**Activities for…**

**In a Glass Grimmly by Adam Gidwitz**

**Activity 1**

Throughout the book we are told that Salamanders enjoy asking questions, well now it’s your turn to play a game that involves asking lots of questions. This game is known as the Post-it game or the Forehead Detective game and here is how you play it, have fun.

**How to play:** The game is for 2 people or more, and involves guessing and remembering - everything a stoner is bad at.

**Preparation:** Using post-it notes for each player, the other players choose a name without their knowledge, write it on one of the pieces and stick it on his/her forehead. The name can basically be anyone, real or fictional, that the player definitely knows and most of the others know too. It can be a movie, TV, soap, reality or pop star, royalty, a Muppet anyone

**Playing:** Players take turns to ask yes or no questions to find out what their name is, e.g. "Am I male?", "Am I dead?" etc. If you get a "yes", ask another question. If you get a "no", it's the next person's turn. The winner is the one who guesses who they are first.

**Rules:**

**1.** Reminding is forbidden when someone forgets the answers they got for the questions in their previous turns.

**2.** In case there is no certainty about an answer being yes or no, the players must decide quickly, or else the asking player will ask another question; any discussion of any kind can be a clue (and we don't want that).

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**Activity 2**

At the beginning of each chapter there is a drawing which gives you a clue to what is going to happen in that chapter. Pick one of your favourite chapters and draw a different picture to re-tell a part of it. You might want to do it in black and white or you might want to do a colour version, with lots of guts and gore. When you have completed it you can show it to the rest of the group and they can try to guess which part of the story it is.

**Activity 3**

On page 108 Jill hears the mermaid song for the first time. Songs are very like poems so your task is to pick one of your favourite parts of the book and write a song or poem to describe it. You might want to choose a favourite chapter or event in the book or even one of your favourite characters.