

ESCAPE FROM MR. LEMONCELLO'S

LIBRARY

BY CHRIS GRABENSTEIN

WHAT'S INSIDE

In this issue:

Lemon Juice Science	1
Web Links	1
Escape From Mr. Lemoncello's Library Questions	2
Escape From Mr. Lemoncello's	2

BCPL CONNECTION

* Don't let the [Escape From Mr. Lemoncello's Library Summer Learning fun stop](#) with the book and the activities with this flyer! Be sure to watch for special One Book, One Summer events for [Escape From Mr. Lemoncello's Library](#) sponsored by the Boone County Public Library!

SCIENCE!

Invisible Ink with Lemon Juice

Making invisible ink is a lot of fun. You can pretend you are a secret agent as you keep all your secret codes and messages hidden from others. All you need is some basic household objects and the hidden power of lemon juice.

What you'll need:

Half a lemon	Water	lamp or other light bulb	White Paper
Spoon	Bowl	Cotton Swab	

Instructions:

1. Squeeze some lemon juice into the bowl and add a few drops of water.
2. Mix the water and lemon juice with the spoon.
3. Dip the cotton bud into the mixture and write a message onto the white paper.
4. Wait for the juice to dry so it becomes completely invisible.
5. When you are ready to read your secret message or show it to someone else, heat the paper by holding it close to a light bulb.



What's happening?

Lemon juice is an organic substance that oxidizes and turns brown when heated. Diluting the lemon juice in water makes it very hard to notice when you apply it to the paper, no one will be aware of its presence until it is heated and the secret message is revealed. Other substances which work in the same way include orange juice, honey, milk, onion juice, and vinegar. Invisible ink can also be made using chemical reactions or by viewing certain liquids under ultraviolet (UV) light.

WEB LINKS

Check out the following websites for more fun activities and learning...



<http://www.chrisgrabenstein.com/kids/escape-from-mr-lemoncellos-library-study-guide.php>

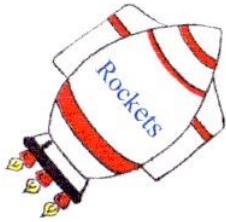
http://www.bookrags.com/Escape_from_Mr_Lemoncello_s_Library/#gsc.tab=0

<http://www.booktrailersforreaders.com/Escape+From+Mr.+Lemoncello's+Library+Book+Trailer>

**ESCAPE FROM MR.
LEMONCELLO'S
LIBRARY
BY CHRIS
GRABENSTEIN**

**Part of Boone County
Library's One Book, One
Summer
Reading Program**

For more Summer Reading Fun,
be sure to visit www.bcpl.org
And watch for events at the library
throughout the year!



**Ockerman
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*Proud partner with
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success!*

Ockerman's Homepage:
[http://
www.ockerman.boone.kyschool
s.us](http://www.ockerman.boone.kyschools.us)



Reading everyday
promotes life-long
learning! Help your
child become a life-long
learner!

“Tell me about Escape From Mr. Lemoncello’s Library” Questions

Having your child retell a story is a great way to measure both the quantity and depth of comprehension. Your child should be able to retell all the main parts of the story and may even throw in some editorial comments along the way. But, if your child needs a little coaxing to think about the story, here are some questions developed by Jen Kleinknecht, Media Specialist, to help you...

1. In his essay, Kyle writes, “Using a library can make learning about anything (and everything) fun. When you’re in a library researching a topic, you’re on a scavenger hunt, looking for clues and prizes instead of your attic or backyard.” (p. 29) In your opinion, is doing research fun? Explain. How is researching a topic like doing a scavenger hunt?
2. On the statue of Mr. Lemoncello, there is the following quote: “Knowledge not shared remains unknown.” What do you think this means?
3. Why does Haley “play dumb”? Do you think people do that in real life? Explain.
4. On page 208, Kyle quotes Sherlock Holmes who says, “It is a capital mistake to theorize before one has data.” What does this quote mean?
5. On page 214, Miguel says, “A library should be a know-place for know-bodies.” What does he mean by that?

CREATING A BOARD GAME

Assignment: You are a board game manufacturer, and you have been assigned the task of creating a board game that will help students review everything they read in our story in a fun and interesting way!

Requirements: Using any materials you like, make a board game about Escape From Mr. Lemoncello’s Library. Be sure to include all necessary game pieces and directions. Make it neat, colorful, interesting, and creative!

- ◆ Create questions and answers for your game that relate to the novel. The questions must be somehow incorporated into playing the game.
- ◆ Relate the format and purpose of your game to the novel in some way. Example: the game board is in the shape of a book or the purpose is to escape the library.
- ◆ Write directions for your game that would make it perfectly clear how to play the game.
- ◆ Make sure the content and difficulty of your game are appropriate for your novel and for your classmates’ abilities.
- ◆ Remember, you can bring your game to school in August and share it with your new classmates!

This resource is from the ReadWriteThink lesson “Technical Reading and Writing Using Board Games,” located at