



Camp Cahill

Dear Book Club Host:

Calling all campers! Are you ready for a spy-tastic summer? Got your Saladin sleeping bags? Ready for serum-infused s'mores? The 39 Clues Book Club's theme this summer is **Camp Cahill!**

It's summer, and even globetrotters like Amy and Dan deserve a break now and then. So this time, the adventure is headed a little closer to home—at agent camp. Here are three new The 39 Clues activities: **Camp Postcard Code Crack, Readers' Theater, and Campfire Ghost Stories!** As a special summer surprise, we've also included two extra activities from Scholastic's *New York Times* bestselling time travel series *Infinity Ring* and *New York Times* bestselling fantasy series *Spirit Animals*.

Camp Cahill Hosting Tips:

To set the scene, and make club members really feel like happy campers:

- Decorate your space to look like an actual summer camp or consider hosting your event outside.
- Create a playlist of summer camp songs or nature sounds.
- Offer treats like marshmallows.
- Include a mock campfire area where kids can gather around to share ghost stories and sing songs.
- Invite club members to arrive early to help decorate.

Activity 1: Camp Postcard Code Crack

Prepare ahead: 1) Photocopy the CAMP POSTCARD CODE CRACK handout, making enough copies for every club member. 2) Provide scissors, glue, and tape. 3) If following option #1 below, have a light box or lamp available; if using option #2, provide club members with a 1-hole punch.

Read the handout aloud to the group. Then, have club members work independently to cut out the postcards and decipher the secret coded message from campers Amy and Dan.

Here's how it works: Place postcard B on top of postcard A. If you hold the second postcard over the first, the lines cross out everything except the secret message.

Use either of the following options to solve the code:

Option #1: Place postcard B on top of postcard A. Hold both cards together in front of a light to reveal the secret message.

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Option #2: Use a 1-hole punch to cut out the blanks between each line on postcard B. Place postcard B on top of postcard A to reveal the secret message.

Here's the solution:

Dear Nellie,
**Beware, we're all being
watched!
Pierce uses this camp
to train his own secret
army!**
—Amy and Dan

For more fun, invite club members to create their own coded camp postcards using this code-cracking method.

Activity 2: Readers' Theater

Prepare ahead: 1) Photocopy the READERS' THEATER handout, making one copy for the host and enough copies for every club member. **2)** Have highlighters available so that performers can keep track of their lines. **3)** You might want to bring in costumes and props (e.g., clothes, wigs, fake mustaches) to help club members get into character! **4)** Before guests arrive, prepare an area of your event space to perform your play.

Read the instructions on the handout aloud to the group. Then, assign each club member a role to play or have them choose roles themselves. Depending on how many people you have in your club, you might need some to take on more than one role or split up into smaller groups.

Invite club members to dress up, using your provided costumes and props. Encourage them to think about the role they're playing. What is the character's personality? What does he or she look like? Stage each scene—and for added fun, encourage everyone to ham it up!

BONUS: Visit scholastic.com/39cluesclub and share a video of Scholastic authors Rick Riordan, Gordon Korman, Jude Watson, James Dashner, and Brandon Mull performing their very own Readers' Theater act with your club.

Activity 3: Campfire Ghost Stories!

Prepare ahead: 1) Photocopy the CAMPFIRE GHOST STORIES! handout, making enough copies for every club member. **2)** Have pens and pencils on hand. **3)** Have at least one flashlight available.

For this activity, club members will get to test their storytelling skills! Read the handout aloud to the group. Then allow time for club members to brainstorm ideas and draft an outline before writing their stories. Provide guidance when needed. After the stories are written, dim the lights and have everyone sit in a circle around a mock campfire. To really set the mood, have them read their stories while holding flashlights under their chins!

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Bonus Activity #1: Infinity Ring History Challenge

Prepare ahead: 1) Photocopy the INFINITY RING HISTORY CHALLENGE handout, making enough copies for each club member. 2) Provide pens and pencils for everyone present. 3) Have Internet access, if possible.

Read the instructions aloud, then let club members work individually or in groups to complete the handout. Offer help when needed.

ANSWER KEY:

1. 79: Eruption of Mount Vesuvius
2. 885: The Viking Siege of Paris
3. 1258: Siege of Baghdad
4. 1492: Christopher Columbus
5. 1789: The French Revolution
6. 1804: Lewis and Clark
7. 1814: Dolley Madison
8. 1850: The Underground Railroad
9. 1914: World War I
10. 1939: World War II

Bonus Activity #2: What's Your Spirit Animal?

Prepare ahead: 1) Photocopy the WHAT'S YOUR SPIRIT ANIMAL? handout, making enough copies for each club member.

Read the instructions aloud and then have each member take the quiz, either individually or in pairs. Afterwards, have everyone share their final results.

That's it for The 39 Clues Book Club. We hope you enjoyed your visit to Camp Cahill! See you in the fall!

—The 39 Clues Book Club

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Camp Postcard Code Crack

After a few days at Camp Cahill, Amy and Dan sent Nellie this postcard. Nellie was happy to hear from them, but something seemed a little suspicious. The next day she got another postcard, and then she got really suspicious. Are Amy and Dan trying to tell her something? See if you can crack the code to reveal their secret message.

Can you figure out Amy and Dan's secret message? Fill it in here:

Dear Nellie,

-----, -----
-----!

-----!

—Amy and Dan

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POSTCARD A

Dear Nellie,

We just wanted you to be aware of how much fun we're all having at camp, being normal kids. It's been so long since we just watched the grass grow! We love to swim at the pier, eat ice cream, and find new uses for our time! This camp is perfect for kids who have outgrown toy trains, and this place has shown us a secret charm you can't see in the brochure!

—Amy and Dan

P.S. Don't forget to feed Saladin.



Nellie Gomez

Cahill Command

42 Bristol Road

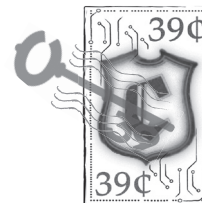
Attleboro, MA 02703

POSTCARD B

Dear Nellie,

You haven't responded to our postcard! We'll make it easy for you: Just fill in the blanks! Hopefully, yours will hold up well against ours, which was pretty great!

—Amy and Dan



Nellie Gomez

Cahill Command

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Attleboro, MA 02703

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Readers' Theater

No summer camp experience is complete without a theatrical performance, so get ready to act out some scenes from *The 39 Clues Book 1, Maze of Bones!*

How are your acting skills? Can you do character voices? Can you play a real bully like one of the Holts? Here's your chance to prove it!

CLUB MEMBER 1 [Narrator]

The Great Hall was as big as a basketball court, with tons of armor and swords lining the walls and huge windows that looked like Batman could crash through them any minute.

CLUB MEMBER 2 [Narrator]

William McIntyre stood at a table in front with a projector screen behind him, while everybody else filed into rows of seats. There were about forty people in all, including the Holts and the Kabras and Aunt Beatrice, who looked completely disgusted to be there — or maybe she was just disgusted that everybody else had been invited to her sister's will reading.

CLUB MEMBER 3 [Narrator]

Mr. McIntyre raised his hand for quiet.

EVERYONE: Shhhhh!

CLUB MEMBER 3 [Narrator]

He slipped a document from a brown leather folder, adjusted his bifocals, and began to read:

CLUB MEMBER 4 [Mr. McIntyre]

"I, Grace Cahill, being of sound mind and body, do hereby divide my entire estate among those who accept the challenge and those who do not."

CLUB MEMBER 5 [Eisenhower Holt]

Whoa. What challenge? What's she mean?

CLUB MEMBER 4 [Mr. McIntyre]

I am getting to that, sir. "You have been chosen as the most likely to succeed in the greatest, most perilous undertaking of all time — a quest of vital importance to the Cahill family and the world at large."

CLUB MEMBER 1 [Narrator]

Forty people started talking at once, asking questions and demanding answers.

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“Perilous undertaking?” Cousin Ingrid shouted.

“What is she talking about?”

“I thought this was about money!” Uncle José yelled.

“A quest? Who does she think we are? We’re Cahills, not adventurers!”

CLUB MEMBER 4 [Mr. McIntyre]

Ladies and gentlemen, please. If you will direct your attention to the screen, perhaps Madame Cahill can explain things better than I.

CLUB MEMBER 5 [Narrator]

Dan’s heart did a flip-flop. What was Mr. McIntyre talking about? Then a projector on the ceiling hummed to life. The shouting in the room died down as Grace’s image flickered on the screen.

She was sitting up in bed with Saladin on her lap. She looked healthier than the last time Dan had seen her. The video must’ve been made months ago, before her cancer got bad.

CLUB MEMBER 2 [Narrator]

Dan got a lump in his throat. He had a crazy urge to call to her: Grace, it’s me! It’s Dan! But of course it was just an image. He looked at Amy and saw a tear trickling down the base of her nose.

CLUB MEMBER 1 [Grace]

Fellow Cahills. If you are watching this, it means I am dead, and I have decided to use my alternate will. No doubt you are arguing amongst yourselves and giving poor Mr. McIntyre a hard time about this contest I have instituted. You always were a stubborn bunch. For once, close your mouths and listen.

CLUB MEMBER 2 [Narrator]

“Hey, wait a minute!” Eisenhower Holt protested, but his wife shushed him.

EVERYONE: Shhhhh!

CLUB MEMBER 1 [Grace]

I assure you this contest is no trick. It is deadly serious business. Most of you know you belong to the Cahill family, but many of you may not realize just how important our family is. I tell you the Cahills have had a greater impact on human civilization than any other family in history.

CLUB MEMBER 2 [Narrator]

More confused shouting broke out. Irina Spasky stood up and yelled, “Silence! I wish to hear!”

EVERYONE: Shhhhh!

CLUB MEMBER 1 [Grace]

My relatives, you stand on the brink of our greatest challenge. If you accept, you shall be given the first of thirty-nine clues. These clues will lead you to a secret, which, should you find it, will make you the most powerful, influential human beings on the planet. I now beg you all to listen to Mr. McIntyre. Allow him to explain the rules. Think long and hard before you make your choice.

I’m counting on you all. Good luck, and good-bye.

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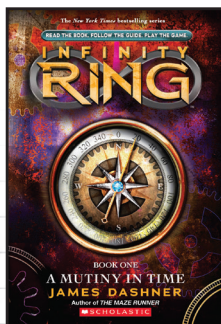
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Bonus: Infinity Ring History Challenge

If you love gaming and reading about the historic Cahills and worldwide adventures in The 39 Clues, then you'll love Infinity Ring, a fast-paced time travel series that sends best friends Dak, Sera, and Riq on an epic journey to fix history and save the world.

Take the Infinity Ring challenge! All time travelers should have a strong knowledge of history!
Can you match the following dates with the historical events or famous people?
Draw lines to connect each pair.

79	Lewis and Clark
885	World War I
1258	The Underground Railroad
1492	World War II
1789	Dolley Madison
1804	The Viking Siege of Paris
1814	Siege of Baghdad
1850	Christopher Columbus
1914	Eruption of Mount Vesuvius
1939	The French Revolution



Join Dak, Sera, and Riq on their journey to fix the past and save the future.

Check out Infinity Ring at scholastic.com/infinityring

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Bonus: What's Your Spirit Animal?

Are you ready for a high-stakes fantasy adventure? Welcome to the world of Spirit Animals! In Erdas, every child who comes of age must discover if they have a spirit animal bond, a rare link that unlocks incredible powers.

If you could summon a spirit animal, which animal would you end up with? Take this Spirit Animal quiz to find out!

1. Which one of these nicknames might apply to you?

- a. Hothead
- b. The Emperor
- c. Cool Cat
- d. Top Dog

2. What adjective describes you best?

- a. Powerful
- b. Charming
- c. Fierce
- d. Cunning

3. How do you feel about making friends?

- a. A new friend every week
- b. One BFF for life
- c. I'm a loner
- d. I have a loyal clique

4. What superpower would you most like to have?

- a. Super-strength
- b. Super-swimming
- c. Super-leaping
- d. Super-smarts

5. Where would you most like to go to enjoy nature?

- a. A tropical island
- b. A winter wonderland
- c. A lake
- d. The woods

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6. Which is your best feature?

- a. Skin
- b. Nose
- c. Eyes
- d. Ears

7. Trouble's coming! What do you do?

- a. Attack!
- b. Huddle!
- c. Stand your ground!
- d. Hide!

8. What's your best quality?

- a. Attentiveness
- b. Loyalty
- c. Bravery
- d. Cleverness

9. At a party, who are you?

- a. The silent type
- b. The fun-loving one
- c. The mysterious type
- d. The great talker

10. How do you feel about crowds?

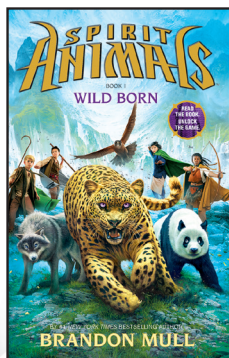
- a. I like to go solo
- b. The more, the merrier
- c. I need my space
- d. I prefer small groups

If you answered mostly **A's**: Your spirit animal is the Komodo dragon, the fierce giant lizard!

If you answered mostly **B's**: Your spirit animal is the noble penguin, a chilled-out, water-loving, smooth operator.

If you answered mostly **C's**: Your spirit animal is the mighty tiger—regal in bearing, powerful in stride, and not to be messed with!

If you answered mostly **D's**: Your spirit animal is the sly fox, a clever strategist who always knows the score!



The fate of Erdas depends on you!

Join the quest and discover your spirit animal at
scholastic.com/spiritanimals

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