JOIN THE CLUB!



KRISTY THOMAS
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CLAUDIA KISHI VICE PRESIDENT



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JUNIOR OFFICER

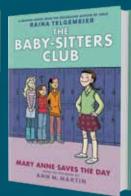
Draw yourself as the newest member!

THE BABY-SITTERS CLUB®

Read the entire graphic novel series!















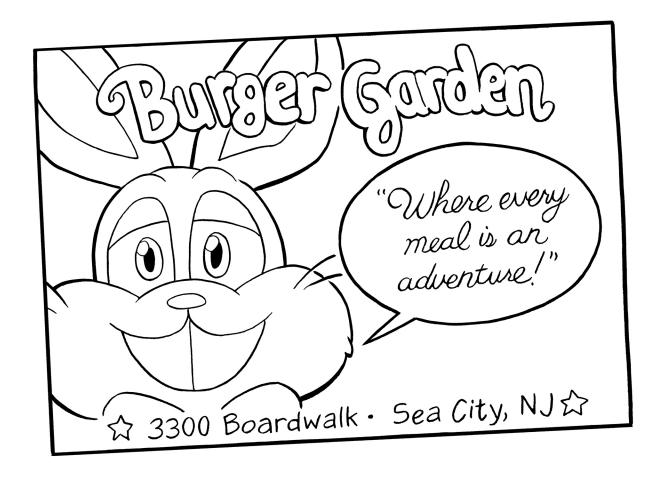


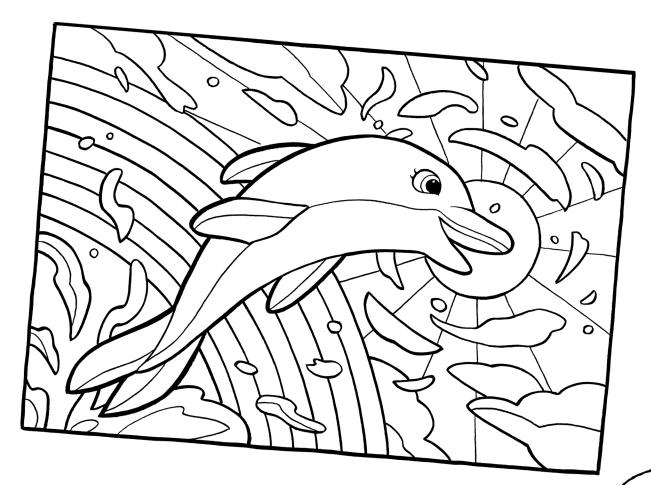






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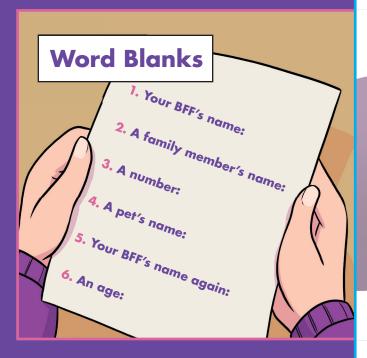


BABY-SITTERS LITTLE SISTER

Fill-in-the-Blank Fun!

Without peeking at the story, fill in the word blank list below. Then, match your words to the numbers in the story—and read it aloud!







Find out how your story compares to the original! Check out the graphic novel series spin-off of The Baby-sitters Club, featuring Kristy's stepsister!





Write a Wings of Fire Acrostic Poem

In an acrostic poem, the first letter of each line spells out the subject of the poem. Write your own acrostic poem by filling in each line with words to describe the Wings of Fire series.

W N

F

F

R

E





























LEGENDS











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YANGAYATERAYATERAYATERAYATERAYATERAYATERA

Tui T. Sutherland's

WINGSOFFIRE

How many have YOU read?

Book #1



Book #2



Book #3



Book #4



Book #5



Book #6



Book #7

A PARTICULAR PROPERTURA PARTICULAR PARTICULA



Book #8



Book #9



Во



Book #10



Book #11



Book #13



Legends #1



Legends #2



Graphic Novel #1



TENNY FRANCISTE EN VISTE EN VISTE

Graphic Novel #2



Graphic Novel #3



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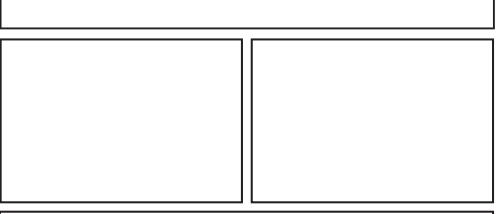
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Wings of Fire Comic Creator

NAVENIE AVETE EN VETE EN VETE

Here's the beginning of a scene from the graphic novel edition of *The Dragonet Prophecy*. What happens next? Create your own version of this scene by filling in each blank frame with pictures and words.





READ THEM ALL!



























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YN GAYAF GAYAF GAYAF GAYAF GAYAF

Create Your Own Wings of Fire Cover

Imagine you could design your own Wings of Fire book cover!
What would it look like? Your design can be inspired by anything you want: an exciting location, a favorite character, or even a new character of your own!



READ THEM ALL!



























LEGENDS











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Wings of Fire Word Search

Can you find these words from the world of Wings of Fire?

CLAY DARKSTALKER DRAGONET				ICEWINGS MUDWINGS NIGHTWINGS				PROPHECY Pyrrhia Qibli			RAINWINGS SANDWINGS SEAWINGS				SKYWINGS TSUNAMI									
S	S	W	F	K	Е	В	F	S	Z	٧	D	Е	Х	Z	В	Α	٧	I	D	S	Е	u	В	G
G	I	D	Y	G	Z	S	G	Χ	S	R	u	Χ	S	E	W	Q	L	Α	u	K	I	0	F	I
N	F	K	I	D	K	N	Н	S	Α	Н	М	W	0	E	Y	В	R	L	L	Y	Z	Α	Q	Q
I	G	D	Χ	G	I	N	Н	G	T	Α	P	Χ	M	G	I	K	W	u	Н	W	T	S	K	I
W	L	N	J	W	D	W	0	T	J	N	E	D	Χ	Q	S	F	C	Н	٧	I	M	0	R	S
D	D	D	D	N	0	N	0	В	G	Α	0	I	Z	T	L	М	Α	L	N	N	W	С	Α	С
N	Y	U	В	Υ	E	Υ	Q	J	С	J	W	P	Α	u	J	Χ	G	Q	T	G	E	M	D	Χ
Α	M	В	J	T	E	В	F	G	S	Z	Z	L	L	В	Q	С	Χ	С	E	S	S	T	Χ	F
S	M	F	0	J	Α	Q	D	В	u	G	K	G	L	T	D	K	T	W	Χ	Χ	u	I	F	В
0	M	N	Н	P	M	M	W	Χ	T	E	D	Q	S	J	Q	F	Z	T	D	F	T	N	Χ	V
D	W	u	u	Χ	Χ	R	F	J	R	K	Q	E	Н	T	W	В	В	В	D	R	С	L	Α	Y
K	W	L	Y	В	S	S	G	N	I	W	T	Н	G	I	N	М	Y	Q	u	G	Z	Q	Q	P
S	E	Α	W	I	N	G	S	Q	Χ	L	N	E	P	Α	P	Н	I	С	I	F	L	F	T	С
I	W	Α	I	N	J	K	N	0	V	K	L	F	Q	I	Χ	Q	Y	М	V	N	G	Z	J	E
X	C	L	u -	P -	Q	N	L	I	M	T 	Υ .	C -	E	Н	P	0	R	P	Α	Z	P	N	0	G
В	V	E .	T	E	V 	Y	L	Q	W	Н	I	E	X	R	Н	Z	L	R	T	N	R	F	W	М
R	A	I	W	Α .	u	u	Z	C	K	N	0	C	В	R	E	V	Z	0	L	R	u	N	u T	M
V	M	L	Y	I P	P	Q	A 7	J	B E	E F	l	Z	В	Y P	K Z	Y	G	Q	X	D	A	S	T	N
O W	G	W M	B H	r T	N N	J G	Z X	N F	E R	r Z	X F	A P	O R	r Z	E	H Q	N L	L C	A C	B H	Q L	D M	T R	K M
H	Х	В	W	Υ	S	Н	S	r G	S	u	r G	r D	В	G	T	c	W	v	Z	и	E	Н	Z	W
P	A	V	M	S	E	L	T	Υ	S	F	N	М	Х	P	r P	Q	c	Y	В	G	P	Q	R	R
X	N	X	1	В	Q	W	R	P	Y	u	Х	E	M	L	М	C	W	A	P	N	X	I	S	G
K	Х	Z	T	K	u	c	G	L	G	E	G	K	V	D	E	F	W	D	L	В	T	L	N	T
C	I	M	L	0	М	Q	L	I	F	P	I	P	T	I	М	L	r. P	R	0	Х	0	F	L	Н
_	•		-	-		~	-	•	•	•	•	•	-	•	• •	-	•	••	-	••	-	•	-	-•

READ THEM ALL!

























LEGENDS









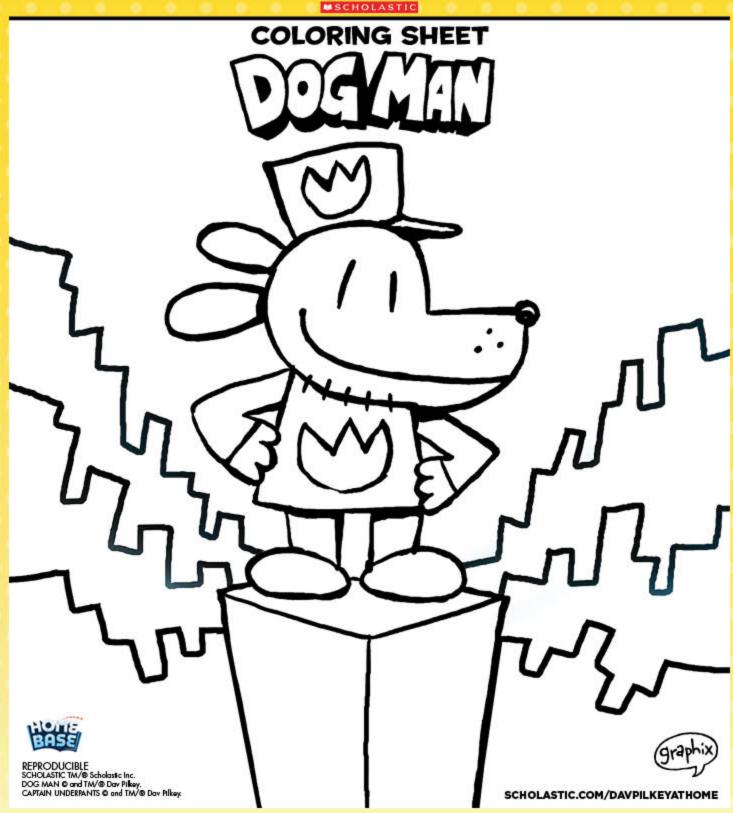


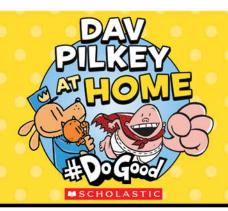
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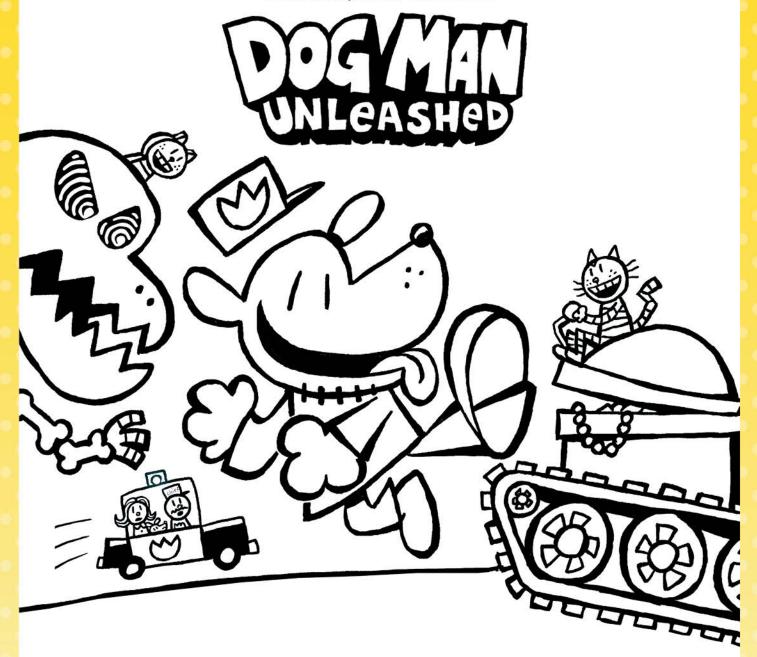






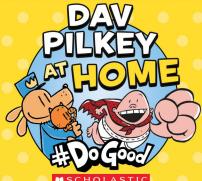


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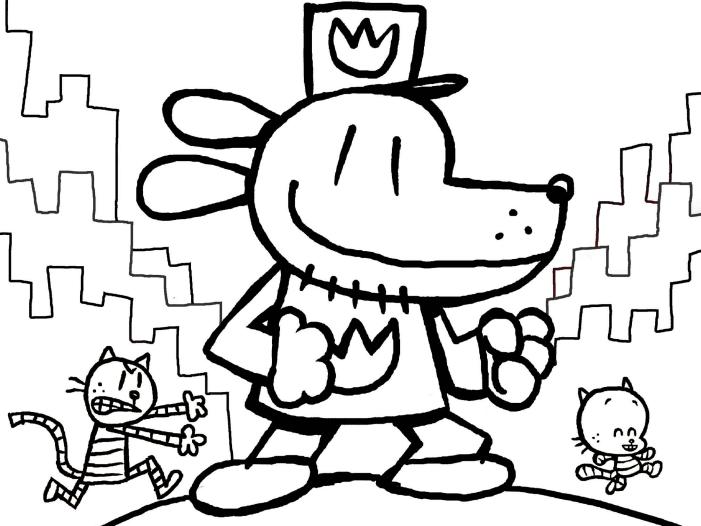






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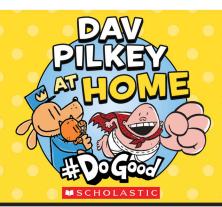






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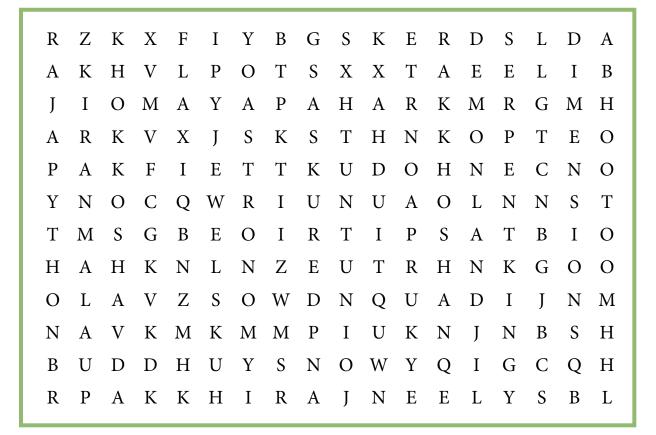
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Kingdom Beyond Word Search

In the Kingdom Beyond, Kiranmala discovers many new things—from drooling demons to scary serpents to horses with wings.

In the puzzle below are people, places, and monsters from her quest. It's up to you to find all the hidden words—that is your test.



KIRANMALA RAKKHOSH NEEL MAYA PAHAR TUNTUNI SNOWY DEMON LAND
BHOOTOOM
SERPENT KING
DIMENSIONS
JEWELS
KHOKKOSH

ASTRONOMY
PAKKHIRAJ
RAJA
BUDDHU
PYTHON



KIRANMALA AND KINGDOM BEYOND
BY SAYANTANI DASGUPTA

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Interdimensional Word Blanks

In the original version of this scene, Kiranmala comes face-to-face with her first rakkhosh demon!

Here, we left out key words so that you can make the adventure your own.

First, without looking at the scene, fill in the word blanks.

Then write the words into the scene below.

Word	Blanks:
1. Place:	8. Adjective:
2. Noun:	9. Plural Noun:
3. Plural Noun:	10. Noun:
4. Body Part:	11. Verb, Past Tense:
5. Adjective:	12. Adjective:
6. Type of Food:	13. Verb, Present Tense:
7. Noun:	
The monster crashed blindly around the	with its huge 4. Body Part
already eyes.	
"My parents told me not to let a rakkhosh in the house	," I heard myself squeak.
The demon was tossing back dinner plates like they we	re pieces of It then started
chomping on the, making spark	as fly everywhere.
"Hate to break it to you, but it's too late now!" Neel too	k out his sword too, but he looked less
than his brother. He filled his pockets with the	
TO. Noun	_, with the money and map, before the brothers
11. Verb, Past Tense	hing I saw before they slammed the front door behind
them was the demon emptying my fruit-flavored gumn	my vitamins into its mouth.
Finally, I shrieked.	
"Oh, man, my mom is going to 13. Verb, Present Tense	_ me!"



KIRANMALA AND KINGDOM BEYOND BY SAYANTANI DASGUPTA

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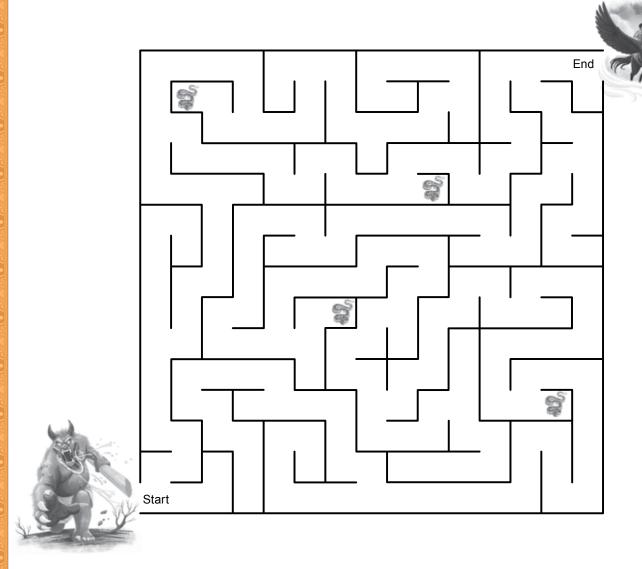
Monster Maze

Help! A drooling rakkhosh is chasing Kiranmala!

To escape, she'll need to find her flying horse Snowy—and fast!

It's up to you to guide Kiranmala safely through the maze to Snowy—but watch out for those serpents!







KIRANMALA AND KINGDOM BEYOND BY SAYANTANI DASGUPTA

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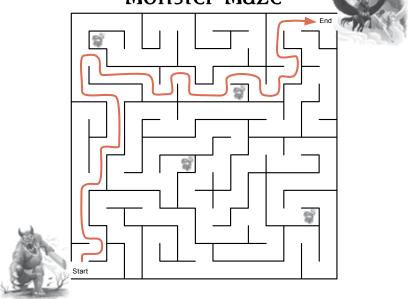


Answer Key

Kingdom Beyond Word Search

S K E R D S L D A
X X T A E E L I B
HARKMRGMH
T H N K O P T E O
U D O H N E C N O
N U A O L N N S T
T I P S A T B I O
U T R H N K G O O
N Q U A D I J N M
I U K N J N B S H
O W Y Q I G C Q H
JNEELYSBL

Monster Maze





KIRANMALA AND KINGDOM BEYOND BY SAYANTANI DASGUPTA

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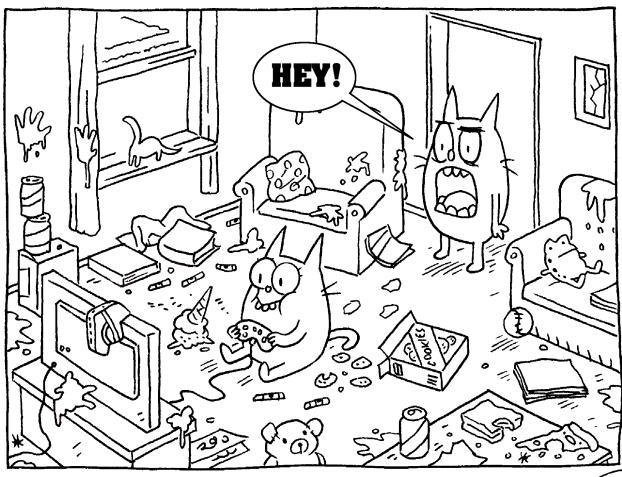
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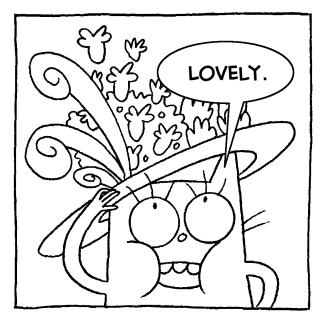








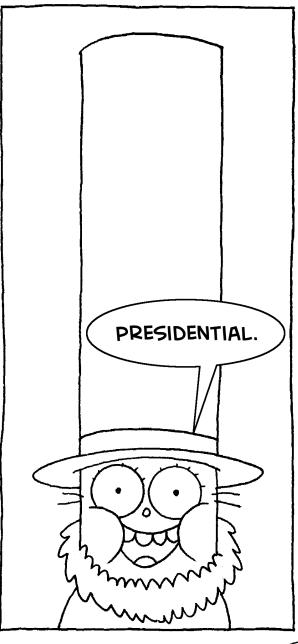






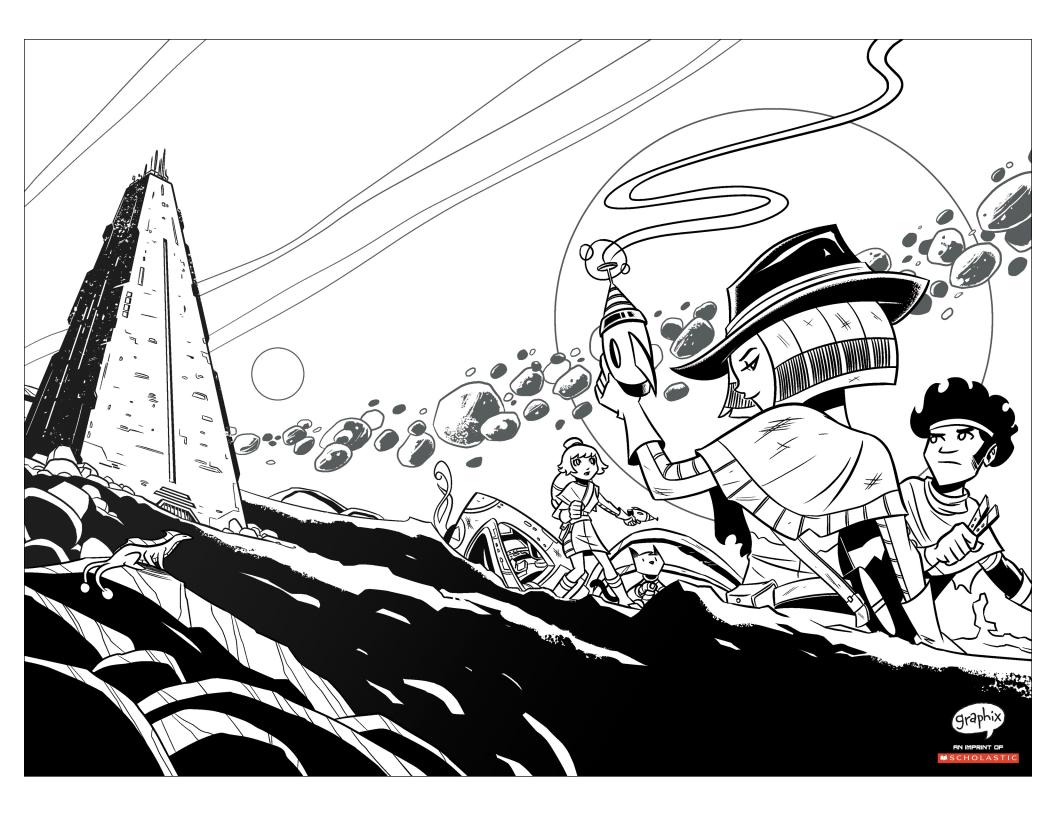
























Spy Name Generator

Ready to go undercover? Real secret agents use aliases (or spy names) to hide their true identity. To create your own spy name, look at the chart below. Use the first letter of your real first name to determine your new first name. Then, use the first letter of your real last name to determine your new last name.

First Name

A = Basil	H = Fritz	0 = Tuesday	V = Falcon
B = Lafayette	I = Ames	P = MacGyver	W = Mac
C = Orlando	J = Buffy	Q = Sherlock	X = Lilo
D = Indiana	K = Freddie	R = Bunny	Y = Sterling
E = Sly	L = Sky	S = Santiago	Z = Ames
F = Brody	M = Hutton	T = Milo	
C - Timmu	M - Cnamurall	II - Tada	

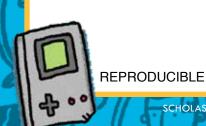
Last Name

A = Bond	H = Maxwell	0 = Archer	V = Andersen
B = Peel	I = Pineapple	P = Caper	W = Humphries
C = Gadget	J = Rockford	Q = Aldrich	X = James
D = Barnett	K = Mustachio	R = Sputnik	Y = Campos
E = Smithereens	L = Smart	S = Hughes	Z = Fahrenheit
E - Powens	M = Wavenchaft	T = Salt	

G = Jones N = Stealthman U = Vandercamp

My spy name is:







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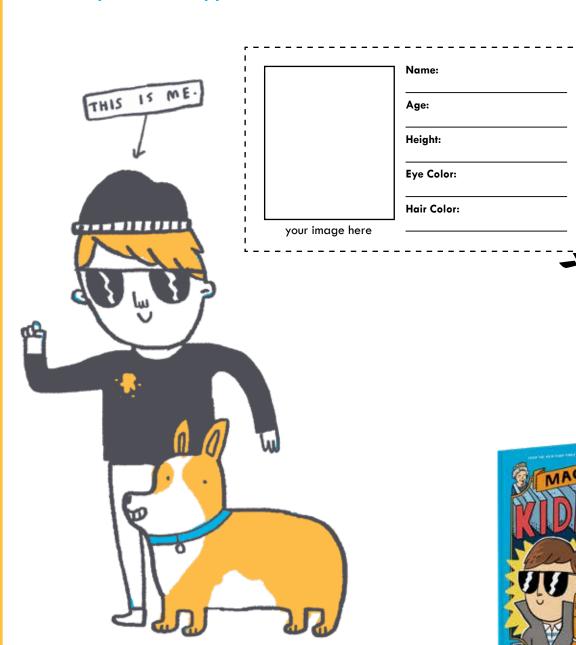


UNDERCOVER



Spy Name Identification Card

Now that you have your new spy name, you'll need your official identification card. Fill in your information and add a photo or drawing of yourself. Then, cut out your new ID card and keep it somewhere safe. Remember to use it wisely and discreetly. You are a spy, after all!



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Operation Code Crack

Now that you have your new secret identity, it's time for your first mission! Can you help the Queen find her precious spoon? A clue lies in this code below. Crack the code and you're well on your way to uncovering the mystery! But watch your back—because someone might be following you.

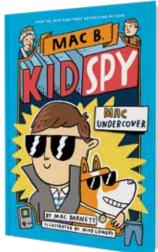
Caesar Cipher Key

Plain: ABCDEFGHIJKLMNOPQRSTUVWXYZ Cipher: XYZABCDEFGHIJKLMNOPQRSTUVW

Decipher this secret message:

JBBQ JB FK MXOFP. JLKX IFPX HKLTP PLJBQEFKD.









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ANSWER: IN PARIS, MONA LISA KNOWS SOMETHING





Dearest Esteemed Reader (aka Secret Agent in Training),

This is the Queen of England. I am writing to you for a very special purpose.

You have been hand-selected to hear the top-secret story of how one of my best undercover agents became a spy. His name is Mac B. You may know him as bestselling author Mac Barnett, but when he was just a lad, he worked for me on an undercover spy mission. The details are revealed in his new series, Mac B., Kid Spy. But before you read his story, I must know that you can be trusted—and that you, too, have what it takes to be a kid spy.

Are you up to the task? Splendid. Let's start your spy training.

Included here is everything you need to prepare:

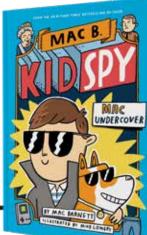
- Spy Name Generator
- Spy ID Card
- Operation Code Crack Sheet
- British Fact Sheet (for undercover assignment research)
- Secret Identity Mustache Disguise
- Mac B., Kid Spy Bookmark (to save your page as you hone your spy skills)



Good luck and be careful!

Sincerely,

The Queen of England
The Queen of England



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the BAD GUYS NAME CENERATOR

If you want to join this Do Good crew, you'll need a bad-to-the-bone name. Use this chart to find yours!

BIRTH SEASON:	BIRTH D	ATE:	FIRST LETTER	R OF NAME:
Spring = Doctor	1 = Invisible	17 = Veiled	A = Warrior	N = Talker
Summer = Agent	2 = Dancing	18 = Crafty	B = Master	O = Expert
Fall = Professor Winter = President	3 = Smooth 4 = Speedy 5 = Dark	19 = Snarky 20 = Burrito 21 = Prickly	C = Driver D = Moneybags	P = Billionaire Q = Chief
BIRTH MONTH: January = Pigeon	6 = Mischievous	22 = Lying	E = Scientist	R = Prodigy
February = Rat March = Kangaroo	7 = Farting 8 = Technology	23 = Genius 24 = Avenging	F = Organizer G = Wizard	S = King T = Angel
April = Jellyfish May = Jaguar	9 = Flying 10 = Disguised	25 = Burping26 = Masked	H = Virtuoso	U = Ace
June = Armadillo	11 = Acrobatic	27 = Poison	I = Boss	V = Thief
July = Mosquito August = Lizard	12 = Patient	28 = Nervous	J = Bandit	W = Guru
September = Eel	13 = Singing 14 = Cloaked	29 = Undercover 30 = Hypnotizing	K = Shadow L = Fighter	X = Hacker Y = Whiz
October = Koala November = Bat December = Mole	15 = Explosive16 = Emotional	31 = Swimming	M = Specialist	Z = Flash



My new Bad Guys name is:

, A.K.A. THE

[Birth Season] [Birth Month]

[Birth Date]

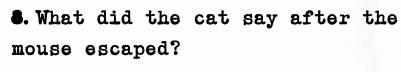
[First Letter of Name]

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the BAD GUYS HISS-TERICALLY FUNNY JOKES

- 1. Where does a shark go on vacation? FINLAND
- 2. What do you get when you cross a dog with a chicken? A POOCHED EGG
- 5. What do you give a snake before bed? A GOODNIGHT HISS
- 4. How do pigs write secret messages? WITH INVISIBLE OINK
- 5. What do you get when you cross a parrot with a piranha? A BIRD THAT WILL TALK YOUR EAR OFF
- 6. Knock, knock. Who's there? Howl. Howl who? HOWL YOU KNOW IF YOU DON'T OPEN THE DOOR?
- 7. Where do spiders go to get information? ON THE WEB



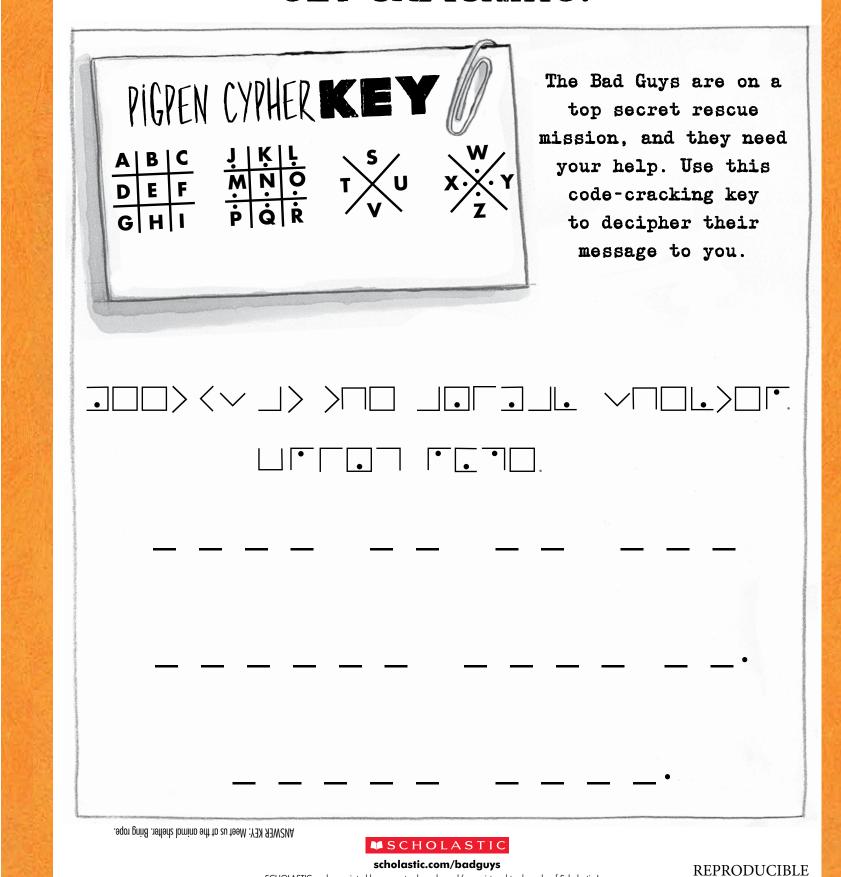
YOU'VE GOT TO BE KITTEN ME



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the BAD GUYS GET CRACKING!



the BAD GUYS NICKNAME SCRAMBLE

Do you know the other names the Bad Guys are known as? Unscramble each one to reveal the Bad Guys's aliases!

MR. WOLF

IGB DBA

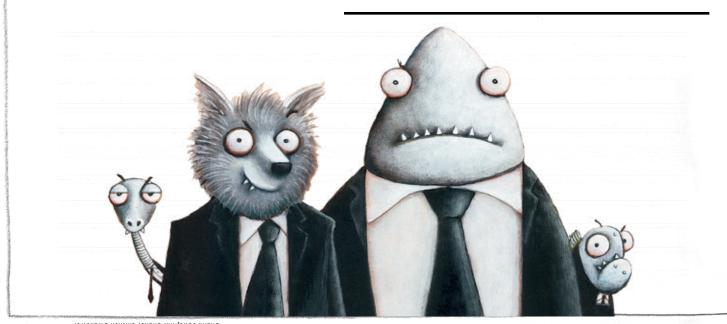
MR. PIRANHA UTBT TEIBR

MR. SHARK

AJSW

MR. SNAKE

HECIKNC WSALOERLW



ANSWER KEY:Mr. Wolf: Big Bad; Mr. Piranha: Butt Biter, Mr.

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If you want to be a Bad Guy you'll need to have an eye for detail. Can you find 8 differences between these two pictures? CIRCLE THEM!







Answer Key:] . Agent Kitty Kat's earrings 2. Agent Fox's belt 3. Agent Hogwild 4. Mr. Wolf's tie 5. Mr. Shark's smile 6. Miltons's bowtie 7. Alien robot head 8. robot part

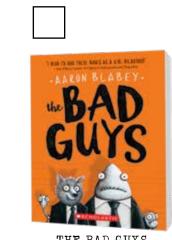
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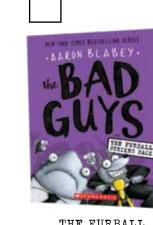
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the BAD GUYS BAD GUYS. GOOD DEEDS. GREAT READS!

How many have you read?

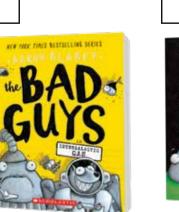


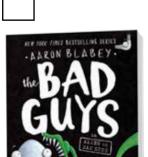


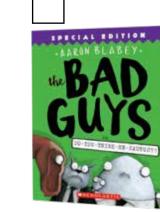


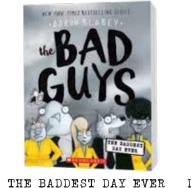


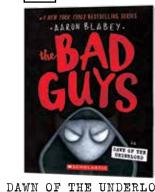
STRIKES BACK ZITTENS











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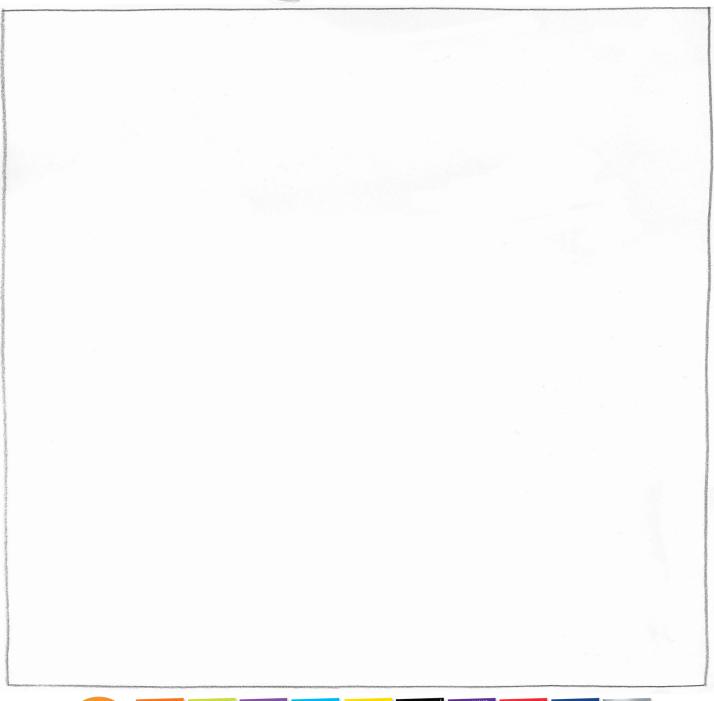
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DRAW YOUR GETAWAY CAR

Every hero needs a getaway car. What would yours look like? Draw it!



























Are you brave enough to bungee jump into danger?

Fearless enough to face a laser cannon's deadly rays? Wily enough to withstand a zombie kitten attack? Take this guiz to find out if you have what it takes to join the Bad Guys on their next mission!

- 1. What kind of **JOB** would you like to have when you grow up?
 - A. A librarian
 - B. A superhero
 - C. An astronaut
 - D. A firefighter
- 2. A **THIEF** is robbing a bank across town. You must act **QUICKLY**, or he'll get away. How do you get there?
 - A. Ride a motorcycle—it's great for taking shortcuts.
 - B. Drive a monster truck—you'll crush anything that gets
 - C. Steal a rocket ship—you'll have it back by lunch.
 - D. Walk—nothing is safer than the two-foot express.
- 3. The circus is in town! But something **SMELLS** rotten under the **BIGTOP**. To find out what is going on, you need to sneak in. What is your disguise?
 - A. A tightrope walker—you aren't afraid of heights.
 - B. A clown—no one will see past the big red nose.
 - C. Who needs a disguise? You're wearing clean pants!
 - D. A lion tamer—all eyes will be on the cat.
- 4. What is your **FAVORITE** weekend activity?
 - A. Skydiving without a parachute
 - B. Watching cartoons at home
 - C. All-you-can-eat burrito buffet
 - D. Playing laser tag



- 5. You are **STRANDED** on a desert island when you find a treasure chest. What do you hope to find inside?
 - A. A fishing pole—you can catch your own dinner.
 - B. Red meat—you have always wanted to wrestle sharks.
 - C. Sunscreen—you don't want to burn.
 - D. A raft—sailing home won't be easy, but you are up for the challenge.



- 6. It's Monday morning—time for **SCHOOL!** But you can't turn in your homework. What's your excuse?
 - A. It fell into the nest of a baby bird you rescued.
 - B. You turned it in early.
 - C. You wrote the answers in invisible ink.
 - D. It contained dangerous information so you blew it up.
- 7. What kind of **PET** would you like to have?
 - A. A goldfish
- B. A bunny
- C. A pit bull
- D. A tiger



- 8. You are on a **SHIP** when it hits an iceberg and begins to sink. What do you do?
 - A. Steer the ship toward dry land
 - B. Dive underwater to plug the leaks
 - C. Freeze the ocean with an arctic blast ray
 - D. Run for a lifeboat

To find your score, add up the points for each of your answers:

Q1	A: 1, B: 4, C: 3, D: 2	Q3	A: 3, B: 2, C: 1, D: 4	Q5	A: 2, B: 4, C: 1, D: 3	Q7	A: 1, B: 2, C: 3, D: 4
Ω^2	A· 2 B· 3 C· 4 D· 1	O_4	A · 4 B · 1 C · 2 D · 3	06	A. 3 R. 1 C. 2 D. 4	Ο8	A · 2 B · 3 C · 4 D · 1

Less than 10 points: BAD GUY-IN-TRAINING

You like to play it safe, which isn't a bad thing. But sometimes heroes have to take risks. If Mr. Shark can face his fear of tarantulas without shrieking like a baby, you can do the things that scare you most. Soon you'll be on your way to full Bad Guy status!

10 to 15 points: **TEAM MEMBER**

You are strong and reliable. Though you don't go looking for danger, you don't run from it, either. And just like Mr. Piranha, you never break down—you only break wind. You are silent, but deadly. So grab a burrito, get ready for a mission, and let a stinky one rip!

16 to 20 points: **LEADER OF THE PACK**

You are a true hero. There is no villain too vile, rescue too risky, or guinea pig too cute to stop you from saving the day. With nerves of steel and a take-charge attitude, guys like you and Mr. Wolf make perfect mission leaders. The only question is: Who will you save next?

More than 20 points: TOTAL MANIAC

You may be TOO brave! Daredevils like you are not afraid to scale skyscrapers without a net. But your enthusiasm can make you totally lose control. Like Mr. Snake, you may end up eating the chickens you are supposed to be rescuing. Don't be like Mr. Snake.



























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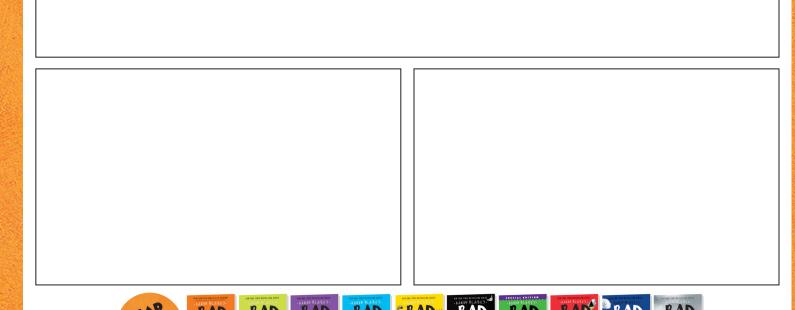


STORY STARTER

Pssst! Hey, you! Here's the beginning of a scene from The Bad Guys. What happens next? Create your own version of this story by filling in each blank frame with pictures and words.

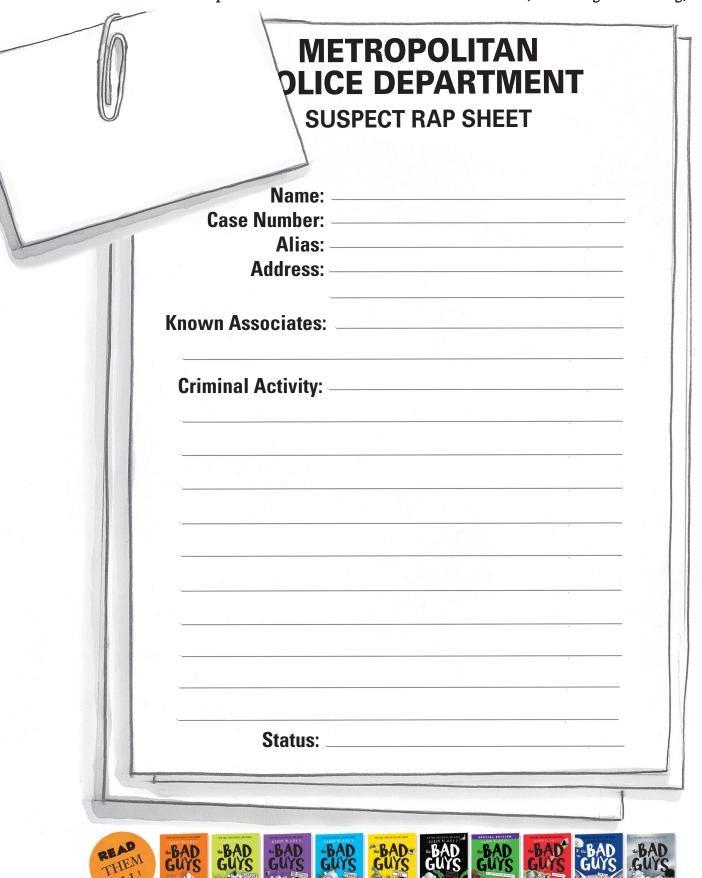






MAKE YOUR OWN RAP SHEET

Imagine a new Bad Guy character has joined the crew! It can be a worm, or rat, or whatever you want. Fill in all the information police would have on file about him or her. Then, add a mugshot drawing, too!



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Make a Difference with HOPE

Hope is determined to change the world! List 10 ways you want to make a difference in your community.

1			
6			
7			
8			
9			
10.			



Every Dream Starts with HOPF



Hope's Match Game

This two-player game works like the classic game of Memory by finding pairs of matching cards.

How to play:

- 1. Cut out all of the memory flash cards below.
- 2. Mix up the cards and place them facedown in three or four rows.
- 3. Turn over any two cards. If the cards match, keep them. If they don't match, put them back facedown.
- 4. The player with the most matches wins.



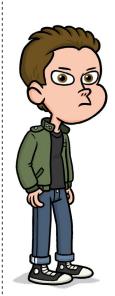
























Every Dream Starts with



Hope's Tips On Using Your Voice



Real talk: Speaking up can be scary at first.

Expect a few butterflies in your tummy and for all eyes to be on you for a moment. I know, pretty intense. But once it's over, be ready to feel proud. You're doing a good thing for yourself. Remember, you deserve to be heard. And if there's one thing I've learned from Galaxy Girl, it's that taking on tough challenges can lead to the sweetest victories.



Speak up: Your voice adds so much to the conversation. So join the discussion and share your thoughts. Plus—bonus!—talking breeds understanding and builds connections. So take a deep breath, and say the words you're probably already rehearsing in your head.

Listen up: We all know the courage it takes to speak up. So when someone has the floor, listen and be respectful. Everyone deserves to be heard.

Act confident: Feeling shy? As my mom likes to say, "Fake it 'til you make it!" Try channeling a bold bestie or courageous cousin, or take a pause to clear your throat—that usually does the trick for me. Your audience will be less likely to interrupt when you speak with authority.

Be an ally: I appreciate Camila and Grace backing me up when others kept interrupting me. You can show the same support to your friends. Whether it's a single voice or a chorus, speaking up when others are being mistreated sends the signal that negativity will not be tolerated.

Don't give up: Just because someone didn't hear you the first time, doesn't mean you should give up. And just because you were nervous, doesn't mean you shouldn't

try again. Dust yourself off, and keep speaking up. When you use your voice, it's a win for girls everywhere. I'm rooting for you!





Every Dream Starts with



Hope's Word Scramble

Here are a few of the people and things from Hope's world. Can you identify them all? Use the clues below to help you unscramble each word.



1. Hope's best friend. MAHAASTN

2. Hope's favorite school subject. **ECECINS**

3. Hope's favorite comic book series. YALGAX RILG

4. Hope's sister. **ARMIE**

5. Hope's dogs. OCSOM and CKEROT

6. Where Hope goes to school. FKJ IDMDEL SOHOCL

7. The grade Hope's in this year. XISHT RADGE

8. Theme of Hope's first science competition. TSCEEPCLA





Every Dream Starts with HOPF

ANSWER KEY:

1-Samantha, 2-Science, 3-Galaxy Girl,
4-Marie, 5-Cosmo and Rocket,
6-JFK Middle School,
7-Sixth grade, 8-Spectacle



Science Word Search

Hope wants to be a scientist when she grows up. Can you help her find all of these scientific terms hidden below?



Hypothesis

Scientific Method

Variables

Innovation

Materials

Chain Reaction

Experiment

Matter

Blueprint

Volume





Every Dream Starts with

HOPE







SUNNY ROLLS DICE



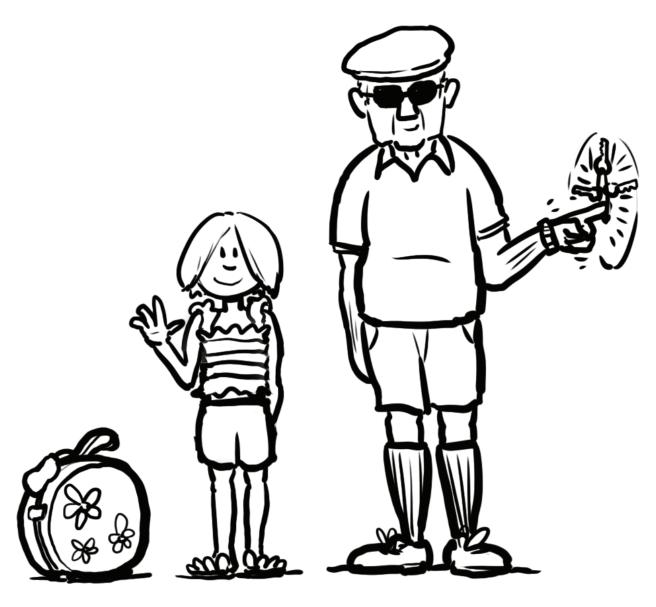
BRIAN AND LEV!







SUNNY SIDE UP



SUNNY AND GRAMPS!



SUNNY ROLLS DICE SUNNY! (graphix) AN IMPRINT OF **₩**SCHOLASTIC

