



Introducing  
*BeForever*<sup>™</sup>

 American Girl<sup>®</sup>



## Introducing *BeForever*™ Event Kit

Explore the exciting world of BeForever! This easy-to-use planner provides everything you'll need to host an engaging event that's all about American Girl's new BeForever line. BeForever connects girls today with characters from the past whose dreams transcend time. Girls will love the updated images and the new choose-your-own-adventure story for each character.

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### Event Kit Components

- BeForever Never-Have-I-Ever printout
- BeForever Quiz sheet
- Charm Bracelet craft sheet
- Who Am I? question sheet
- BeForever activity sheets

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### Setting Up

- You can host a BeForever event any time, but you may want to celebrate these characters on or near the dates and holidays that correspond to their stories.
- Read through the planner and choose the mix of activities that suits your store and customers and the time you have available. Do the pre-event preparations as noted.
- Place signage in your children's section or near the cash register to promote the event. Post a sign-up sheet in your store, and encourage girls to bring friends.
- Advertise the event with announcements in your store's newsletter, on your website, and in your local newspaper. You can also distribute event information to local schools, libraries, and Girl Scout troops.
- Make 30 copies of each of the reproducibles you plan to use. Have blank paper, scissors, clear tape, colored pencils, and markers available.
- Consider merchandising the BeForever book lines in or near the areas where you're hosting the event.

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## Getting Started and Series Introduction

Welcome the participants to the event. Introduce BeForever as American Girl's updated line of historical fiction featuring characters whose dreams inspire girls today.

The eight BeForever characters are Samantha, Julie, Josefina, Kit, Addy, Rebecca, Kaya, and Caroline. Their original six books have been combined into two volumes and updated with a fresh new cover look. American Girl is also introducing an exciting new series—choose-your-own-adventure stories that take a modern girl back in time to meet a BeForever character.

Set out a book for each character. Highlight each one by giving a brief character introduction.



Kaya's year is 1764. Kaya is part of the Nez Perce tribe of Native Americans living in the Northwest. She loves nature and adventure, and wherever she goes, so does her horse, Steps High.

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Caroline's year is 1812. Caroline is living in Sackets Harbor, New York, a town troubled by the War of 1812. She's a strong girl who loves sailing Lake Ontario with her father—but can she be brave when her family needs her most?

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Josefina's year is 1824. Josefina lives on a *rancho* in the rugged Southwest. She's a quiet girl who wants to make everyone feel his or her best—whether they need a heartfelt smile or an herbal remedy she's learned from the village healer.

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Addy's year is 1864. Addy settles in Philadelphia after escaping slavery with her momma. She longs to find the rest of her family and bring them together to enjoy a new life in freedom.

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Samantha's year is 1904. Samantha is a compassionate orphan living with her grandmother. She tries hard to be a proper young lady, but sometimes she just can't help speaking her mind—especially to help a friend in need.

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Rebecca's year is 1914. Rebecca loves to shine bright for others. She has a hard time balancing her dreams with her family's traditions, but she always tries to do what's right.

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Kit's year is 1934. Kit has learned how to create a good time with next to nothing during the Great Depression. She knows that a can-do attitude and good friends are worth more than anything money can buy.

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Julie's year is 1974. Julie is a California girl with a bright and sunny outlook on life, but she's not afraid to fight for what's right. Whether she's on the basketball court or the dance floor, she's not one to sit on the sidelines!



## Activities, Puzzles & Games

Here's a selection of activities you can use to celebrate the BeForever characters. Create an event with the mix of activities that suits your customers' interests and the space, time, and staff you have available.

### Icebreaker Activity: Who/When/What?

#### Talking Prompt

In the new "Journey" series of BeForever books, a modern girl goes back in time and meets one of the BeForever characters. The reader gets to make the choices for the modern girl as she decides how to interact with the BeForever character and her world. Imagine that you could do the same thing. When I point to you, stand up, tell everyone your name, and then tell us which BeForever character you'd like to spend time with. If you were in her world, what would you like to see? If she came to visit you today, what would you want to show her?

#### Instructions

1. Gather the guests in a circle.
2. Give each girl a set of BeForever activity sheets. Girls can use these sheets throughout the event to learn more about each character, which will assist them with the activities.
3. Read the talking prompt shown above; then lead each activity as described.

### BeForever Never-Have-I-Ever

#### Talking Prompt

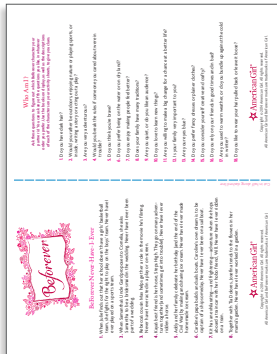
The BeForever characters have lots of adventures! Since each lives in a different place and time, the things they do for fun (or mischief) vary wildly. Let's see if any of you have tried the things our BeForever characters have done.

#### Instructions

1. Keep the guests gathered in the circle from the previous activity.
2. After using the talking prompt, read each of the items on the BeForever Never-Have-I-Ever list.
3. Ask the girls to sit down if they agree with the Never-Have-I-Ever statement for each BeForever character. Have all the guests stand up again after each item on the list.

#### Supplies

- BeForever Never-Have-I-Ever printout



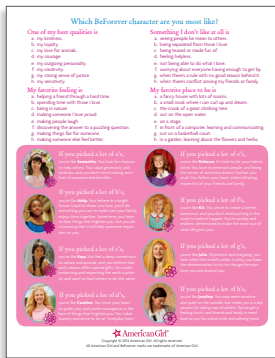
AG\_BF\_WhoAml.pdf

### Charm Bracelet Craft

#### Talking Prompt

Each BeForever character is represented by an icon. The icon is inspired by images and items that are important to each character. For example, Kit's design is a pinwheel, an easy and affordable toy that Kit might have made herself. And Caroline's icon is a compass, an important tool for a ship captain. In this activity, you'll design an icon that represents you. Then you can make a charm with your special icon and add it to a bracelet with charms for all the BeForever characters.

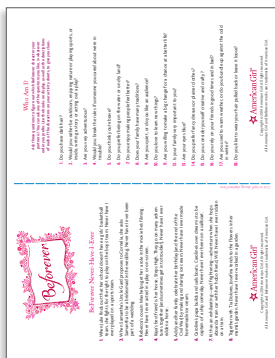




AG\_BF\_CharacterQuiz.pdf



AG\_BF\_BraceletCraft.pdf



AG\_BF\_WhoAmI.pdf

## Supplies

- BeForever character quiz
- Charm Bracelet craft sheet
- Blank paper to practice drawing icons
- Writing and coloring tools
- Scissors
- Adhesive dots or tape

## Pre-event Preparation

Download enough craft sheets so that each girl can have one. Create a finished charm bracelet for girls to use as a guide during the event.

## Instructions

1. After using the talking prompt above, tell the girls to begin by taking the BeForever character quiz. Once each girl knows which BeForever character she's most like, she can use that icon for inspiration to create her own charm.
2. Tell the girls to think of an icon that would represent them. The icon can combine activities they enjoy or issues that are important to them. They can practice drawing it on the blank paper before they create a final version on the blank charm.
3. After each girl has finished her own charm, have her cut it out, along with the charm for each BeForever character.
4. Tell girls how to create their bracelets by following the directions on the bracelet craft sheet. When they finish rolling the beads, they can slip the beads and charms onto the bracelet strip and tape it to slip on their wrists. Assist girls in taping together their bracelets.

## Who Am I?

### Talking Prompt

This game will test your knowledge of each of the BeForever characters . . . and stretch your imagination!

## Supplies

- Who Am I? question sheet

## Pre-event Preparation

Print out enough question sheets for each girl to have one.

## Instructions

1. Divide the guests into two groups. Each girl in group 1 should find a partner in group 2. Take one group aside and tell each girl which BeForever character she'll pretend to be. Make sure you use all the characters.
2. Tell the guests in the other group that they'll be using their question sheets to try to figure out which BeForever character their partner is pretending to be. They can ask whatever questions on the sheet they want, in whatever order they want, to figure it out.
3. Once all the girls have guessed their partner's character, ask the girls to return to their original two groups. Now reverse the game, having group 1 and group 2 switch roles.



# BeForever Activity Sheets

These sheets will give more information about each character to help girls in the event's activities. The girls can complete the activity sheets during any downtime in today's event or take them home to finish later.

## Event Guidelines

- This event kit is recommended for girls ages 8 and up. Adult supervision of the activities is strongly recommended. All materials used for crafts and games should be age graded as 8+.
- Materials may be reproduced only for use with an in-store American Girl event.
- This event is designed to be free of charge. Please make every effort to accommodate all girls who are interested in this program.



### Kaya

Kaya's year is 1764. Kaya is part of the New England of America. Kaya loves nature and adventure, and she loves to go on adventures with her family.

Again deep connection with nature extends to the garden around her. She sometimes feels as though she's in the garden and she's in the garden. She's in the garden and she's in the garden. She's in the garden and she's in the garden. She's in the garden and she's in the garden.

P A N B L K K P L B C A  
B E N E N P R A K T E R



### Caroline

Caroline's year is 1822. Caroline lives in the North of America. Caroline loves to read and she loves to go on adventures with her family.

When Caroline first met her family she was feeling a little nervous. She was feeling a little nervous. She was feeling a little nervous. She was feeling a little nervous. She was feeling a little nervous.

O n e o p e n h e r g a r d e n s e n g a g e d h e r m o m t o b e c o m e a n a c t i v e p a r t o f t h e f a m i l y .

B N L M T W F B X T G A R H X



### Josefina

Josefina's year is 1824. Josefina lives in the South of America. Josefina loves to dance and she loves to go on adventures with her family.

Josefina knows that a small act of kindness can touch someone's heart. Taking a minute to listen, share a smile, or offer a word of encouragement can make a difference in someone's life. Help-up, backward, forward, and sideways to find out if you can help someone else.

A D V I S E J O I N H U P H O A L E R Z O R S  
R E L I E V E L A U G H D U P M S U I D X W F N Q O M R E



### Addy

Addy's year is 1918. Addy lives in the North of America. Addy loves to read and she loves to go on adventures with her family.

The Girl Who Rode Away Addy from her people. After they were reunited they had to find a way to get Addy home. Addy had to find a way to get home. Addy had to find a way to get home. Addy had to find a way to get home.

R E L I E V E J O I N H U P H O A L E R Z O R S  
R E L I E V E L A U G H D U P M S U I D X W F N Q O M R E



### Samantha

Samantha's year is 1914. Samantha lives in the South of America. Samantha loves to dance and she loves to go on adventures with her family.

Samantha was a young girl who had to move out of her home to come to America. She had to find a way to get home. She had to find a way to get home. She had to find a way to get home.

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



### Rebecca

Rebecca's year is 1914. Rebecca lives in the North of America. Rebecca loves to read and she loves to go on adventures with her family.

Which Movie Type Are You?  
If you were to follow Rebecca's footsteps and be a star of the silver screen, which type of movie would you act in? The right one will give you the answer!

A. Action movie  
B. Comedy movie  
C. Drama movie  
D. Horror movie  
E. Mystery movie  
F. Romance movie  
G. Sci-Fi movie  
H. Thriller movie



### Kit

Kit's year is 1914. Kit lives in the North of America. Kit loves to read and she loves to go on adventures with her family.

Kit likes to write news articles for her school. She likes to write news articles for her school. She likes to write news articles for her school. She likes to write news articles for her school.

The words below are the names of the movies. Write the letters in the boxes that make the words. The words are: Kit, Rebecca, Addy, Samantha, Caroline, Kaya, Josefina.

K I T



### Julie

Julie's year is 1914. Julie lives in the North of America. Julie loves to read and she loves to go on adventures with her family.

Julie's year is 1914. Julie lives in the North of America. Julie loves to read and she loves to go on adventures with her family.

Julie's year is 1914. Julie lives in the North of America. Julie loves to read and she loves to go on adventures with her family.

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CJX85-ABIAOL





## BeForever Never-Have-I-Ever

1. When Julie finds out that her school doesn't have a girls' basketball team, she fights for the right to play on the boys' team. Never have I ever played on a sports team.
2. When Samantha's Uncle Gard proposes to Cornelia, she asks Samantha to be a bridesmaid in the wedding. Never have I ever been part of a wedding.
3. Rebecca's cousin Max helps get her a role in the movie he's filming. Never have I ever acted in a play or on-screen.
4. Kaya's best friend is her horse, Steps High. They go on many adventures together (and sometimes get into trouble!). Never have I ever ridden a horse.
5. Addy and her family celebrate her birthday (and the end of the Civil War) by making and sharing ice cream. Never have I ever made homemade ice cream.
6. Caroline's papa builds and sails boats. Caroline's own dream is to be captain of a ship someday. Never have I ever been on a sailboat.
7. Kit has an exhilarating—and frightening—adventure when she hops aboard a train car with her hobo friend, Will. Never have I ever ridden on a train.
8. Together with Tía Dolores, Josefina tends to the flowers in her mamá's garden. Never have I ever worked in a garden.



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## Who Am I?

Ask these questions to figure out which BeForever character your partner is! You can ask any of the questions you like, in whatever order you prefer. Use the books on display, as well as the descriptions of each of the characters on your activity sheets, to give you clues.

1. Do you have dark hair?
2. Would you rather be outdoors, enjoying nature or playing sports, or inside, writing a story or acting out a play?
3. Are you very adventurous?
4. Would you break the rules if someone you cared about were in trouble?
5. Do you think you're brave?
6. Do you prefer being on the water or on dry land?
7. Do you enjoy making people feel better?
8. Does your family have many traditions?
9. Are you quiet, or do you like an audience?
10. Do you love to learn new things?
11. Are you willing to make a big change for a chance at a better life?
12. Is your family very important to you?
13. Are your eyes blue?
14. Do you prefer fancy dresses or plainer clothes?
15. Do you consider yourself creative and crafty?
16. Do you rely on your friends in good times and in bad?
17. Are you used to warm weather, or do you bundle up against the cold in winter?
18. Do you like to wear your hair pulled back or leave it loose?



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Cut in half along dashed line

## Which BeForever character are you most like?

### One of my best qualities is

- a. my kindness.
- b. my loyalty.
- c. my love for animals.
- d. my courage.
- e. my outgoing personality.
- f. my creativity.
- g. my strong sense of justice.
- h. my sensitivity.

### My favorite feeling is

- a. helping a friend through a hard time.
- b. spending time with those I love.
- c. being in nature.
- d. making someone I love proud.
- e. making people laugh.
- f. discovering the answer to a puzzling question.
- g. making things fair for someone.
- h. making someone else feel better.

### Something I don't like at all is

- a. seeing people be mean to others.
- b. being separated from those I love.
- c. being teased or made fun of.
- d. feeling helpless.
- e. not being able to do what I love.
- f. worrying about everyone having enough to get by.
- g. when there's a rule with no good reason behind it.
- h. when there's conflict among my friends or family.

### My favorite place to be is

- a. a fancy house with lots of rooms.
- b. a small nook where I can curl up and dream.
- c. the crook of a great climbing tree.
- d. out on the open water.
- e. on a stage.
- f. in front of a computer, learning and communicating.
- g. out on a basketball court.
- h. in a garden, learning about the flowers and herbs.



#### If you picked a lot of a's,

you're like **Samantha**. You look for chances to help others. You value generosity and kindness, and you don't mind making sacrifices if someone else benefits.



#### If you picked a lot of e's,

you're like **Rebecca**. It's time to let your talents shine. You love to entertain people, and being the center of attention doesn't bother you at all. You follow your heart while still being respectful of your friends and family.



#### If you picked a lot of b's,

you're like **Addy**. You believe in a bright future. Loyal to those you love, you'll do everything you can to make sure your family enjoys time together. Sometimes you have to face things that frighten you, but you do it knowing that it will help someone important to you.



#### If you picked a lot of f's,

you're like **Kit**. You strive to create a better tomorrow, and you don't mind putting in the work to make it happen. You're spunky and resilient, determined to make the most out of what life gives you.



#### If you picked a lot of c's,

you're like **Kaya**. You feel a deep connection to nature and animals, and you believe that each season offers special gifts. You make protecting and respecting the earth a priority and want to lead others to do the same.



#### If you picked a lot of g's,

you're like **Julie**. Optimistic and outgoing, you hate when the world's unfair. Luckily, you have the determination to try to change the injustices you see around you.



#### If you picked a lot of d's,

you're like **Caroline**. You trust your heart to guide you, and you're courageous in the face of things that frighten you. You value bravery and strive to be an "everyday hero."



#### If you picked a lot of h's,

you're like **Josefina**. You may seem sensitive and quiet on the outside, but inside you is a real passion for taking care of others. You've got a healing touch, and friends and family in need look to you for a kind smile and calming hand.





# BeForever™

## Charm Bracelet Instructions:

1. Cut out the charms, paper beads, and bracelet strips on the dashed lines.
2. Lay the paper beads with the pattern facing down. Using a pencil, roll the wide end of the strip toward the tip to make a bead. Secure with adhesive dots or tape.
3. Fold each of the charms in half and cut a slit on the straight line.
4. String a bead onto the bracelet strip between each charm.
5. Tape the ends of the bracelet together to secure.

## Charms



## Bracelet Strips



## Paper Beads





# Kaya

Kaya's year is 1764. Kaya is part of the Nez Perce tribe of Native Americans living in the Northwest. Kaya loves nature and adventure, and wherever she goes, so does her horse, Steps High.

Kaya's deep connection with nature extends to the animals around her. She sometimes feels as though they're trying to communicate with her. Kaya's grandmother feels the same way. Solve the puzzle below by crossing out all the Ps, Ns, Bs, and Ks to learn the advice Kaya's grandmother passes on to Kaya.

P A N B L K N K P L B C R  
 B K N E B N P B A K T K B  
 P N U B K R N P B K E P K  
 B N S H K B A N K B V N B  
 K E P W N P K I N B S D P  
 K B O N P M K T P B N O S  
 K N H B K A N R P P K E B  
 W N I K B T K H U N B K S

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# Caroline

ABBOTT

Caroline's year is 1812. Caroline lives in Sackets Harbor, New York, a town troubled by the War of 1812. She's a strong girl who loves sailing Lake Ontario with her father—but can she be brave when her family needs her most?

When Caroline fears that her family's shipyard is harboring a traitor during the War of 1812, she decides to try to find out who the traitor is—despite the danger this might put her in. Afterward, her grandmother tells Caroline something that surprises and pleases her.

Can you decode her grandmother's message? Each letter has been substituted for another letter of the alphabet. The letters provided will help you figure out the others. When you've figured out a letter, write it beneath that letter in the message and in the code key below.

B F N L M T W F B K X T G R H G X  
 I \_ \_ \_ T \_ \_ \_ I R \_ \_ \_ \_ \_

P A H B L P B E E B G Z M H  
 \_ \_ \_ I \_ \_ I \_ I \_ \_ T \_ \_

M T D X K B L D L Y H K P A T M  
 T \_ \_ \_ R I \_ \_ \_ R \_ \_ \_ T

L A X Y X X E L B L K B Z A M  
 \_ \_ \_ \_ \_ I R I T \_ \_ \_

Key:

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





# Josefina

MONTOYA

Josefina's year is 1824. Josefina lives on a *rancho* in the rugged Southwest. She's a quiet girl who wants to make everyone feel his or her best—whether they need a heartfelt smile or an herbal remedy she's learned from the village healer.

Josefina knows that a small act of kindness can touch someone's heart. Taking a minute to listen, share a smile, or offer a caring word can make a big difference. In the word search below, look up, down, backward, forward, and diagonally to find lots of ways people show they care.

- |           |           |
|-----------|-----------|
| ADVISE    | JOKE      |
| BELIEVE   | LAUGH     |
| CALL      | LISTEN    |
| CELEBRATE | PLAN      |
| CONFIDE   | PLAY      |
| CONNECT   | PRAISE    |
| DARE      | RELAX     |
| DREAM     | REMEMBER  |
| GIGGLE    | SACRIFICE |
| GIVE      | SHARE     |
| HELP      | SURPRISE  |
| HUG       | TALK      |
| IMAGINE   | TRUST     |
| INVITE    | WRITE     |

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





# Addy

WALKER

Addy's year is 1864. Addy settles in Philadelphia after escaping slavery with her momma. She longs to find the rest of her family and bring them together to enjoy a new life in freedom.

The Civil War separated Addy from her poppa. After they were reunited, they had to find the rest of her family. Help Addy finish the letter she wrote for her poppa. First, unscramble the words in the list. Then find the correct place for each word in the letter.

- BUAOT
- ELVO
- MUSRME
- NEUJ
- EERSTT
- PLEH
- TWIRE
- AYRES
- MALIFY
- WNKO
- YABB
- SIMLE
- NFDI

\_\_\_\_\_ 9, 1865

Dear Friends,

Can you \_\_\_\_\_ us find our \_\_\_\_\_? Please. Solomon and Lula Morgan. They caring for our dear \_\_\_\_\_ Esther Walker. We last seen them last \_\_\_\_\_ on the plantation belonging to Master Stevens. The plantation is some twenty \_\_\_\_\_ north of Raleigh. We need information \_\_\_\_\_ Samuel Walker also. He about 17 \_\_\_\_\_ old. He was sold from the Stevens plantation last summer. We don't \_\_\_\_\_ where he was sold to. If you can help us, \_\_\_\_\_ to Ben Walker on South \_\_\_\_\_ in Philadelphia, Penn. We want to \_\_\_\_\_ them very much because we \_\_\_\_\_ them all.

Ben Walker





# Samantha

PARKINGTON

Samantha's year is 1904. Samantha is a compassionate orphan living with her grandmother. She tries hard to be a proper young lady, but sometimes she just can't help speaking her mind—especially to help a friend in need.

In Samantha's time, a young lady couldn't just tumble out of bed to come to breakfast. She had to put on all ten layers of clothes listed below! Can you find the highlighted words hidden in the puzzle? Look backward, forward, diagonally, up, and down.

1. A long frilly undershirt called a **chemise**
2. A pair of lace-trimmed **drawers**, or underpants
3. At least one lacy **petticoat**
4. Long cotton or woolen **stockings**
5. **Garters** to hold up the stockings
6. A fancy ruffled **dress**
7. High-buttoned **shoes**
8. A starched white **pinfore**
9. A fluffy **hairbow**
10. **Long underwear** in the winter

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





# Rebecca

RUBIN

Rebecca's year is 1914. Rebecca loves to shine bright for others. She has a hard time balancing her dreams with her family's traditions, but she always tries to do what's right.

## Which Movie Type Are You?

If you were to follow in Rebecca's footsteps and be a star of the silver screen, which type of movie would you act in? This quiz will tell you!

- When it comes to movies, I don't like it when ...
  - there's not enough action.
  - it's too suspenseful.
  - nothing gives me goose bumps.
  - the ending is too easy to figure out.
- If I were to direct my own movie, it would definitely have ...
  - a lot of special effects.
  - a happy ending.
  - a major surprise.
  - a tricky or clever plot.
- I love movies that ...
  - show me new places around the world.
  - put me in a good mood.
  - make me jump out of my seat.
  - have a mystery to solve.
- The best part about being a movie star would be ...
  - doing my own stunts.
  - wearing gowns on a red carpet.
  - getting to wear different costumes and makeup.
  - acting out interesting stories.
- My dream job is to be ...
  - a superstar athlete.
  - a writer of stories.
  - a theme-park designer.
  - a detective who solves big cases.
- My favorite place to see a movie is ...
  - a cozy theater with a great sound system.
  - a drive-in movie theater under the stars.
  - a huge multiplex with a big group of friends.
  - my family room, where I can watch without distractions.
- If I were to star in a movie, I would love to play the ...
  - heroine who saves the day.
  - silly best friend.
  - villain.
  - brainy sleuth who helps figure out a mystery.
- If an audience were watching a movie I directed, I would want them to ...
  - cheer at the end.
  - cry during my heartwarming story.
  - scream at least once.
  - ponder how the story will end.
- When a new movie comes out, I ...
  - gather up my friends to see it in 3-D.
  - want to read the book first.
  - am the first in line on opening night.
  - don't like when the trailer gives away too much information.
- Sometimes I wish I could ...
  - visit the exciting world created in my favorite movie.
  - be friends with the characters onscreen.
  - dive into the movie to help the characters in danger.
  - get an award for writing an awesome screenplay.





# Kit

KITTREDGE

Kit's year is 1934. Kit has learned to create a good time with next to nothing during the Great Depression. She believes that a can-do attitude and good friends are worth more than anything money can buy.

Kit likes to write news articles for fun, so she knows how satisfying it is to find the perfect word. The words below in the Down and Across columns aren't quite right. For each, find another word that means the same thing to complete the puzzle. If you need a hint, check the thesaurus.

## Thesaurus

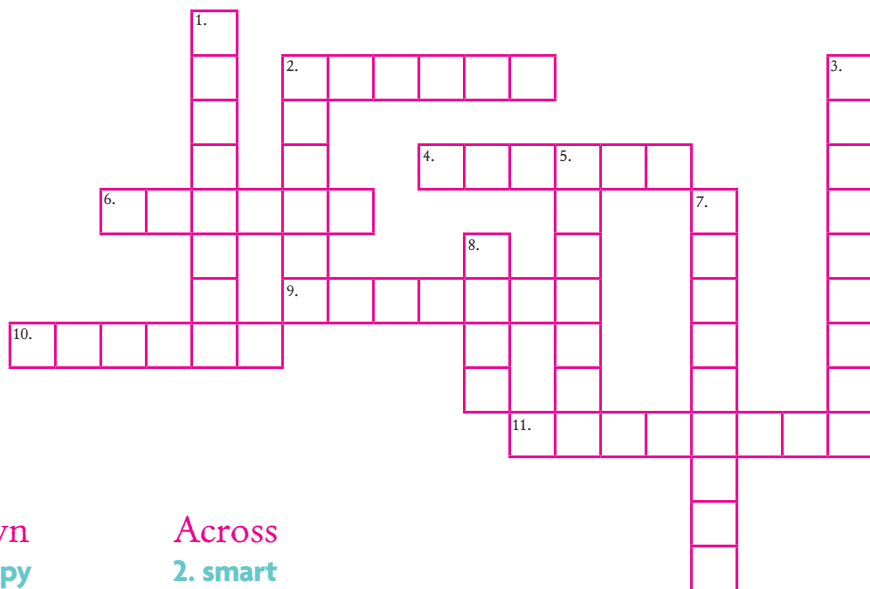
yapping  
daring  
chilly  
beautiful  
fortunate  
assist  
cranky  
imagine  
cheerful  
terrible  
clever  
kind

### Down

1. happy  
2. grumpy  
3. lucky  
5. pretend  
7. pretty  
8. nice

### Across

2. smart  
4. help  
6. brave  
9. barking  
10. cold  
11. bad





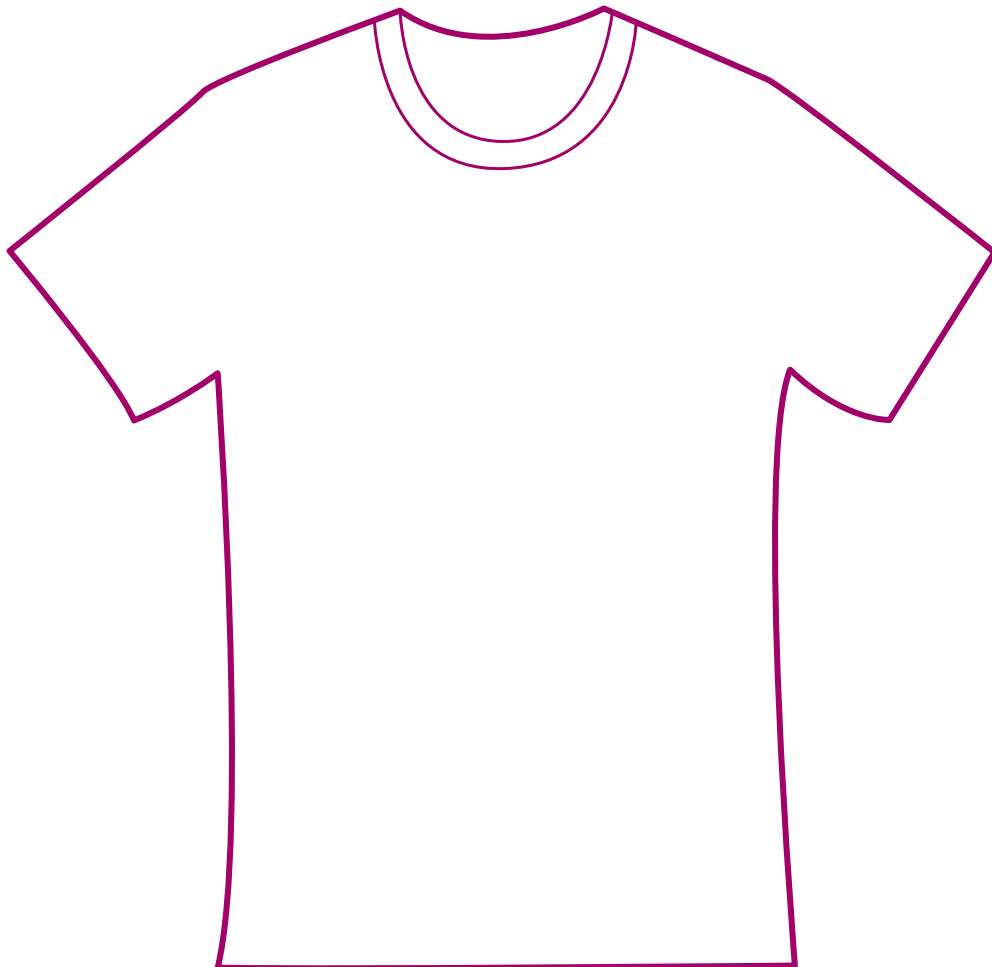


# Julie

ALBRIGHT

Julie's year is 1974. Julie is a California girl with a bright and sunny outlook on life, but she's not afraid to fight for what's right. Whether she's on the basketball court or the dance floor, she's not one to sit on the sidelines!

In Julie's day, graphic T-shirts were used to promote awareness of issues—like Julie's tank top with the peace sign on it. Use the blank tee below to create a design for an issue that you care about.



# Answers

## Kaya's Word Puzzle

All creatures have wisdom to share with us.

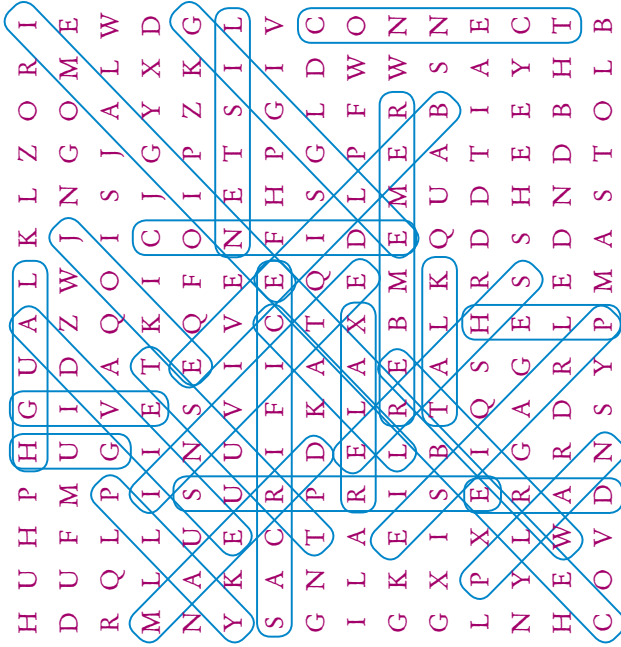
## Caroline's Cryptogram

I must admire anyone who is willing to take risks for what she feels is right.

Key:

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

## Josefina's Word Search

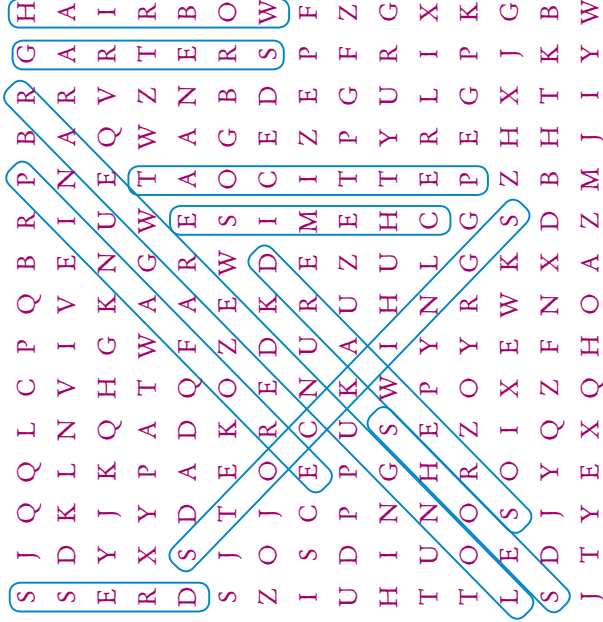


## Addy's Important Letter

- June miles
- help about
- family years
- baby know
- summer

- write
- Street
- find
- love

## Samantha's Word Search



## Rebecca's Movie Type Quiz

If you picked mostly a's, you're an Adventure Film.

You might be sitting still in the theater seat, but your mind is racing! You love action, adventure, and heroes who save the day. That's probably why you're a natural leader who's ready to help a friend in need.

If you picked mostly b's, you're a Romance Flick.

Happy endings are what you love most. You're an optimist and a dreamer—two qualities your friends and family love about you. You like to surround yourself with good people, good fun, and good stories.

If you picked mostly c's, you're a Scary Movie.

Not only are you not afraid of anything, but you're a prankster as well. You make your friends jump, but it's all in good fun. In fact, you're really great at laughing off anything. Others love your spirited outlook.

If you picked mostly d's, you're a Mystery Motion Picture.

If you're given a problem, you'll solve it. You're a trivia master who has the focus to tackle a tricky puzzle. Your friends know your smarts will take you far, and that's why they turn to you for advice.

## Kit's Writer's Crossword

### Down

- cheerful
- cranky
- fortunate

### Across

- clever
- assist
- daring
- yapping
- chilly
- terrible

