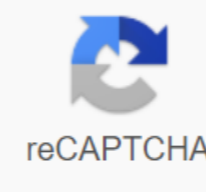




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The westing game study guide pdf answers

Originally, Ellen Raskin, author of *The Game of Westing*, enrolled at the University of Wisconsin-Madison College with a degree in journalism; however, after visiting the Chicago Art Institute and viewing an exhibition of non-objective art, Raskin decided to change her core to fine art. After graduating with fine art, Raskin moved to New York, where she became a commercial artist. Raskin was a commercial artist for fifteen years before she published her own book of paintings, *Nothing Happens on My Block*, in 1966; she later decided to write mostly children's books, culminating in the 1974 edition of *Figgs and Phantoms* (later named *Newberry Honor Book*). In 1978, Raskin published her Magnum opus, *The Westing Game*, a mysterious novel involving 16 allegedly unrelated heirs to Sam Westing, a wealthy but reclusive businessman who dies suddenly, leaving his heirs the chance to win \$200 million if they can find out who killed him. The novel, which is a tribute to the mystery of Agatha Christie's novels, demonstrates the different perspectives of the 16 heirs as they try to figure out who killed Samuel Westing. Shortly after the novel was published, *Westing Game* won the Newberry Medal for Outstanding Writing in 1979. For a number of reasons, *Westing Game* is a compelling novel that captures young readers with characteristics that are not present in typical children's literature. The game *Westing*, like many murder mystery novels, has numerous red herrings and plot twists that create an unforgettable experience for the reader. In addition, despite the fact that 16 heirs face each other trying to win 200 million dollars, Raskin undermines the characteristic endings of murder-mysteries as the characters of the novel eventually benefit from their participation in the competition. The novel even has elements of adult murder-mysteries, such as compelling, well-developed characters, witty language and unreliable storytellers. Thematically, *Westing Game* also discusses topics such as greed, negatives for arranged marriages and revenge. *Westing Game* still holds a prominent place in popular culture almost 50 years after its publication. In 1997, *Westing* was adapted into a movie no movie called *Get a Clue*. In 2012, *The Westing Game* was ranked ninth among children's novels of all time in a survey published in the *School Library Journal*. The novel remains popular in classes around the world, as it is widely taught in English classes in grades 4-9. Welcome to The LitCharts Guide to Ellen Raskin's *The News*. Created by the original team behind SparkNotes, LitCharts are the world's best literary guides. Born and raised in Milwaukee, Utah place that continued to inform her fiction during her career-Ellen Raskin grew up during the time The Great Depression. After graduating from college at the University of Wisconsin-Madison and majoring in fine arts, Raskin began a prolific career as a writer and illustrator of children's books. Ruskin's own novels include *Westing Game*, which won the 1979 Newberry Medal of the American Library Association for the most outstanding children's book of the year, as well as the mysterious disappearance of Leon (I mean Noel), *Figgs and Phantoms*, and tattooed potatoes and other clues. She also wrote and illustrated 12 picture books between 1967 and 1976. In addition, Raskin is known for creating the original cover for the first edition of Madeline L'Engle's *A Wrinkle in Time*. The designer of more than a thousand dust jackets throughout his long career as a commercial artist, Ruskin's novels and playful illustrations have delighted young readers for decades. Her satirical work is often rooted in themes of family, mismatch of identity and search for (or corruption) of the American dream. Raskin drew inspiration from his illustrations and stories from a variety of themes and figures such as East Asian art, zoos, sporting events, Vladimir Nabokov, Henri Matisse, William Blake and Walt Disney Fantasy. Raskin died in 1984 at the age of 54 from complications of connective tissue disease. Written and published in the late 1970s, *The Westing Game* satirizes the complex and rapidly changing social, political and economic standards of the time. The ensemble cast of the novel, which has been described by critics as intentional, crude, almost allegorically multicultural, allows Raskin to emphasize the racist and classist thoughts of characters who think of themselves as open and liberal, demonstrating the difficulties that immigrants, minorities and the disabled continue to face even in a relatively progressive historical time. Some of Raskin's characters are minorities or disabled people who are tried and discriminated against for differences. Emphasizing these narratives, Raskin shows how American society seeks to target marginalized people and stir up divisions based on race, ethnicity, social class, and personal background. *Westing Game*, as a children's mystery novel that satirizes complex races and class dynamics, is part of a long tradition of mystery novels that pit unlikely groups of people from different backgrounds against each other in search of answers, money or power. Similarly themed novels include Christie's agate classic *Murder on the Orient Express*, Charlie Roald Dahl and the *Chocolate Factory*, and Ellen Ruskin's own *Mysterious Disappearance of Leon (I mean Noel)*. L. Frank Baum's classic novel *The Wonderful Wizard of Oz*, as well as the game *Vesti*, has a dark, powerful figure, the main character Young girl- must seek to find and expose. *Westing's game* is also unique in its narrative style: a witty, omniscient omniscient narrator dips into and out of the heads of 16 main characters, all the while offering commentary on the thoughts and actions of the very characters he seeks to explain. Novels like William Goldman's *Princess Bride* and Leanne Moriarty's *Nine Perfect Strangers* also use omniscient, self-referencing narrative voices that allow readers to look at thoughts as well as the deceptions of multiple characters. Key Facts About *Westing Game* Full Title: *Westing Games* When Written: 1970s, Where Written: New York, New York Publishing: 1978 Literary Period: Contemporary Genre: Children's Novel; Mystery Settings: An unnamed Wisconsin town on Lake Michigan, north of the Milwaukee Climaxes: Shortly after the death of Sandy McSouthers, the intrepid young Tortoise Wexler tackles the titular *Westing game* and encounters mysterious and reclusive paper mogul Sam Westin. Antagonist: Sam Westing Point of View: Third Person Historical Roots: The figure of Sam Westing is inspired by the real tycoon of Kohler John Michael Kohler, who founded a huge factory and the city around it called Kohler north of Milwaukee on Lake Michigan. Kohler was a strong patriot who encouraged and even pressured his immigrant staff to apply for citizenship and express their love for their accepted country. Kohler's industrial innovations and enduring patriotism are reflected in the enigmatic character of Sam Westin. *Picture Perfect*. A well-known illustrator with a distinctly visual brain, Ellen Raskin compiled extensive research files and editorial material as she compiled the *Westing game*. In these files, she included alternative titles (such as *Eight Imperfect Pairs of Heirs*), intensely detailed visual descriptions of her characters, figures and images cut from magazines, and a full-length version of Sam Westin's will. Raskin's extensive research dossier even included letters written to Wisconsin to learn more about their court system. Use these questions and activities in the *Westing Game* Literature Circle of Press Matters to get more out of Ellen Raskin's book reader experience. Which tenant was chosen by mistake? What was Sam Westing's mistake? Sam Westing turns out to be a man with different personalities. What five different names and personalities does he use? At the end of the story, how is Judge Ford able to finally repay his debt to Sam Westing? After the second bombshell in Chapter 13, Angela and Theo have a conversation in which they discuss their separate plans for the future. That Theo and Angela trusted each other? What do we learn about them here? Why couldn't Angela answer Theo's question? In her wedding shower, why do you think Angela a gold box containing a bomb to yourself? Who was the robber, and why do you think he stole jewelry and watches? Were you sorry for any of the characters here? Why? How would you help this character if you could? Turtle, or T.R. Wexler, as she came to be called, always kept her secret about Sam Westing, even from her own family, including her husband Theo. Why do you think she kept it a secret? What would you do if you were her? Can you imagine keeping such a secret from the people most important to you? What do the words of the song *America the Beautiful* have to the mystery of *Vesti*? Do the words to the song help the heirs as they try to solve the puzzle? The heirs of *Vesti* are twice asked in this story to give their signatures and titles on receipts. Compare the original titles of the heirs in Chapter 7 with the titles they give later in Chapter 23. How do the names change and what does it say about what each heir experiences? Why do you think Sam Westing created this complex game, and do you think it turned out the way he hoped? Most of this book takes place in the *Sunset Towers* apartment building. How does this location affect history? Can you imagine this story in a different setting? What other places can be in such a story? What events or characters here did you find funny? Why do you think Ellen Raskin, the author of this book, has included so many humorous details in her secret? Why do you think Angela waited more than five years to marry Denton Deere? Do you think she made the right decision? How did you read which of the heirs you trusted the most? Who did you find the most suspicious? Explain why you judged them just like you did. Note: These questions are the key to Bloom's taxonom as follows: Knowledge: 1-3; Understanding: 4-6; Application: 7-8; Analysis: 9-10; Synthesis: 11-12; Rating: 13-15. 13-15. the westing game student study guide answers

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