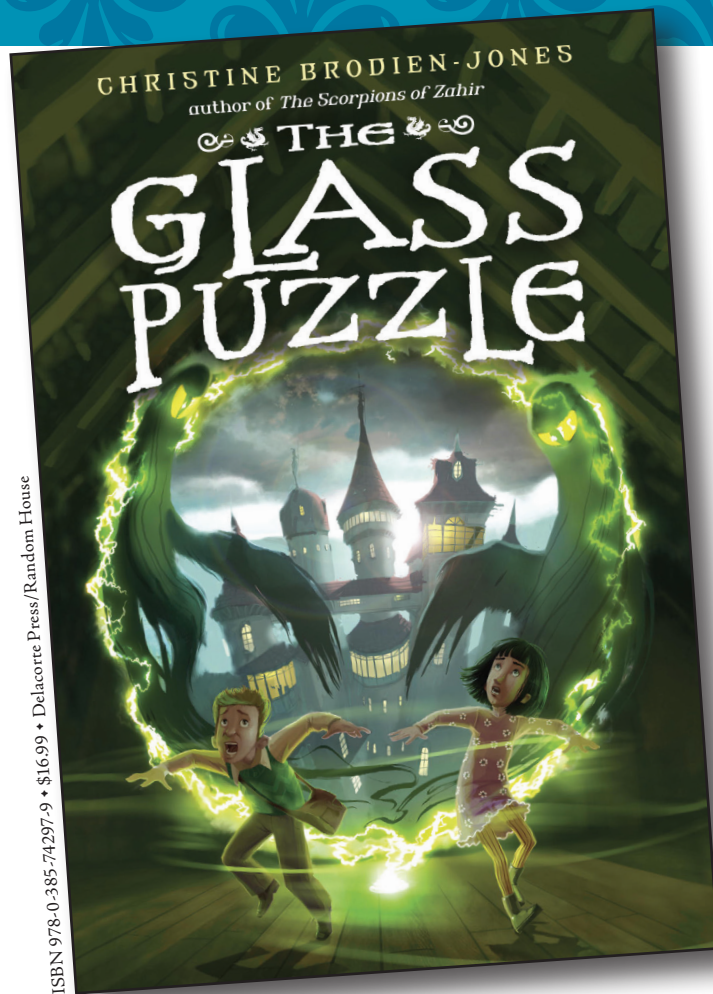


DISCUSSION GUIDE



THE GLASS PUZZLE

By
**CHRISTINE
BRODIEN-JONES**

ELEVEN-YEAR-OLD ZOÉ BADGER is imaginative, carefree, and adventurous. During the school year, she lives a rather transient lifestyle, moving often with her travel-writer mother. Summers, though, are stable for Zoé—she and her cousin, Ian, spend three months every year roaming the tiny seacoast town of Tenby in Wales, under the loving care of their grandfather. Zoé and Ian, a history buff, create imaginative games about Tenby's colorful past and the pirates that once terrorized the coast. They are enchanted by Tenby's ancient myths and legends, especially the stories about the Welsh goddess Arianrhod and the mysterious island of Wythernsea that sunk beneath the waves during a violent storm in 1349.

This summer, Zoé and Ian discover a mysterious puzzle made of ancient glass. When they put it together, fearsome winged creatures come through the glass into Tenby and Zoé and Ian are transported to the isle of Wythernsea. There they learn that the Scravens, the frightening flying creatures, have invaded Tenby and are taking over the townspeople, one by one. Can Zoé and Ian and their new friend, Pippin, defeat the Scravens before it's too late?

Christine Brodien-Jones's compelling fantasy adventure will engage and enthrall young readers.

BEFORE READING

- ✿ The classic contrast between good and evil drives the plot of numerous tales. This battle is also the focus of *The Glass Puzzle*. Study the cover illustration and read aloud the poem found on the back cover of the novel. Make predictions about what might unfold in this story of good versus evil.

DISCUSSION QUESTIONS

- ✿ Authors can set the tone for a story within the first few pages. Christine Brodien-Jones begins *The Glass Puzzle* with the main character, Zoé Badger, wandering the streets of Tenby. Re-read the first two paragraphs of chapter one. Make a list of the verbs the author uses in these two paragraphs. Discuss the list of verbs with a partner. What tone do the verbs create? How might this tone reveal what might happen in this story?
- ✿ Zoé's granddad likes to take her and her cousin, Ian, to old science fiction movies. The trio goes to see *Invasion of the Body Snatchers*. How does the plot of this movie affect Zoé's understanding of Iris Tintern's odd behavior in the café? How does *Invasion of the Body Snatchers* parallel the events in *The Glass Puzzle*?
- ✿ Zoé is a free-spirited writer while her cousin, Ian, is an analytical photographer. The two share a passion for inventing make-believe games with names like Owl in the Dark, Tunnel Monsters, and Caldey Ghost Pirates: "Their games, brimming with adventure and danger, always involved quests and riddles, treachery and derring-do, explorations, secret codes, maps, and drawings." How do these games of imagination mirror the real-life events the two experience in Tenby? What elements of their creative games are also present in their adventure at Wythernsea and with the Scravens?
- ✿ A barnacle-encrusted silver box and its glass contents are important to several characters in the novel. How is the ancient glass puzzle significant to Dr. Marriott? Pippin? Miss Glyndower? The Scravens? Zoé and Ian?
- ✿ Wythernsea has a history of saving people lost at sea. Long ago, Zoé and Ian's ancestor, Captain Ezekiel Blackwood, wrecked his ship on the rocks off the island. When his ship was repaired and he and his crew were ready to depart, the people of Wythernsea presented him with a weathervane "to protect him forevermore." This weathervane now sits atop Granddad's cottage. Why is the design and presumed protective power of the weathervane important to the story?
- ✿ Who is Zival and why are so many people in Tenby sporting the blue-tinted glasses he offers at his optical shop?
- ✿ Pippin introduces Zoé and Ian to Bronwyn Gilwern, a mystical woman. How does Bron help the children with their quest to defeat the Scravens?
- ✿ How is the Thirteenth Piece important in the children's battle against the Scravens?
- ✿ Zoé is saddened at the thought of closing off her access to Wythernsea if they seal the glass puzzle. At the end of the story, Ian hands Zoé a small glass dragon that Gwyn Griffiths gave to him. The glass dragon was meant to be an escape route in times of danger. Dr. Marriott is sparked to suggest that the children form a new Society of Astercôte when he sees the dragon. What do you imagine will happen to the children if they can once again visit Wythernsea?

ACTIVITIES

Map Maker

Look carefully at the Map of Old Tenby (see worksheet). Create a key for the map that describes important story events that occur at the following sites on the map: Granddad's house, Dr. Marriott's house, King's Ransom Café, Zival's Optical Shop, Tenby Museum, and Dragon's Mouth. Draw a symbol for each location that graphically represents the story events that take place there. Add these symbols to the map near each site. Use full sentences when describing the story events.

A Writer's Vocabulary

"Zoé enjoyed using words that sounded last-century, like *loathe* and *maudlin* and *languish*." An avid writer, Zoé also delights in phrases and words that are unique to the United Kingdom, like *elevenes* and *torch*. Create a glossary of words that spark the writer in Zoé. Remember to arrange your selected words in alphabetical order and to create a definition for each. Write an adventure story that uses several of Zoé's favorite words.

Wanted: Scravens

Design a wanted poster for the Scravens. Your poster should include an illustration of a Scraven, a detailed description of what a Scraven looks like, a list of what Scravens are accused of doing, and a possible reward if the Scravens are apprehended.

Dragon's Mouth Drama

Create a colorful cartoon strip (see worksheet) of the dramatic scene in the tunnel of Dragon's Mouth when the children, Bron, Stokes, and Granddad face off against Zival. Use speech bubbles to capture the dialog between the characters as Zival snatches the Thirteenth Piece and almost overcomes Ian.

Blowing in the Wind

The weathervanes of Arianrhod protect Granddad's house and the people of Wythernsea from the Scravens. How do you imagine these look? Draw your vision of the Arianrhod weathervane, complete with N, S, E, W wind direction indicators.

Your Glass Puzzle

Select a scene from *The Glass Puzzle* that in your opinion is the most powerful in the story. What about that section of the story compels you as a reader? Are you drawn to it because of the author's language? The action? The emotional response the scene creates? Re-read your selection to help you form a mental image of the scene. Design a detailed illustration of the scene on the puzzle template (see worksheet). Once your illustrated scene is complete, cut apart your puzzle and exchange the pieces with a partner. Assemble one another's puzzles and describe to your partner why you selected the scene on your puzzle as the most powerful in the story.

COMMON CORE STATE STANDARDS addressed by the discussion questions and activities in this guide include:

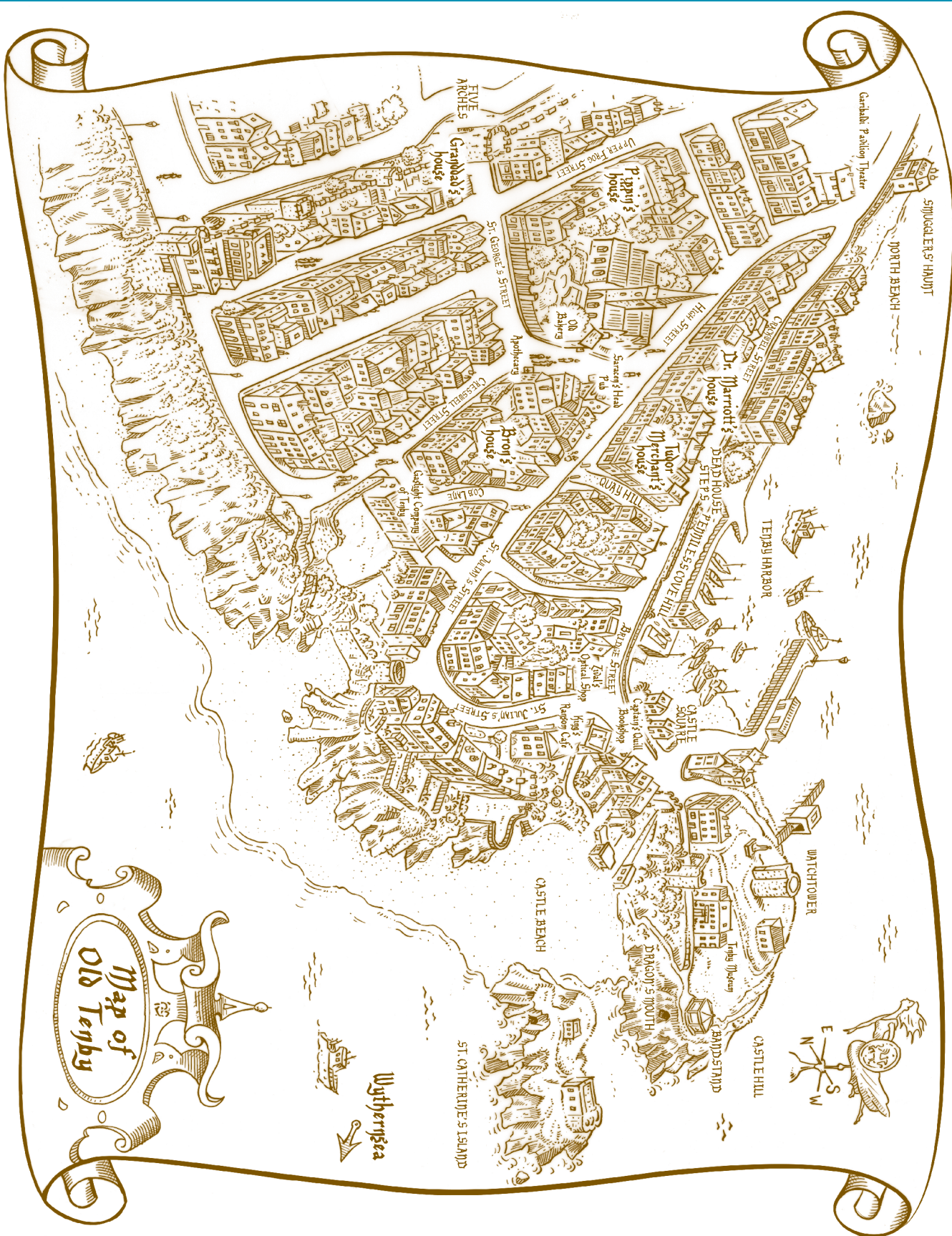
CCSS.ELA-Literacy.RL.5.2, 6.1, 6.2, 6.5, 7.2, 7.3, 8.2, 8.3

For more information about the Common Core, visit www.corestandards.org.

CHRISTINE BRODIEN-JONES is the author of two additional middle-grade fantasy adventure novels, *The Scorpions of Zahir* (Delacorte, 2012) and *The Owl Keeper* (Delacorte, 2010). *Booklist* magazine praised her writing, saying "Brodien-Jones mixes fantasy and adventure in a way that would make Indiana Jones feel right at home." Ms. Brodien-Jones studied writing at Emerson College in Boston and has worked as a reporter, an editor, and a teacher. She divides her time between Gloucester, Massachusetts, and Deer Isle, Maine. Learn more about her life and work and download additional free discussion guides for her novels at her website: www.cbrodien-jones.com.

The activities in this guide were created by Leigh Courtney, Ph.D. She teaches in the Global Education program at a public elementary school in San Diego, California. She holds both master's and doctoral degrees in education, with an emphasis on curriculum and instruction.

MAPK RE



Name _____

KEY to the Map of Old Tenby

<i>Symbol</i>	<i>Location</i>	<i>Story Events</i>
	Granddad's house	
	Dr. Marriott's house	
	King's Ransom Café	
	Zival's Optical Shop	
	Tenby Museum	
	Dragon's Mouth	

M A P
P A R
M A R
R E R

Name _____

DRAGON'S MOUTH DRAMA

A crucial scene in *The Glass Puzzle* occurs when the children, Bron, Stokes, and Granddad face off against Zival. Re-create that scene in the comic panels below. Use speech bubbles to capture the dialog between the characters as Zival snatches the Thirteenth Piece and almost overcomes Ian.

YODR GLASS PUZZLE

Design a detailed illustration in the puzzle below of what you believe is the most powerful scene in the story.

Name _____

