Workshop: “Boosting the Curriculum with Selected Books by Amazingly Phenomenal Authors/Illustrators”
Prepared by Flora Joy, [www.storytellingworld.com](http://www.storytellingworld.com), for attendees of the 2012 Title 1 Conference (Gatlinburg)

**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.*

A young badger loves to visit the Retirement Home for Elderly Magicians and watch his grandpa perform magic tricks. But one day all the magicians' props go missing, so Bertie sets off to investigate. Can he solve the mystery in time to save the show?