

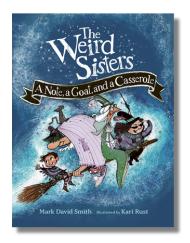
Classroom Activity Guide

Extension Activity: Writing—Let's Get Punny

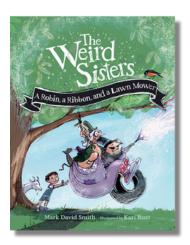
Extension Activity: Shakespeare Scavenger Hunt

Extension Activity: Creative Projects

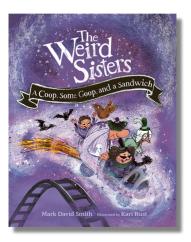
Extension Activity: Vocabulary—Crosswords



HC ISBN: 9781771474566 PB ISBN: 9781771476652 EPUB: 9781771475532



HC ISBN: 9781771474597 PB ISBN: 9781771477260 EPUB: 9781771476522



HC ISBN: 9781771476041 PB ISBN: 9781771477475 EPUB: 9781771475471

The Weird Sisters Detective Agency series by Mark David Smith, illustrated by Kari Rust

A whimsical chapter book mystery series full of wordplay, humorous misunderstandings, and hints of Shakespeare

CURRICULUM CONNECTIONS

Text Forms: Comedic Texts; Mystery

Language Arts: Story Elements; Plot Patterns; Word Choice (Puns); Third Person POV

Social-Emotional Learning: Self-Awareness; Social Awareness; Relationship Skills;

Responsible Decision-Making

Character Education: Cooperation; Responsibility; Teamwork

READING LEVELS

Fountas & Pinnell: M Lexile® Measure: 490L Common Core: RL.2, W.2, SL.2, L.2

READING LEVELS

Fountas & Pinnell: O
Lexile® Measure: 580L
Common Core: RL.3, W.3,
SL.3, L.3

READING LEVELS

Fountas & Pinnell: N
Lexile® Measure: 600L
Common Core: RL.3, W.3,
SL.3, L.3



WRITING: LET'S GET PUNNY

Choose a word from the list below. Each of these words has at least two different meanings.

Use it in a way that gets the reader to think about it in one context, but then switch it so that the other meaning is clearly intended.

Example:

Drive—operate a motor vehicle <u>OR</u> move something using force (i.e., a ball, a nail)

My baseball coach was mad because I **drove the ball** into foul territory. Apparently we're not allowed to bring **cars** onto the field.

Bank	Bat	Battery	Buck
Fan	File	Foot	Lie
Light	Lit	Match	Model
Nail	Odd	Park	Patient
Pitch	Right	Ring	Rule
Spring	Tie	Туре	Wave



CREATIVE PROJECTS

Design the sisters' house — "We'll live upstairs, and run a pet store below." The sisters have moved into a new home and will redesign the rooms to allow them to both live there and run a business. They have asked you to come up with the design. What does the pet store look like? Where are the stairs leading up to the bedrooms? Where is the kitchen? What would the bedrooms look like? You can draw your design, or even turn it into a diorama display.

Design the town of Covenly—Using clues from the text, come up with a map of the Town of Covenly. We know that Jessica lives next to Chelsea Oh, and that the Weird Sisters live on the same street as Cosmo Keene, but where is City Hall? Where is Jessica's school? Where is the tire swing? Draw and label your map.

Design your own carnival ride—The sisters' Flying Broom ride is so popular that they have been asked to come up with a second ride for next year's Fall Fair. Design a magical ride for the Fair, and illustrate how people would use it.

Character diagram—Find as many quotes from the text as you can about a single character. Draw that character in the center of a large piece of paper, leaving lots of room around the edges for writing. Then draw lines from the drawing to the quote which gives the evidence for your interpretation of the character. Include facial expressions, props, clothing, and body language or posture. At the top of your page, include the character's name in large letters; at the bottom of your page, summarize what the character's personality is like in complete sentences.

Create your own mystery—Come up with a mystery that needs to be solved: something missing, stolen, or damaged. First, write the story of what actually happened. Then, pull three items from the story which give evidence of the "crime". Finally, tell the story of someone discovering those clues and deducing the solution. Present your crime and clues to your group, and answer questions to see who can solve your mystery.

Icky recipe—The sisters' recipe for Hurlyburly soup includes ingredients from Shakespeare's Macbeth such as dragon's scales and eye of newt. Create a magical recipe with unusual ingredients, then illustrate your mixture and the effect it has on those who use it.



SHAKESPEARE SCAVENGER HUNT

The Weird Sisters Detective Agency is inspired by the works of William Shakespeare. There are even direct quotes from some of the plays, altered and embedded within the three books.

See if you can find the following quotes.

MACBETH	THE WEIRD SISTERS I
When the hurlyburly's done, When the battle's lost and won.	

A MIDSUMMER NIGHT'S DREAM	THE WEIRD SISTERS 2
O Bottom, thou art changed!	
Here, villain; drawn and ready. Where art thou?	

HAMLET	THE WEIRD SISTERS 3
Something is rotten in the state of Denmark.	
To be, or not to be, that is the question	
I must be cruel, only to be kind: Thus bad begins and worse remains behind.	

VOCABULARY: CROSSWORD PUZZLES

Offer your students a fun way to practice the vocabulary used in the books!

Click the links below to download and print the crossword puzzles.

Answers keys are available at the end of this document.

The Weird Sisters: A Note, A Goat, and a Casserole

Chapters I-6: https://crosswordlabs.com/view/the-weird-sisters-book-I-chs-I-6

Chapters 7-12: https://crosswordlabs.com/view/tws-book-1-chs-7-12-crossword

The Weird Sisters: A Robin, A Ribbon, and a Lawn Mower

Chapters I-8: https://crosswordlabs.com/view/the-weird-sisters-book-2-chs-I-8

Chapters 9-16: https://crosswordlabs.com/view/the-weird-sisters-book-2-chs-9-16

The Weird Sisters: A Coop, Some Goop, and a Sandwich

Chapters I-6: https://crosswordlabs.com/view/the-weird-sisters-book-3-chs-I-6

Chapters 7-12: https://crosswordlabs.com/view/the-weird-sisters-book-3-chs-7-12

Chapters 13-19: https://crosswordlabs.com/view/the-weird-sisters-book-3-chs-13-19



KEY VOCABULARY

The Weird Sisters: A Note, A Goat, and a Casserole

Chapter I	resident, newcomer, recognize, emporium	Chapter 2	unusual, plead, sensible, ceramic
Chapter 3	commotion, ruckus	Chapter 4	windowsill
Chapter 5	shrubbery	Chapter 6	cackle, pounce
Chapter 7	critic, visible	Chapter 8	ingredient, simmer
Chapter 9	ignition, pursuit	Chapter 10	accidental, mutter, collide, descend
Chapter II	curious	Chapter 12	admit, deduce

The Weird Sisters: A Robin, A Ribbon, and a Lawn Mower

Chapter I	suit, harness	Chapter 2	suspicious
Chapter 3	grouse	Chapter 4	gnarled, muffled, retrieve, tuft
Chapter 5	survey, mischief	Chapter 6	vandalize
Chapter 7	beaming, suspenders	Chapter 8	cauldron, vial
Chapter 9	purse, bolt	Chapter 10	glint, quiver, considerable
Chapter 11	strain	Chapter 12	dedicate, erect, glare, spectator
Chapter 13	pucker	Chapter 14	shriek
Chapter 15	fray	Chapter 16	elaborate, interject, abandon



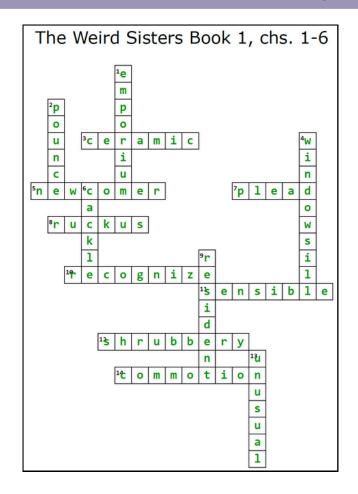
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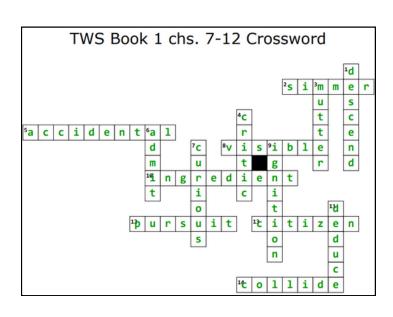
The Weird Sisters: A Coop, Some Goop, and a Sandwich

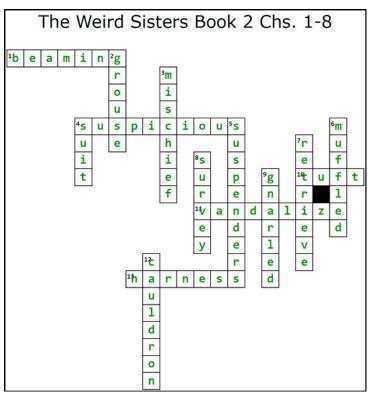
Chapter I	squawk, guidance, slink	Chapter 2	regret, counter, menacing
Chapter 3	astonishment, grimace	Chapter 4	roost, crumple, enthusiastically
Chapter 5	reassuring, splotch	Chapter 6	gesture, flail
Chapter 7	aroma, reverie, peckish, fare	Chapter 8	depict, intrude
Chapter 9	indicate	Chapter 10	uneasily, knickknacks, repurpose, elegant, carousel, clamber
Chapter II	opportunity	Chapter 12	viewfinder, quip, entice, wedge
Chapter 13	distort	Chapter 14	advertise, wattle
Chapter 15	pant	Chapter 16	enormous, unwitting, dissolve, evaporate
Chapter 17	pensive, emphasize, flattering	Chapter 18	scruff
Chapter 19	fret, omelet, savor		

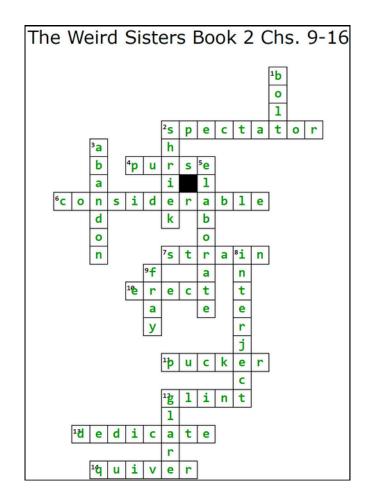


ANSWER KEYS









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