

Enigma, A Magical Mystery

By Graeme Base, 2008, Abrams Books for Young Readers, 36+ pages

For learners of ANY AGE who enjoy visual mysteries

Curriculum Connections: An ABUNDANCE of curriculum skills may be correlated with this book. (See below.)

Book summary: When Bertie the badger visits his grandfather at a retirement home for magicians, he learns that his grandfather's rabbit, Enigma, has disappeared along with everyone's magical things, and the reader is invited to help break a code to find the items hidden throughout the book. The back flaps have a built-in decoder.

One might conclude from reading the above summary that this might be a glorified "Where's Waldo" type of book. Not a chance! Graeme Base's fabulous talents for both story creation and illustrations have resulted in a winner! Students of all ages will have great fun in their attempts to help solve this mystery, and optional added curriculum activities are provided in this packet.

An image of the book's cover is shown below, and the following pages have been especially prepared to "boost the curriculum." Below is a list of the packet's pages with additional information about each one. *Note that several of the pages are in color, but they may all be printed in black and white without compromising the integrity of the needed information.*

PACKET CONTENTS:

Curriculum Skills Information for *Enigma*

Author Information

Vocabulary Activities

Code Information:

(1) Secret Code for Missing Items

This page is an enlarged version of the last text page of the book. It can be duplicated for all students, if desired, in order to give each individual an opportunity to decipher the alphabet. A page title has been added to this sheet for the sake of clarity.

(2) Secret Code for Hometowns and Countries *(Enlarged from inner back cover)*

(3) Secret Code for Locations of Paw Prints *(Enlarged from inner back cover)*

(4) Answer Page for the Alphabet Code

Try not to give a copy of this page to young learners until they have had the opportunity to attempt the deciphering process. That is part of the learning fun. When you think it is appropriate, then supply the page for those who were unable to complete it.

(5) Answers for Enigma Coded Messages

This page gives the TEXT for the answers to the coded messages for the location of the missing items, for the hometown/countries, and for the location of the paw prints that may be found on each page. Again, allow young learners to explore on their own before offering this information.

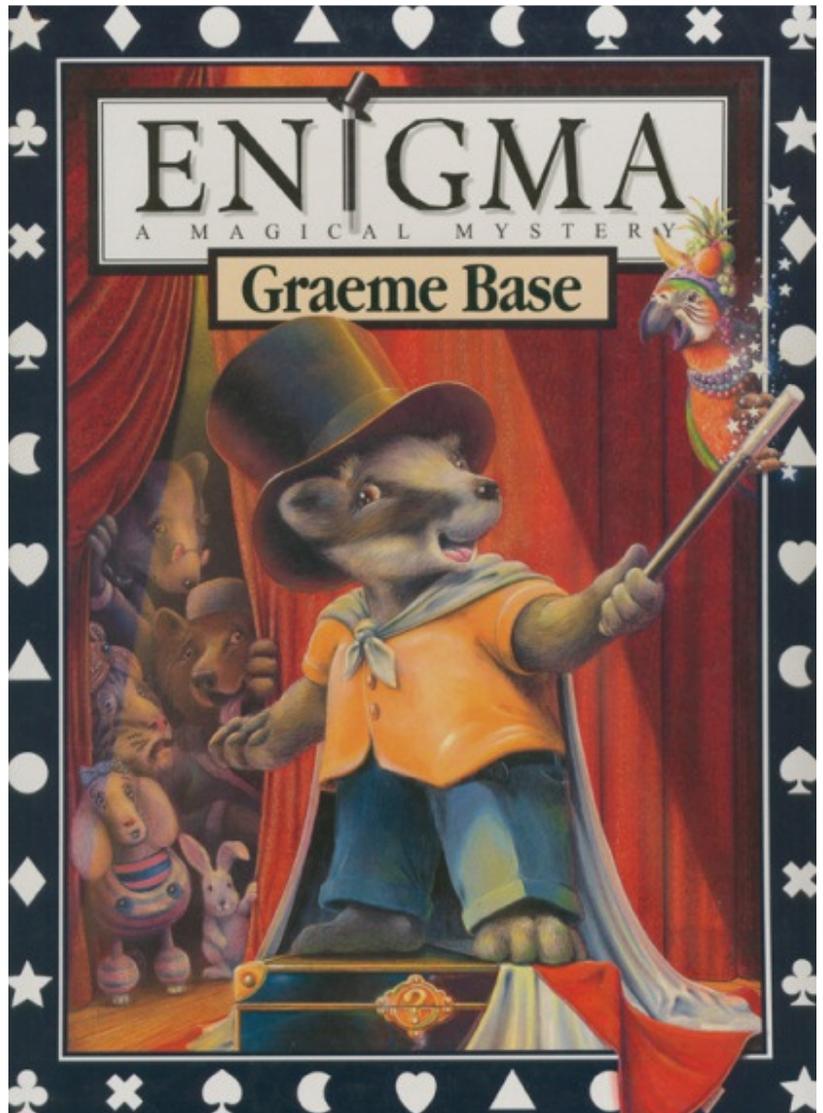
Social Studies/Math Information

(1) Maps for enhancing Social Studies

(See the curriculum explanation page for details.)

(2) Social Studies and Math Connections: The WWII Enigma Machine

This section includes three interrelated articles.



Enigma is a mysterious game of chance and divination. It is similar to Bingo or the Mexican game Loteria. Each player receives one of the eight gameboards. An announcer starts the game by drawing a card from the deck and calling it out, such as "Telepathy". If a player has that card on their gameboard, they mark it with a chip (a bean or coin). The diviner interprets signs or messages received during the process of prophecy, such as reading an Enigma card, a sign perceived in a dream or a magical meaning derived from a supernatural device. The Enigma cards can be used to foretell, seek lost knowledge, or to request guidance and information about a personal experience. Download Instructions and Card Meanings. Related. Wondering if Enigma: A Magical Mystery is OK for your kids? Parents: Set preferences and get age-appropriate recommendations with Common Sense Media Plus. Join now. Continue reading Show less. Stay up to date on new reviews. Get full reviews, ratings, and advice delivered weekly to your inbox. Subscribe. Enigma: A Magical Mystery Hardcover " September 1, 2008. by. Graeme Base (Author). Rhyming quatrains follow young Bertie Badger as he searches for his grandfather's missing magical props. Each two-page spread opens up to Bertie in a different room featuring a different performer: Vlad, the Bear of Wrath; Miss Poodle, the Mademoiselle of Mime; Hin Min Floo, Lord Pandamonium. All, it turns out, are missing their favorite magical artifacts. Eventually, the rabbit Enigma fesses up, claiming he was tired of being the one pulled out of the hat and wanted to perform his own tricks. The challenge to uncover the whereabouts of the objects hidden throughout in the art, as well as a ca