

# The Mustermill Project



## Supplemental Activities Packet

This packet contains classroom activity suggestions and worksheets to reinforce concepts from the Playbook® story and to go beyond the story into the content areas of Language Arts, Math, Science, Social Studies, Art, Health, etc., as well as Character Development.

Activities range in age appropriateness and skill level so that teachers can choose activities that best suit their particular students. An Answer Key is provided on the last page.

# Research the Words

**Directions:** Match the words from the word bank with the definitions, writing the letter of the correct words on the lines provided.

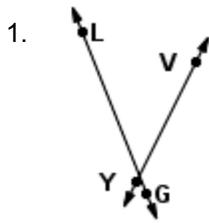
1. \_\_\_\_\_ material used to start a fire
2. \_\_\_\_\_ shock or confuse
3. \_\_\_\_\_ to burst into flames
4. \_\_\_\_\_ to water
5. \_\_\_\_\_ think over
6. \_\_\_\_\_ a section or separated space
7. \_\_\_\_\_ to spend time wandering aimlessly or laying around
8. \_\_\_\_\_ fanciful
9. \_\_\_\_\_ to make popping or sizzling sounds
10. \_\_\_\_\_ burned
11. \_\_\_\_\_ qualities or characteristics
12. \_\_\_\_\_ to gather



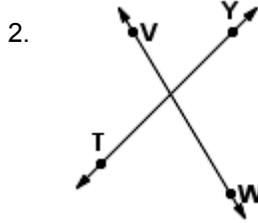
|                    |                       |                      |                       |
|--------------------|-----------------------|----------------------|-----------------------|
| <b>A. lollygag</b> | <b>B. sputter</b>     | <b>C. kindling</b>   | <b>D. whimsical</b>   |
| <b>E. ignite</b>   | <b>F. mystify</b>     | <b>G. properties</b> | <b>H. irrigate</b>    |
| <b>I. scorched</b> | <b>J. compartment</b> | <b>K. muster</b>     | <b>L. contemplate</b> |

# Mysterious Math

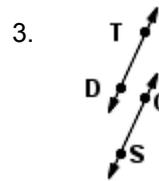
**Part A:** The lines show various roads that make their way across Mac's farm. Write whether each pair of roads depicted by the lines are parallel, intersecting, or perpendicular.



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_

**Part B:** Find  $x$ .

4. 8, 18, 7, 16,  $x$ , 13, and 4  
mode = 18      median = 13

\_\_\_\_\_

5. 21, 26, 14, 20, 4,  $x$ , and 21  
mean = 18      range = 22

\_\_\_\_\_

6.  $2/1 = 30/x$

\_\_\_\_\_

7.  $11/3 = 33/x$

\_\_\_\_\_

8.  $100/20 = 30/x$

\_\_\_\_\_

**Part C:** Solve the word problems.

9. This year, Mac grew 820 pounds of strawberries on his mysterious farm. If  $1/4$  of the strawberries were used to make jam, how many pounds of strawberries were used for jam? \_\_\_\_\_



10. Billy was at the book store looking through history books. He came across the book that is just what he needs, costing \$25.99. He has \$65.97 to spend, but he is already buying two other books, each cost \$19.49. Does he have enough money to buy the book? \_\_\_\_\_



# Unbelievable Happenings

**Directions:** Answer the following questions about the Playbook® story, *The Mustermill Project*.

1. What do Billy, Mac, and Casey know so far about what makes the plants grow so tall and large on the farm?

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2. Explain the meaning Billy and Casey discover of the phrase “Weejee to a Mustermill.”

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3. What is the “life-light” referred to by Billy’s grandmother?

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4. Do you think there is greater significance to the fact that Mac’s house is struck by lightning or is it just a random occurrence that happened to let Billy and Casey discover the special box? Why or why not?

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5. Why do you think Billy didn’t share the secrets about Mac’s farm with his father sooner? Use support from the text in your answer.

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# Answer Key

## The Mustermill Project

### For Teacher Use Only

#### Research the Words

1. C
2. F
3. E
4. H
5. L
6. J
7. A
8. D
9. B
10. I
11. G
12. K

#### Mysterious Math

1. intersecting
2. Intersecting
3. parallel
4.  $x = 18$
5.  $x = 20$
6.  $x = 15$
7.  $x = 9$
8.  $x = 6$
9. 205 pounds
10. yes

#### Unbelievable Happenings (Sample Answers)

1. At first they think the crops are growing so large because of the waterfall irrigating everything, but it turns out the special waterfall is just another effect of the "life-light" stones that are in the soil all over the property.
2. "Weejee" is an old-fashioned term for a key, "muster" means to gather, and "mill" is a factory or place of gathering for a purpose. So "Weejee to a Mustermill" is an instruction to bring a key to the Mustermill, which turns out to be the waterfall, where they unlock the spirits of Billy's ancestors.
3. It is a special power contained in glowing stones that gives off special properties of protection and more.
4. *Answers will vary.*
5. *Answers will vary.*





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6,859,206, and 7,456,834 with additional patents pending.