019. For a small annual fee, readers will get a membership button and access to exclusive cryptozoology news!

Curious City and author Lija Fisher applaud you for **your** freaky deaky intelligence and all the ways you engage your readers in science and story.

This game was co-created with:

Loren Coleman is one of the world’s leading cryptozoologists and the founder of the International Cryptozoology Museum. Starting his fieldwork and investigations in 1960, after traveling and trekking extensively in pursuit of cryptozoological mysteries, Coleman began writing about his experiences in 1969. Coleman has written more than seventeen books and more than three hundred articles, has appeared frequently on radio and television programs, and has lectured throughout North America, the UK, and at Loch Ness. He has been both an on- and off-camera consultant to NBC-TV’s “Unsolved Mysteries,” A & E’s “Ancient Mysteries,” History Channel’s “In Search of History,” Discovery Channel’s “In the Unknown,” and other reality-based programs. Discover more at lorencoleman.com.

Suzanne Costner is a library media specialist and STEM coordinator in an elementary school. Before finding her perfect home in the library, she taught in other classrooms for 20 years. She loves everything about children's and young adult literature, often reviewing books on her blog or for *School Library Journal*. Suzanne is also a science geek who enjoys building rockets and programming robots with her students. She has won many awards for STEM programming, and in 2017 she was named Tech Innovator Teacher of the Year for her school district and the C.A.P. National Aerospace Education Teacher of the Year. Discover more at fveslibrary.blogspot.com.

CRYPTOZOOLOGISTS WANTED

CHUPACABRAS!

BIGFOOT!

NESSIE!

YETI!

Bring your freaky
deaky intelligence.



Cryptid Image
© Lisa K. Weber

Join us as we research the world's most mysterious creatures.

CRYPTOZOLOGY BIBLIOGRAPHY

FICTION BOOKS

From Lija Fisher:

The Cryptid Catcher

by Fisher, Lija

Publisher: Farrar Straus & Giroux

ISBN: 9780374305543 (Hardcover)

ISBN: 9781250308528 (Paperback, 8/20/19)

Audience: Grade 3-6, Age 8-12

** Recommended by the*

International Cryptozoology Museum

The Cryptid Keeper

by Fisher, Lija

Publisher: Farrar Straus & Giroux

ISBN: 9780374305567 (Hardcover, 08/20/19)

Audience: Grade 3-6, Age 8-12

** Recommended by the*

International Cryptozoology Museum

Lemons

by Savage, Melissa

Publisher: Crown Pub

ISBN: 9781524700126 (Hardcover)

Audience: Grade 4-6, Age 9-11

The Bigfoot Files

by Eagar, Lindsay

Publisher: Candlewick Pr

ISBN: 9780763692346 (Hardcover)

Audience: Grade 4-6, Age 9-11

From Roland Smith:

Chupacabra

by Smith, Roland

Publisher: Scholastic Paperbacks

ISBN: 9780545178181 (Paperback)

Audience: Grade 4-6, Age 9-11

Tentacles

by Smith, Roland

Publisher: Scholastic Paperbacks

ISBN: 9780545178167 (Paperback)

ISBN: 9780545166881 (Hardcover)

Audience: Grade 7-9, Age 12-14

Cryptid Hunters

by Smith, Roland

Publisher: Disney-Hyperion

ISBN: 9780786851621 (Paperback)

ISBN: 9781435288256 (Follett Prebind)

Audience: Grade 4-6, Age 9-11

Mutation

by Smith, Roland

Publisher: Scholastic Paperbacks

ISBN: 9780545081818 (Paperback)

Audience: Grade 4-6, Age 9-11

CRYPTOZOLOGY BIBLIOGRAPHY

FICTION BOOKS

From Jean Flitcroft:

The Chupacabra

by Flitcroft, Jean

Publisher: Darby Creek Pub

ISBN: 9781467732659 (Library)

ISBN: 9781467734837 (Paperback, POS)

Audience: Grade 4-6, Age 9-11

The Pacific Giants

by Flitcroft, Jean

Publisher: Darby Creek Pub

ISBN: 9781467732666 (Library)

ISBN: 9781467734851 (Paperback)

Audience: Grade 4-6, Age 9-11

The Loch Ness Monster

by Flitcroft, Jean

Publisher: Darby Creek Pub

ISBN: 9781467726023 (Library -OP)

ISBN: 9781467734813 (Paperback)

Audience: Grade 4-6, Age 9-11

NON-FICTION BOOKS

Tales of the Cryptids: Mysterious Creatures That May or May Not Exist

by Halls, Kelly Milner/ Spears, Rick/

Young, Roxyanne

Publisher: Millbrook Pr

ISBN: 9781581960495 (Hardcover)

Audience: Grade 4-6, Age 9-11

** Recommended by the*

International Cryptozoology Museum

Ramblings of Teenaged Cryptozoologists

by Colin Schneider & Tyler Houck

Publisher: lulu.com

ISBN: 9780359024315 (Paperback)

Audience: Age 12+

** Recommended by the*

International Cryptozoology Museum

The Cryptozoology A to Z: The Encyclopedia of Loch Monsters, Sasquatch, Chupacabras, and Other Authentic Mysteries of Nature

by Coleman, Loren/ Clark, Jerome

Publisher: Touchstone Books

ISBN: 9780684856025 (Paperback)

ISBN: 9781439564776 (Follettbound)

Audience: Adult, but read by 10+

** Recommended by the International*

Cryptozoology Museum

Mysterious America: The Ultimate Guide to the Nation's Weirdest Wonders, Strangest Spots, and Creepiest Creatures

by Coleman, Loren

Publisher: Gallery Books

ISBN: 9781416527367 (Paperback)

Publish Status:

Audience: Adult, but read by 10+

** Recommended by the*

International Cryptozoology Museum

CRYPTOZOOLOGY BIBLIOGRAPHY

NON-FICTION BOOKS

Bigfoot, the Loch Ness Monster, and Unexplained Creatures

by Bougie, Matt

Publisher: Cavendish Square

ISBN: 9781502628473 (Library)

Audience: Grade 7-9, Age 12-14

Investigating Bigfoot, The Loch Ness Monster, and Other Cryptids

by Niver, Heather Moore

Publisher: Britannica Educational Pub

ISBN: 9781680485721 (Library)

ISBN: 9781680485783 (Paperback)

Mythology Audience: Grade 4-6, Age 9-11

In Search of Sasquatch

by Halls, Kelly Milner

Publisher: Houghton Mifflin Harcourt

ISBN: 9780547257617 (Hardcover)

Audience: Grade 4-6, Age 9-11

Encountering Chupacabra and Other Cryptids

by Peterson, Megan Cooley/
Stevens, Matt

Publisher: Capstone Pr

ISBN: 9781491402429

Publish Status:

Audience: Grade 3-4, Age 8-9

Giant Anaconda and Other Cryptids: Fact or Fiction?

by Emmer, Rick

Publisher: Chelsea House Pub

ISBN: 9780791097823 (Library)

Publish Status:

Audience: Grade 4-6, Age 9-11

Series: Cryptozoologist's Guide to Curious Creatures

El Chupacabra the Bloodsucker and Other Legendary Creatures of Latin America

By Boutland, Craig

Publisher: Gareth Stevens Pub

ISBN: 9781538226988 (Library)

ISBN: 9781538226995 (Paperback)

Audience: Grade 4-6, Age 9-11

Anansi the Talking Spider and Other Legendary Creatures of Africa

by Boutland, Craig

Publisher: Gareth Stevens Pub

ISBN: 9781538227060 (Library)

ISBN: 9781538227077 (Paperback)

Audience: Grade 4-6, Age 9-11

CRYPTOZOOLOGY BIBLIOGRAPHY

NON-FICTION BOOKS

Dullahan the Headless Horseman and Other Legendary Creatures of Ireland

by Boutland, Craig

Publisher: Gareth Stevens Pub

ISBN: 9781538227107 (Library)

ISBN: 9781538227114 (Paperback)

Audience: Grade 4-6, Age 9-11

Baba Yaga the Witch and Other Legendary Creatures of Russia

by Boutland, Craig

Publisher: Gareth Stevens Pub

ISBN: 9781538227022 (Library)

ISBN: 9781538227039 (Paperback)

Audience: Grade 4-6, Age 9-11

Bigfoot the Hairy Beast and Other Legendary Creatures of North America

by Boutland, Craig

Publisher: Gareth Stevens Pub

ISBN: 781538226940 (Library)

ISBN: 9781538226957(Paperback)

Audience: Grade 4-6, Age 9-11

Gashadokuro the Giant Skeleton and Other Legendary Creatures of Japan

by Boutland, Craig

Publisher: Gareth Stevens Pub

ISBN: 9781538227145 (Library)

ISBN: 9781538227152 (Paperback)

Audience: Grade 4-6, Age 9-11

FIELD GUIDES

Sasquatch, Yeti and Other Wildmen of the World: A Field Guide to Relict Hominoids

By Dr. Jeff Meldrum

Publisher: Paradise Cay Publications

ISBN-13: 9781937196547 (Laminated 12-Page Pamphlet)

Audience: General Adult, but read by 10+

** Recommended by the International Cryptozoology Museum*

Sasquatch Field Guide: Identifying, Tracking and Sighting North America's Relict Hominoid

By Dr. Jeff Meldrum

Publisher: Paradise Cay Publications

ISBN-13: 9781937196950 (Laminated 10-Page Pamphlet)

Audience: General Adult, but read by 10+

** Recommended by the International Cryptozoology Museum*



CRYPTOZOLOGY BIBLIOGRAPHY

WEB RESOURCES

The International Cryptozoology

Museum has as its primary mission to educate, inform, and share cryptozoological evidence, artifacts, replicas, and popular cultural items with the general public, media, students, scholars, and cryptozoologists from around the world.

<http://cryptozoologymuseum.com/>

** Recommended by the
International Cryptozoology Museum*

Tyler's Cryptozoo

Blog of cryptozoologist Tyler Houck, author and one of the world's youngest Cryptid researchers. Co-director of the CFZ's Next Generation Initiative. Follow the blog for the latest news in the cryptozoology world.

<http://tylerscryptozoo.blogspot.com/>

** Recommended by the
International Cryptozoology Museum*



THE CRYPTID CATCHER: READERS THEATER

SETTING THE SCENE:

Clivo Wren has just discovered that his recently deceased father was not an archeologist, but a Cryptid Catcher, a man on a mission to capture, test, and release the cryptids of the world for their protection. Clivo has also discovered that he is supposed to continue his father's life mission, and the only clue about where to start is a business card for the International Cryptozoology Museum in Portland, Maine. A stop at the museum and a tussle with a fake cryptid have brought him here – a suburban Maine basement with a group of odd middle schoolers calling themselves the Myth Blasters. *Could these kids really be Clivo's dad's research team??*

CHARACTERS/ROLES:

- **AMELIA:** *Myth Blasters Role:* Lead researcher. *Personality:* Bold.
- **STEPHANIE:** *Myth Blasters Role:* Satellite and confidential file hacker. *Personality:* Shy.
- **CHARLES:** *Myth Blasters Role:* Film and photography expert, debunker. *Personality:* Like an intense, angry rabbit.
- **HERNANDO:** *Myth Blasters Role:* Information sifter. *Personality:* Chill.
- **ADAM:** *Myth Blasters Role:* Creator of origin stories. *Personality:* High-strung.
- **CLIVO:** *Role:* Cryptid Catcher (new to the job). *Personality:* Up for anything.
- **NARRATOR**



SCRIPT:

NARRATOR: Half an hour later Clivo was sitting on a beanbag chair in front of a digital projector for a PowerPoint presentation on Nessie. Amelia clicked through the photos, some in color and others in a grainy black and white. Amelia sounded like a stuffy professor giving a lecture.

AMELIA: We've sifted through all three thousand documented photographs and deemed seventy of them to be real. That is, actual photos of Nessie and not fake ones using toy boats and figurines.

NARRATOR: Clivo was already amazed at the smarts of the group.

CLIVO: How did you do that?

THE CRYPTID CATCHER: READERS THEATER

CHARLES: That'd be me. Most are easy to debunk. You just look at forced perspective, examine shadows on the water, pixilate the images and look for inconsistencies, etc. Others are a little trickier, but nothing a night of Moxie and energy drinks and Cheez-its can't handle.

NARRATOR: Amelia pointed a red laser dot at Charles's chest.

AMELIA: Charles is our film and photography expert. Show him any photo or video and he can verify its authenticity within a day.

CHARLES: Within a minute, yo. And don't point that thing at me! It freaks me out, like a sniper's gotta rifle pointed at my chest.

CLIVO: Have you ever had a sniper's weapon pointed at your chest?

NARRATOR: Ever since Clivo discovered that aliens and other cryptids really did exist, his orientation as to what was and wasn't possible in the world was majorly out of whack.

CHARLES: Dude, when you know the stuff that we know, it's just a matter of time.

NARRATOR: Clivo wasn't sure about that, but Charles's intense angry rabbit look was very convincing. Amelia clicked the control and hand drawn pictures of Nessie glowed on the screen. She looked like a long serpent with multiple humps sprouting out of the water.

AMELIA: Next up, going through literature and finding stories, no matter how obscure, that references the cryptid. Legends always have some grain of truth to them. There are very few written that are just pure fabrication. That's my department. I found over two hundred references to a sea monster in the loch, going all the way back to the first century AD, well before she was documented by photo.

CLIVO: But I thought cryptozoology and mythozoology were two totally separate things.

ADAM: [Groaning]. Let me guess, you were on IMythsThePast.com. Those guys are so boring.

THE CRYPTID CATCHER: READERS THEATER

AMELIA: They kind of are separate things. Cryptids are animals from folklore that may actually exist, it just hasn't been proven yet. Myths are stories created to explain the world around us, sometimes using gods and magical creatures. Now, most people don't believe mythological beings actually exist. Nobody has seen Zeus, Medusa, or a minotaur, or at least there are no reliable accounts in the modern historical record. But if we did have a sighting of them, they'd be considered a cryptid. At least according to us.

ADAM: And we'd be after them like stink on a monkey.

NARRATOR: Clivo looked around in disbelief. He was officially stepping into territory that made his brain hurt.

CLIVO: You don't actually believe in Zeus do you?

AMELIA: [Shrugging] We're more science-based. We don't discount the possibility that he exists, but we focus our attention on things that have more data attached to them.

NARRATOR: Clivo opened his mouth then shut it again. Aliens and Bigfoot were about all he could handle right now. Contemplating the existence of gods would have to wait. Amelia clicked her control again and what looked to be satellite photos of the loch sprung to the screen. Clivo leaned forward in amazement, or as much as he could lean forward on a beanbag chair.

CLIVO: Are those satellite photos?

AMELIA: Sure are. Miss Hacker over here was able to break into a private satellite and steal a peak from above. As you can see, we found a shape in the water that matches the size and description of Nessie, even with the poor resolution.

NARRATOR: Stephanie spoke next. She was eager but timid, kind of like a mouse delicately sniffing a delicious piece of cheese.

STEPHANIE: I was only able to gain control of the satellite for a few minutes before I was bumped off. But I'm hoping to increase my time and, someday, get into a government spy satellite. Their visual precision is incredible. I could zoom in from fifteen miles above the earth and tell if you're wearing contacts. Which you're not.

CLIVO: Wait, you can hack satellites?

THE CRYPTID CATCHER: READERS THEATER

NARRATOR: Clivo's respect of the group was going through the roof.

ADAM: This presentation will go a lot faster if you keep your expressions of constant amazement to a minimum.

NARRATOR: Clivo made a zipper motion with his fingers across his lips.

[GOOD STOPPING POINT OR YOU CAN CONTINUE THE SCENE...]

NARRATOR: The screen clicked again and again, showing pictures of boats trawling the loch with various nets and sonar equipment.

AMELIA: Hernando here is our information sifter. He takes everything that Charles, Stephanie, and I find and makes sense of it all. Triangulates coordinates, that kind of thing.

HERNANDO: [clearing his throat] Can I have the laser, please?

AMELIA: Huh? Oh sure, sorry about that Hernando. He also researches previous attempts to find said cryptids and gathers their data. So, once we've done all of that, we usually have a pretty good idea if the cryptid is real or not and where to find them.

NARRATOR: Clivo scratched his head. He had so many questions he wasn't sure where to begin.

CLIVO: So why hasn't anybody found Nessie? If there have been so many searches, it seems like somebody would have found her by now.

AMELIA: [hesitant and uncertain] Ah, that's the secret now, isn't it? They're not called hidden animals for nothing. Every cryptid is a singular, unique creature that has adapted to avoid detection, sometimes for centuries. They are rare, evolutionary mutations that have survived specifically because they haven't been found. But, as each cryptid is unique in its evolutionary development, it's also unique in its ability to hide.

CLIVO: Unique in its ability to hide?

AMELIA: Perhaps they're invisible or really good at camouflaging themselves. It's different for each creature. We know they're there, the data is sound, they're just super hard to find.

THE CRYPTID CATCHER: READERS THEATER

CLIVO: So how do you find them?

STEPHANIE: We actually don't know. That'll be your job to figure out.

ADAM: [waving his arms dramatically] I've been waiting patiently over here, people.

NARRATOR: Amelia flipped to the next slide that showed a maniacally smiling Adam wearing lab goggles and holding two flaming glass beakers. Amelia sighed.

AMELIA: Sorry, he wanted a rather dramatic photo.

NARRATOR: Adam unfolded his gangly limbs from his chair and stood up.

ADAM: To wrap up this rather dry yet informative session, yours truly figures out how the animal evolved. Similar to Batman and Spider-Man, I figure out its origin story.

CLIVO: Origin story? Like where they were born?

AMELIA: Not where they were born, but how they were born. It's possible they were born as they exist today, but it's more likely they morphed into what they are due to some event—

ADAM: Like Peter Parker getting bit by a radioactive spider: Whammo! We have Spider- Man! Best origin story ever!

CHARLES: Dude! Not even! Captain Marvel is. An ancient wizard named Shazam bequeathing you a lightning bolt is so much better.

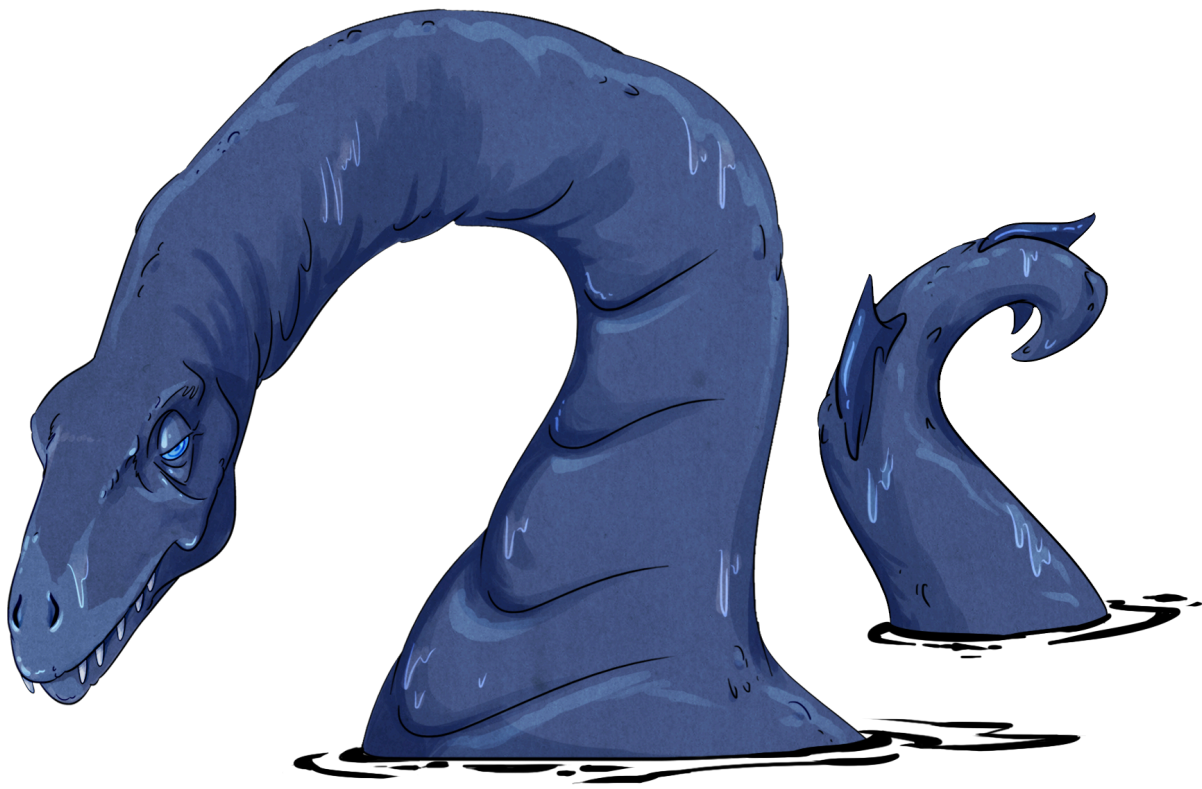
ADAM: I'm not getting into this with you, dude!

AMELIA: [rolling her eyes] Keep in mind, most cryptids are hundreds, if not thousands, of years old. That's impossible, unless something cataclysmic happened to cause an anomaly in their biology.

ADAM: Moving along. Once I figure out the origin story, I deduce how they hide. With Nessie, we think she's evolved to camouflage herself so thoroughly she can basically become invisible. It's the only plausible reason for why she can exist in an enclosed body of water, completely surrounded by humans, yet seen by so few people.

THE CRYPTID CATCHER: READERS THEATER

CHARLES: As Sherlock Holmes said, "When you have eliminated the impossible, whatever remains, however improbable, must be the truth."



Cryptid Image © Lisa K. Weber

This activity was created for the middle grade novels *The Cryptid Catcher* and *The Cryptid Keeper* by Lija Fisher (FSG) in partnership with the International Cryptozoology Museum. Page 6

CRYPTO-CHOICES FOR RESEARCH GAME

BARMANU

**BEAST OF
BRAY ROAD**

BIGFOOT

BLUE TIGER

BURU

CHUPACABRAS

**HONEY
ISLAND
SWAMP
MONSTER**

**LOCH NESS
MONSTER**

SNALLYGASTER

TATZELWURM

THUNDERBIRD

YETI

MYTH BLASTERS

CRYPTO-RESEARCH CARD

Want to be a cryptid researcher?

Prepare this Crypto-Research Card with your drawing of the cryptid (optional), snap photos, and ask an adult if you can share your research with the team at mythblasters@gmail.com for a free admission to the International Cryptozoology Museum.

Cryptid Name(s): _____

Appearance & Traits: _____

Location: _____

History: _____

Correlation to Known Animals: _____

Your Crypto-Researcher Name & Age: _____

Don't use your REAL name! PROTECT your privacy!

Are you crypto-curious? Read *The Cryptid Catcher* and *The Cryptid Keeper* by Lija Fisher (FSG).

MYTH BLASTERS CRYPTO-RESEARCH CARD

What does your cryptid look like?

Draw your cryptid to complete your Crypto-Research Card, snap photos, and ask an adult if you can share your research with the team at mythblasters@gmail.com for a free admission to the Intl. Cryptozoology Museum.

Are you crypto-curious? Read *The Cryptid Catcher* and *The Cryptid Keeper* by Lija Fisher (FSG).

Your Crypto-Researcher Name & Age: _____

Don't use your REAL name! PROTECT your privacy!

CRYPTO-CONCEIVABILITY CHART

Listening to the presentation of fellow Myth Blasters or crypto-researchers, how possible do you think it is that these cryptids exist? Fill in the blocks with 5 being “high possibility” and 1 being “low possibility.”

5												
4												
3												
2												
1												
	Barmanu	Beast of Bray Road	Bigfoot	Blue Tiger	Buru	Chupacabras	Honey Island Swamp Monster	Loch Ness Monster	Snallygaster	Tatzelwurm	Thunderbird	Yeti

MYTH BLASTER CARDS & FREE MUSEUM ADMISSION



Once your readers have created their own Crypto-Research Cards, you can present them with this double-sided Myth Blaster Membership Card and one free admission to the International Cryptozoology Museum.

True, they may not be able to travel to Portland, Maine, to redeem the admission, but once they have read **The Cryptid Catcher** by Lija Fisher (FSG), they may just realize that they are holding a replica of Clivo Wren's first clue in his cryptid adventure.

THE CRYPTID CATCHER

To Prepare the Cards:

- 1) Print on cardstock if possible.
- 2) Cut out the blue and white side of each card as one piece.
- 3) Fold on the center line with text on the outside.
- 4) Spread glue on the text-free interior and seal.