

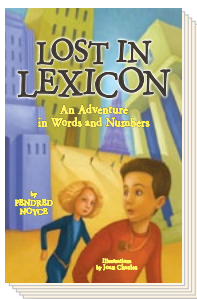
ISBN 978-0-9830219-2-6 (tr) / 978-0-9830219-3-3 (ebook)

Trade paper, 5.5 x 8.25 inches, 368 pages, \$12.95

Questions to Think About

(Ask a few of these and let the conversation begin!)

1. Why does Aunt Adelaide send Ivan and Daphne on a treasure hunt? What do you think she knows about what will happen?
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2. What role does Emily play in the story?
*
3. What would it be like to talk without verbs, without nouns, or even without adverbs, adjectives, or pronouns? Can you think of any foolish disputes that resemble the feuding parts of speech in Flora?
*
4. How would different characters define *freedom*?
*
5. At the start of the book, Daphne, a girl, likes reading but not math. Ivan, a boy, likes math but not writing. Do you think the author is stereotyping? Are there academic subjects where you feel uncertain or uninterested? Do the characters' attitudes change over the course of the book, and if so, how does that happen?
*
6. The words *imaginary*, *imagination*, *impossible*, *real*, and *reality* appear several times in the book, sometimes in relation to mathematics and sometimes in relation to people. Discuss the different ways these words are used.
*
7. At the end of chapter 20, when Ivan, Daphne, and Bran have finished watching the sky show, this line appears: "*Empty*, breathed Emily, and Daphne wondered how the little thesaurus could be so wrong." Is Emily wrong? What does she (or Daphne) mean? How does the idea of emptiness return when the cousins are at Origin, inside the hollow mountain?
*
8. In chapter 24, Ivan says, "I'm confused. I can't tell which are the good guys or bad guys." Often in books it's pretty easy to tell who's good and who's bad. Consider the following characters and discuss ways in which they are good or bad: Aunt Adelaide, the village people who lose their children, the people of Flora, Zeta (Bran's mother), Maxie, Timothy, Vera, the Astronomer. How do you decide whether a character is good or bad? Do any of these people set out with evil intent?
*
9. When they emerge from under the mountain, the children regain their vision first, while their teachers take longer to recover, and the Nomologists seem to remain blind. Why does this happen? What do you think it represents?
*
10. Which town or village of Lexicon would you most like to visit? To live in? What new town or village would you invent if you were writing a story about Lexicon? What would be its name and its special quirks?
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Ivan and Daphne's ACTIVITIES

ACTIVITY 1

Prepare interesting words on strips of paper. These words may come from the book (perhaps the words Ivan recovers from the dump in chapter 21) or elsewhere. Players choose the strips at random, trade words if they want to, and decorate them. Then their objective is to use (and flourish) the words at appropriate points in the discussion.

ACTIVITY 2

Prepare anagrams of words drawn from the book and let players work them out together.

ACTIVITY 3

Seat everyone in a circle and decide who will start the thesaurus game. The first person says a word, such as fragrant. The next person has 20 seconds to say a synonym of that word. The circle continues until someone messes up by either missing the time limit or using an incorrect word. That person must use the original word in a sentence, and then begin the next round with a new word.

ACTIVITY 4

Give players measuring tapes and ask them to measure the distance around and across objects (plates, dishes, lampshades, etc). Ask them to divide the circumference they find by the diameter and average the results. How close do they come to pi? Does it matter whether players use inches, centimeters, or some other unit of measure such as ums?

ACTIVITY 5

Ask players to figure out a way of determining their own stride length. Then create a treasure map in strides (e.g. "Go 6 strides north, then 17 strides east and dig") in terms of first the longest strides, then the shortest strides, in the class. If possible, test to see if the two "striders" reach the same point.

TO THE READER

There's a lot of math, poetry, and twisted logic in this book. If you want to skim lightly over some of those parts on your first time through, don't worry. You'll follow the story just fine anyway. Still, you'll have more fun if you dig in deeply.

For puzzles, a quiz, and games relating to the book, visit the book website at <http://www.lostinlexicon.com>. There you'll find blogs, activities, a journey through Lexicon, and more.

