## The Westing Game Labels and Highlighting Directions for the Instructor's Book

The following pages consist of directions for preparing the teacher's copy of *The Westing Game*. Some teachers may find these highlights and labels helpful when conducting lessons. Begin by putting the labels in the book, then highlight.

To print the labels, I suggest using clear, full-sheet labels such as Avery #18665. You will have to cut the labels individually. Then, follow the directions on the additional page to insert labels into your book.

I suggest using gel highlighters for highlighting, because they will not bleed to the other side of the page. You will need a pink, a yellow, and an orange highlighter.

## THE WESTING GAME LABEL INSERT DIRECTIONS FOR THE INSTRUCTOR'S BOOK

ITEM	PAGE #	LOCATION	
Color Key	Title Page	Top of page	
Day 4	1	Top of page	
Day 5	5	Above the title "GHOSTS OR WORSE"	
Day 6	16	Above the title "THE CORPSE FOUND"	
Day 7	18	Above the words "SAM WESTING FOUND DEAD"	
Day 8	21	Above the words "At noon the sixty-two-year-old delivery boy began his rounds."	
Day 9	22	Above the title "SIXTEEN HEIRS"	
Day 10	31	Above the title "THE WESTING GAME"	
Day 11	35	Above the words "Once again Edgar Jennings Plum cleared his throat."	
Day 14	52	Above the title "LOST AND FOUND"	
Day 15	64	Above the words "Theo wheeled his brother in to the elevator and read the new message on the wall:"	
Day 17	72	Above the words "Due to the unfortunate damage to the coffee shop"	
Day 18	79	Above the title "PAIRS REPAIRED"	
Day 19	87	Above the title "FACT AND GOSSIP"	
Day 22	94	Above the title "THE THIRD BOMB"	
Day 23	99	Above the title "SOME SOLUTIONS"	
Day 24	112	Above the title "ODD RELATIVES"	
Day 25	126	Above the words "Theo, upset over his Skid Row snooping, took out his anger on the up button, poking it, jabbing it, until the elevator finally made its way down to the lobby."	

#### THE WESTING GAME LABEL INSERT DIRECTIONS FOR THE INSTRUCTOR'S BOOK (CONT.) 140 Above the title "STRANGE ANSWERS" Day 28 Day 29 154 Above the title "WESTING'S WAKE" I—ambition 18 Near "The only child of immigrant parents, orphaned at the age of twelve, self-educated, hard-working Samuel Westing saved his laborer's wages and bought a small paper mill." 22 Near "I'll keep my furs with me..." I—pretentious I—façade 22 Near "I'll keep my furs with me..." I—beneficiary 24 Near "The rich always reward servants in their wills..." Near "Sydelle Pulaski waved a gaily painted crutch in the air..." I—eccentric 26 I—perception 35 Near "but it was embarrassing being paired with such a...no, she shouldn't feel that way." I—pretentious 74 Near "I wanted to be a doctor, but, well, we don't have as much money as my mother pretends." I—divisive 96 Near "Heirs, beware, Sam Westing had warned." I—redemption 157 Near "M-maybe he wanted his enemies to for-g-give him..."

## THE WESTING GAME HIGHLIGHTING DIRECTIONS FOR THE INSTRUCTOR'S BOOK

COLOR	PAGE #	LOCATION	
Pink	1	The delivery boy was sixty-two years old, and there was no such person as Barney Northrup.	
Yellow	2	Hi-class restaurant on entire top floor	
Yellow	4	I'll take it.	
Yellow	5	Barney Northrup had rented one of the apartments to the wrong person.	
Orange	5	exclusive	
Pink	7	Now someone shivered. It was Turtle.	
Yellow	8	"Make it two dollars for each minute I stay in there, and you're on," Turtle said.	
Yellow	9	Relax. Relax and watch the wind tangle the smoke and blow it toward Westingtown.	
Orange	11	façade	
Yellow	16	"No one ever notices Sydelle Pulaski," she muttered, "but now they will. Now they will."	
Pink	17	No, it couldn't be; she ached all over from the tumble down the stairs.	
Yellow	18	Then who found the body? The whisperer?	
Pink	18	He was sixty-five years old.	
Orange	18	Label: I—ambition	
Yellow	18	His estate is estimated to be worth over two hundred million dollars.	
Orange	19	patriot	
Yellow	19	The spectacular pyrotechnic display could be viewed thirty miles away.	
Yellow	19	Although Mr. Westing obtained a divorce, he never remarried.	
Yellow	19	He is still listed as chairman of the board.	

THE WESTING GAME HIGHLIGHTING DIRECTIONS FOR THE INSTRUCTOR'S BOOK (CONT.)				
Yellow	20	The executor of the Westing estate said the deceased requested that, in place of flowers, donations be sent to Blind Bowlers of America.		
Yellow	20	There was no mention of how the body was found.		
Yellow	21	They owed her twenty-four dollars.		
Orange	21	beneficiary		
Orange	21	legacy		
Pink	21	By the time the sun had set behind the Sunset Towers parking lot, Otis Amber, <i>deliverer</i> , had completed his rounds.		
Orange	22	Label: I—pretentious		
Orange	22	Label: I—façade		
Pink	23	"I didn't know this was a pajama party," Turtle said, relinquishing her chair and stomping to the far end of the table.		
Orange	24	Label: I—beneficiary		
Yellow	24	Angela, her face a mirror to the boy's suffering, grabbed her tapestry bag and hurried out of the room.		
Orange	26	Label: I—eccentric		
Yellow	27	Thank you for waiting; you may begin.		
Orange	27	eccentric		
Yellow	29	My life was taken from me—by one of you!		
Pink	31	Theo defended the opening with a black knight.		
Yellow	32	It will be up to the other players to discover who you really are.		
Yellow	33	Table one remained empty and moneyless.		
Yellow	34	Watch it, Josie-Jo. Westing's getting to you already and the game has barely begun.		
Yellow	34	Crow limps, Chris Theodorakis noted.		

Orange	35	Label: I—perception
Yellow	35	What in the world did Angela mean by "nun"?
Orange	36	refine
Pink	38	I mean, like the intern says, nothing makes sense.
Yellow	40	I must hurry back for my medication. Come, Angela.
Yellow	46	For the rest of the day he jogged through the hallways and up and down stairs, scaring the nervous tenants half out of their wits.
Orange	47	divisive
Yellow	48	Westing was dead, but maybe, just once, she could beat him at his own game. His last game.
Yellow	52	Someone in Sunset Towers had stolen the shorthand notebook.
Orange	55	defiantly
Pink	55	It did no good being nice to that ungrateful child, never satisfied, always whining about something or other.
Yellow	56	"What in the world is wrong with that child?" her mother said.
Yellow	62	The heirs had expected more: a hint, a clue, something. It was time to go home.
Yellow	64	All right, Alice. I promise.
Pink	66	"You can't read my shorthand because I wrote it in Polish." Polish?!?!
Yellow	69	Goodness, what a nasty turn.
Yellow	70	Turtle's crutch is her braid.
Yellow	72	No one would be hurt.
Pink	73	Her husband would have done just that, said it again, but Mr. Hoo only nodded in shared sympathy. What a gentleman.
Orange	74	pretends
Orange	74	Label: I—pretentious

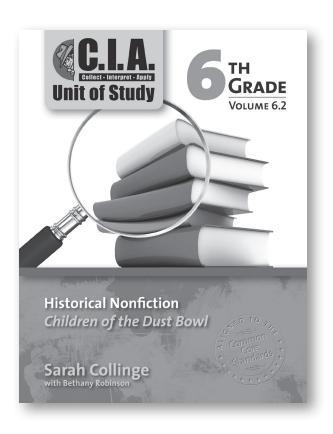
THE WESTING GAME HIGHLIGHTING DIRECTIONS FOR THE INSTRUCTOR'S BOOK (CONT.)				
Yellow	74	It was a question she did not want to answer. Or could not.		
Yellow	75	Angela reminds me of another young girl I made a wedding dress for: Violet Westing.		
Yellow	79	But the Wexler apartment was exactly where the bomber planned to set the next bomb.		
Pink	81	We don't have a phone no more; couldn't afford it with the kids making so many calls.		
Yellow	84	Chris shook his head. No.		
Orange	85	refine		
Yellow	86	She was going to get married, her one claim to fame.		
Yellow	87	THY BEAUTIFUL		
Pink	90	If there was no murderer, there was no answer; and without an answer, no one could win.		
Yellow	92	Who elected you judge, anyhow?		
Orange	92	interrogate		
Yellow	92	Theo left them to their sandwiches and their work.		
Orange	93	resemblance		
Yellow	94	I mean, if Sam Westing wanted to replay that terrible drama, Angela Wexler would have to die.		
Pink	94	Lucky Turtle, the neglected child.		
Orange	96	Label: I—divisive		
Yellow	98	"Otis Amber limps," Chris noted the next day.		
Yellow	99	Good for her!		
Pink	101	Latest invention: paper innersoles.		
Orange	103	deliverance		

104	Total Chaliba Listing and Laborated to 1 1 1 1 1 1	
	Turtle felt like kicking somebody, anybody, good and hard.	
105	Follow Otis Amber.	
110	What would I have been if things had turned out differently?	
111	Oh boy, he hasn't had so much fun in years.	
114	My wife will be serving a Chinese tea lunch shortly.	
117	She had been too harsh.	
118	What it means, Mr. McSouthers, is that Sam Westing made his first mistake.	
124	Theo felt as dirty as the derelicts he spied on. Dirtier.	
126	Debt never repaid.	
129	Then what happened to Sam Westing?	
132	Fortunately Sydelle Pulaski was close to the bed when she threw her crutches in the air.	
136	The boy has a nice smile.	
139	Somebody's in real danger, Otis, and I think it's me.	
143	Our answer is: Mr. Westing was a good man.	
147	Go directly to the library. Do not pass Go.	
148	paranoia	
148	paranoid	
150	Her partner, Sandy McSouthers, was Sam Westing.	
154	I give the rest of my money to Angela.	
157	Label: I—redemption	
	110 111 114 117 118 124 126 129 132 136 139 143 147 148 150 154	

Pink = Model Yellow = Guided Practice Orange = Vocabulary	Day 19—Good readers continue to pay close attention to cause and effect relationships or chains of events.
Day 4—Good readers use clues in the text to help them visualize the setting.	Day 22—Good readers continue to consider what themes are emerging in the book and look for evidence to support those themes.
Day 5—Good readers think about what events are important, as they read.	Day 23—Good readers gather evidence from the text that supports a line of thinking.
Day 6—Good readers continue to think about what events are important, and make logical predictions based on those events.	Day 24—Good readers continue to gather evidence from the text that supports a line of thinking.
Day 7—Good readers pay attention to important characters while reading. Today you will be paying attention to an important character in this book—Samuel W. Westing.	Day 25—Good readers, as they approach the end of the third quadrant of the book, look for the turning point in the story.
Day 8—Good readers continue to think about what events are important, and make logical predictions based on those events.	Day 28—Good readers make predictions about how the book will end, based on the turning point.
Day 9—Good readers identify important characters and their character traits.	Day 29—Good readers, as they reach the end of a book, read for enjoyment.
Day 10—Good readers continue to identify important characters and their character traits.	I—ambition
Day 11—Good readers continue to think about what events are important, and make logical predictions based on those events.	I—façade I—beneficiary
Day 14—Good readers, as they begin reading quadrant two of a mystery book, focus on the main character and infer character traits.	I—perception I—eccentric
Day 15—Good readers pay close attention to the plot when they read a mystery book. They pay attention to cause and effect relationships.	I—divisive I—pretentious
Day 17—Good readers continue to identify important characters and their character traits.	I—pretentious I—redemption
Day 18— Good readers continue to identify important characters and their character traits.	

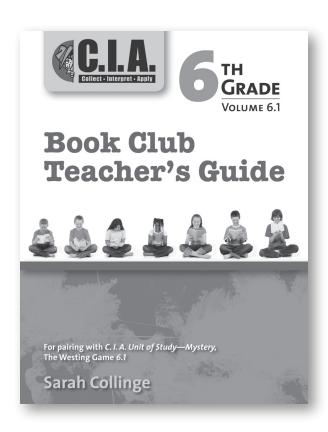
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