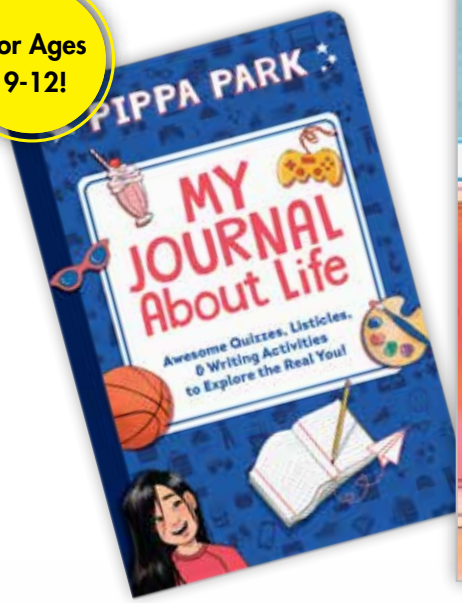
PIPPA PARK

Tween Book Club Activity Kit

For Ages 9-12!



Pippa Park My Journal About Life
PB ISBN 978-1-944020-68-2



AR Quiz!
Pippa Park Raises Her Game #1
PB ISBN 978-1-944020-28-6
Also available in HC, E & Audio



AR Quiz!
Pippa Park Crush at First Sight #2
PB ISBN 978-1-944020-90-3
Also Available in HC, E & Audio

Activity Kit Includes

- Book Club Questions
- Create a Book Playlist
- Write Your Own Retelling
- Fill In The Story Game
- Word Search
- Paper Fortune Teller
- Escape Pippa's Bedroom (Escape Room Activity)
- YouTube EDU Guide



Visit **PippaPark.com** for AAPI Discussion Guide with Anti-Racism Resources & Common Core Language Arts Guide

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PIPPA PARK

BOOK CLUB QUESTIONS



Pippa Park Raises Her Game by Erin Yun
HC ISBN 978-1-944020-26-2
PB ISBN 978-1-944020-28-6
E ISBN 978-1-944020-27-9
Lexile 710L | Fountas & Pinnell V | AR Quiz!

1. Pippa isn't an orphan, but at times she feels like one. Describe Pippa's relationship with Mina, her older sister. Why is Mina so tough on Pippa? Discuss whether Mina resents taking care of Pippa. How is Jung-Hwa, Mina's husband, a father figure to Pippa? How does he make Pippa feel better after she has a fight with Mina?

2. What is the definition of family? Explain why Pippa's mother had to return to Korea. How are Mina and Jung-Hwa realizing the American dream? Discuss how Pippa's family situation is similar to that of new Americans throughout our nation. How are many of them separated from their loved ones? Discuss why it's important to celebrate all types of families.

3. Pippa says, "At Lakeview I could be anyone, as long as they didn't find out the truth about me." What doesn't she want the kids at Lakeview to know about her? What does she do to keep her home life private? What does Pippa think would happen if the girls found out the truth about her?

4. How does trying to fit in cause Pippa to lose her sense of self? Why is she ashamed of her family and the way they live? At the end of the novel, Pippa invites the basketball team to her apartment. What is significant about this gesture?

5. Pippa's best friend at Victoria Middle is Buddy Johnson. Think about how she betrays him. Discuss the apology and explanation for her behavior that she might give to Buddy.

6. Why does Pippa think that Eliot's family life is more messed up than hers? How does knowing about his family make her better understand Eliot? At what point does Mr. Haverford gain the courage to stand up to Aunt Evelyn?

7. Olive Giordana is the student ambassador that shows Pippa around the school. How does Olive's desire to be popular affect her judgment and turn her into a cyber-bully? When Pippa learns that Olive is Throwaway, how does that make Pippa feel? Discuss cyberbullying in your school.

8. Discuss what Jung-Hwa means when he says, "The lower you fall, the more room you have to rise." What is Pippa's lowest point? How do you know that she is about to rise? Have you ever felt the same way?

9. Pippa's family celebrates Chuseok: Korean Thanksgiving Day. Learn more about the traditions associated with this holiday on the Internet. Describe and discuss the holiday and the food that is prepared. What cultural holidays does your family celebrate? Is there anything special that you eat?

10. *Pippa Park Raises Her Game* is a contemporary reimagining of *Great Expectations*. Use books or the Internet to find out about the main characters in *Great Expectations*. What is each character's counterpart in *Pippa Park Raises Her Game*? List the characters, side by side and as a group apply two or three adjectives that best describe each of them.

11. Think about all that has happened to Pippa. Then consider the following quote from *Great Expectations*: "And it was not until I began to think, that I began fully to know how wrecked I was, and how the ship in which I had sailed was gone to pieces." What is the metaphorical ship that Pippa sails? At what point does Pippa realize "how wrecked" her life is? How does she turn her life around once she begins "thinking"?

12. If you were to pick one character from *Pippa Park Raises Her Game* who is most like you, who would it be and why? Who is most unlike you and why? Which character from the book would you want as your friend and why?

Pippa Park Crush at First Sight Book Club Questions



Pippa Park Crush at First Sight by Erin Yun
HC ISBN 978-1-944020-80-4
PB ISBN 978-1-944020-90-3
E ISBN 978-1-944020-89-7
Lexile 730L | Fountas & Pinnell V | AR Quiz!

1. Discuss a specific scene that reveals Pippa's strong need to belong. How does Pippa feel caught between two worlds? Describe the two worlds in which she lives and explain how these two worlds create conflict within Pippa. How does Pippa's need for acceptance affect everything she does in school and outside of school?

2. Each year, the Royals have a Christmas Eve party. They wear fancy dresses, serve expensive food, and use extravagant decorations. Why do they think this is the most important social event of the year? How does Pippa become the hostess for this year's party? Why is it so important to Pippa that this party be a success? How might the Royals' idea of a great party change after Pippa's party?

3. Describe Caroline. Why does she get so much pleasure in insulting Pippa? What does this reveal about her character? Debate whether she is jealous of Pippa's athletic ability or prejudiced against Pippa's culture and her socioeconomic standing. The other Royals know that Caroline is the "mean girl." Why don't they do more to defend Pippa? How do they eventually come to Pippa's rescue?

4. Mrs. Lee is learning to read tarot cards and offers to read Pippa's and Buddy's cards. A three-card reading includes a person's past, present, and future. Pippa draws a card that clearly represents her past and present. Why isn't Pippa sure she wants to know her future? Describe how the characters' attitudes toward the cards vary.

5. Helen is dating Buddy, Pippa's best friend from Victoria Middle School. Why does their relationship make Pippa feel odd? Why does Pippa leave Buddy's Hanukkah party? Explain what happens when Pippa reveals her feelings to Buddy and Helen.

6. The Korean Baptist Church is having a Christmas pageant, and Mina suggests that Pippa offer to help. What is Pippa's reaction to this suggestion? What does Mina gain from Pippa's participation? What is the source of Mina's stress? How does she expect Pippa to be understanding of the family's financial situation? Debate whether she expects too much of Pippa.

7. Pippa meets Marvel Moon at the first pageant rehearsal. What do they like about each other? How is this different than Pippa's relationship with Eliot? Later, Marvel sees a text that Pippa receives from Buddy and misinterprets it. How does this threaten Pippa and Marvel's relationship?

8. Discuss the crush Pippa has on Eliot. At what point does Eliot finally express his feelings for Pippa? Explain how Pippa's budding relationship with Eliot complicates matters with Marvel. Discuss the courage it takes to tell Marvel everything with one-hundred-percent honesty. How does being honest and open give Pippa a feeling of relief?

9. Pippa needs to tell someone that the party is in jeopardy. Why is she confident that she can tell her troubles to Mrs. Lee? How does she blame Mrs. Lee for her problems? Discuss how Mrs. Lee helps Pippa accept responsibility for her own fate.

10. Discuss what Pippa means when she says, "Mrs. Lee had given me much more than her key" (p. 178). What is Jung-Hwa's role in the success of the party? How does the party help everyone, including Mina, have a merry Christmas?

11. Explain the symbolism of the gold scrunchie that Helen and Bianca give Pippa the day after the party. What causes Bianca to change? Compare Pippa and Bianca's relationship in *Pippa Park Crush at First Sight* to their relationship in *Pippa Park Raises Her Game.*

12. If you were to pick one character from *Pippa Park Crush at First Sight* who is most like you, who would it be and why? Who is most unlike you and why? Which character from the book would you want as your friend and why?

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CREATE A BOOK PLAYLIST

If you need inspiration while writing, create your own book-themed playlist! Making a playlist will energize you, offering continued inspiration for your story. You can include songs your main character would enjoy listening to and songs representing a specific character or chapter—whatever will get you get closer to your characters and capture the tone of your book.

Let's get started on creating a book playlist! Fill in the blanks below.

1. Which song reminds you of your main character?

Song: _____

I chose this song because _____.

2. Which song reminds you of a struggle or obstacle your character faces in the story?

Song: _____

I chose this song because _____.

3. Which song reminds you of what makes your character happy?

Song: _____

I chose this song because _____.

4. Which song would your character enjoy listening to?

Song: _____

I chose this song because _____.

5. Which song reminds you of your favorite chapter in your story?

Song: _____

I chose this song because _____.

Now that you have a few songs for your playlist, listen to them while you write for a boost of inspiration!

Check out my playlist for *Pippa Park Raises Her Game*:
https://pippapark.com/blog/playlist

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PIPPA PARK

FILL IN THE STORY GAME



Pippa Park and Buddy ride their _____ (PLURAL NOUN) to their usual meeting place, the _____ (NOUN). Pippa Park takes out her basketball and _____ (ADVERB) dribbles it to the nearby court. She brought her _____ (ADJECTIVE) game after practicing all week, but Buddy is just as _____ (ADJECTIVE) to face her! They play until lunchtime, when their stomachs start _____ (VERB ENDING IN –ING).

The two friends _____ (VERB) over to Duo's Diner. Pippa Park orders her usual banana butterscotch sundae, but Buddy opts for a _____ (NOUN). They share a(n) _____ (ADJECTIVE) plate of fries. Across the diner, Pippa Park's friends from Lakeview Private, called the _____ (NOUN), wave hello!

Pippa Park's phone _____ (ANIMAL SOUND ENDING IN –S). It is a text message from her sister, Mina: *Dinner is at* _____ (SPECIFIC TIME OF DAY). *Please invite Buddy! We are having kimchi-jjigae and* _____ (NOUN) *for dessert.*

Pippa Park shows Buddy the text, and he _____ (VERB ENDING IN –S). They head over to Pippa Park's house, and Jung-Hwa greets them, giving them both a(n) _____ (NOUN). They watch _____ (MOVIE OR TV SHOW) while the smell of dinner _____ (VERB ENDING IN –S) the whole apartment.

Finally, Mina announces dinner is _____ (ADJECTIVE)! Everyone _____ (ADVERB) sits down at the table. Mina serves a(n) _____ (SIZE) scoop of the Korean stew to each of them, and it tastes _____ (ADJECTIVE). This is the _____ (ADJECTIVE) Saturday ever!

Directions: Take turns choosing a word for each part of the speech! If you're playing alone, fold along the dotted lines to hide the story.

Plural noun _____

Noun _____

Adverb _____

Adjective _____

Adjective _____

Verb ending in –ing _____

Verb _____

Noun _____

Adjective _____

Noun _____

Animal sound ending in –s _____

Specific time of day _____

Noun _____

Verb ending in –s _____

Noun _____

Movie or TV show _____

Verb ending in –s _____

Adjective _____

Adverb _____

Size _____

Adjective _____

Adjective _____

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PIPPA PARK

WORD SEARCH

K E B Q W L T K S G P O P U L A R I T Y
O L F I C B A G L D X P B O C I B S H H
M I K R F L H U M O A V O B X N O C O E
K O O H I R A M N T H T E Z P C P H M R
J T R B S E E S W D V U N S B O U O E O
U I E U I F N T S W R T K G A N C L W I
N N A D I R N D E I E O F P S S R A O N
G T N D E S T C S L C R M D K P U R R E
H I V Y L I F X N H L S Y A E I S S K K
W M V I O L I N M C I I I W T C H H U I
A I A M B I T I O N P P N G B U I I A M
A D S O C I A L M E D I A G A O L P V C
L A H C B T P N J F R D Z X L U A N E H
G T D D C O U R A G E E N R L S K E R I
E I Z R T O E H M F K N B O F V E R T Q
B N P I P P A P A R K T L Y G O V G E Q
R G W H F Q R L I K Z I B A I Y I E D A
A I Q S D F D I A H I T U L O Q E H B L
W M I L K S H A K E S Y D S L F W T N P
U E X V P R E S U M P T U O U S F M A T

ALGEBRA
AMBITION
AVERTED
BASKETBALL
BUDDY
CLASSICS
COURAGE
CRUSH
ELIOT
FRIENDSHIP
HEROINE
HOMEWORK
IDENTITY
INCONSPICUOUS
INTIMIDATING
JUNG HWA
KIMCHI
KOREAN
LAKEVIEW
LAUNDROMAT
MILKSHAKES
PIPPA PARK
POPULARITY
PRESUMPTUOUS
RETELLING
ROYALS
SCHOLARSHIP
SOCIAL MEDIA

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PIPPA PARK'S PAPER FORTUNE TELLER

If you're like Pippa Park, you have so many questions! Make this paper fortune teller to help guide you along the way.

1. Fill in the blank triangles with answers like "Totally!", "One Day", or "No Way!"
2. Follow the folding instructions to make the fortune teller.
3. Think of a question. Then pick a color and spell it out, moving the fortune teller for each letter.
4. Pick an item and spell it out, moving for each letter.
5. Pick another item and lift that flap to reveal the answer.
6. BONUS: Ask a friend or family member to play!

Folding instructions on the back.







PIPPA PARK





Each item is featured in the Pippa Park books. Find out more about the books, author Erin Yun's blog, and fun activities at **PippaPark.com.**

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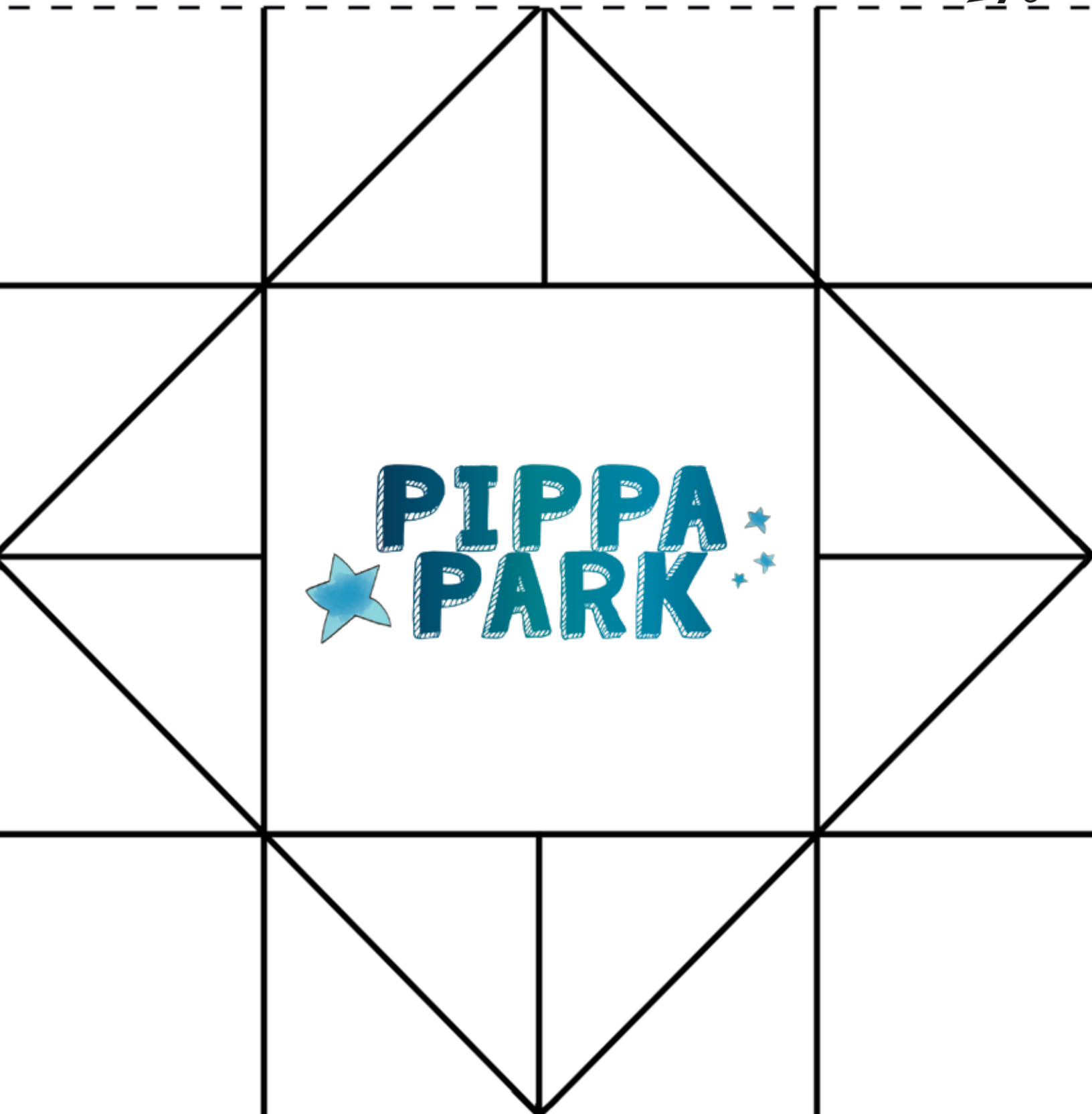




PIPPA PARK

Folding instructions:

1. Cut along the dashed line.
2. Fold the square into fourths. Unfold it all the way.
3. Fold the four corners into the middle with the colors facing you.
4. Fold this square into fourths. Unfold it.
5. Fold the four corners into the middle with the items facing you.
6. Fold into fourths once more and press firmly.
7. Place your fingers under the colored flaps and move to play!



ACTIVITY FOR *PIPPA PARK RAISES HER GAME*
BY ERIN YUN



Write Your Own Retelling Based on a Classic Story

1. Pick a classic story you would use for your own retelling.

2. What do you like about the story?

3. Would your retelling star the main character of the original story, or a different character?

4. What do you like about the character?

5. What would you change about the character for your retelling?

6. What point of view would you use for your retelling?

7. How would you change the things you like about the original story in your retelling?

8. Using a notebook or computer, begin to write the first chapter of your retelling.

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ESCAPE PIPPA'S BEDROOM



RECOMMENDED FOR UPPER ELEMENTARY AND MIDDLE SCHOOL * UP TO 8 PLAYERS * 45 MINUTES

BRING THE ESCAPE ROOM PHENOMENON TO YOUR BOOKSTORE OR LIBRARY!

Fabled Films Press is offering everything you need to transform your bookstore or library into an immersive escape room experience and engage your middle grade and tween readers with *Pippa Park Raises Her Game* by Erin Yun.

- **MEMORABLE** – An unforgettable experience that will keep patrons coming back for more.
- **ENGAGING** – Get both avid and reluctant readers involved in storytelling beyond books.
- **SOCIAL EMOTIONAL LEARNING** – Foster skills such as communication, self-awareness, and decision making as well as creativity and critical thinking.
- **EASY** – We've done most the work for you.

MATERIALS

Visit PippaPark.com/EscapeRoom to download the printable materials and step-by-step guide and to request the kit. The Escape Pippa's Bedroom Kit includes giveaways for attendees, a setup guide, the homework folder full of clues, the following physical materials, and a prepaid postage label to return the physical materials to Fabled Films Press. Compatible with the Breakout Edu Kit and available on the Breakout Edu Platform.

Printable Materials

- Class Schedule
- Math Quiz
- English Notes
- French Homework
- Science Notes
- Mini French Dictionary
- Lucky Laundromat Receipts
- Classics Bookmarks
- Note to Self
- Set-Up Guide

Physical Materials:

- 3-Digit Numerical Lock
- 4-Digit Numerical Lock
- 5-Digit Numerical Lock
- 5-Digit Alpha Lock
- UV Light and Pen
- Hasp
- 2 Lockable Boxes
- Mini Basketball, Stickers, and Bookmarks (Yours to keep!)

From Around the Bookstore/Library:

- *Pippa Park Raises Her Game* by Erin Yun
- *Great Expectations* by Charles Dickens
- *Pride and Prejudice* by Jane Austen
- *Frankenstein* by Mary Shelley
- 5-10 Other Books
- Scratch Paper and Pen
- Tape



PB ISBN 978-1-944020-28-6

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Contact **events@fabledfilms.com** to schedule your own Escape Pippa's Bedroom Event



PB ISBN 978-1-944020-28-6

ESCAPE PIPPA'S BEDROOM

FLOWCHART



SCENARIO

You are playing as Pippa Park. After receiving a D on your latest math quiz, your older sister and guardian, Mina, has grounded you. However, it's Saturday, which means playing a basketball game with your best friend, Buddy, at the park. No way you're going to miss that! But you can't just sneak out of your bedroom—Mina has confiscated your basketball and locked it up.

GOAL

In an attempt to force Pippa into actually doing her homework, Mina has hidden the passcode to the locks in Pippa's various quizzes and homework from her classes at Lakeview. You're supposed to meet up with Buddy at 2 p.m., and it's currently 1:30—meaning you have exactly thirty minutes to escape your bedroom!



ENGLISH is in red on DAILY SCHEDULE

BOOKMARKS placed in classic books correspond to ENGLISH NOTES

Numbers on BOOKMARKS in order of the ENGLISH NOTES are combination

3-DIGIT NUMERIC LOCK
3-1-4

Opens box to reveal UV LIGHT and LUCKY LAUNDROMAT RECEIPTS

MATH is in caps on DAILY SCHEDULE

UV LIGHT the MATH QUIZ
Note says "Some of these things are not like the others" and variables are highlighted

Variables in wrong answers are only variables not X. These in order equal 5-DIGIT ALPHA LOCK CODE

5-DIGIT ALPHA LOCK
T-R-D-N-H

UV LIGHT the EARTH SCIENCE NOTES to reveal location of MINI FRENCH DICTIONARY

Use the MINI FRENCH DICTIONARY to decode FRENCH HOMEWORK

Leads to page 133 of PIPPA PARK RAISES HER GAME

5-digit number on page 133 is code to 5-DIGIT NUMERIC LOCK

5-DIGIT NUMERIC LOCK
7-4-3-1-2

UV LIGHT the DAILY SCHEDULE to reveal hint "Complete Laundry – Pay Helen Back = $? ? ? ?"

Use LUCKY LAUNDROMAT RECEIPTS and NOTE TO SELF to find out Pippa's allowance

Answer is $12.20
4-DIGIT NUMERIC LOCK

4-DIGIT NUMERIC LOCK
1-2-2-0

Open HASP on box to free BASKETBALL



PB ISBN 978-1-944020-28-6

ESCAPE PIPPA'S BEDROOM

SETUP GUIDE



The game takes about ten minutes to set up and may be easily reset and played back to back to accommodate multiple groups of players. Use the flowchart to help you set up your escape room.

1: Print and Prep the Materials

Cut out Note to Self, Lucky Laundromat Receipts, and Classics Bookmarks. Fold Mini French Dictionary.

2. Write Hidden Messages with UV Pen

Earth Science Notes: "Something you need is under the table."
Class Schedule: "Complete Laundry - Pay Helen Back = $? ? ? ?"
Math Quiz: "Some of these things are not like the others" and highlight the variables in each equation.

3: Stage Pippa's Bedroom

Pull books to stage your room. Place corresponding Classics Bookmarks in *Great Expectations*, *Pride and Prejudice*, and *Frankenstein*. The others may go in any books. Place these on the table with Pippa's Homework Folder.
Optional: Use other materials from around your venue, or print things off the internet, to help your space feel like Pippa Park's bedroom.

4: Hide Items

Tape the Mini French Dictionary under the table. If you hide it somewhere else, update the hidden message on the Earth Science Notes accordingly. Any paper clues you don't hide should go in Pippa's Homework Folder to be given to players at the start of the game.

5: Lock Box 1

Place the UV Light and Lucky Laundromat Receipts in box 1. Lock with the 3-Digit Numeric Lock (set to 3-1-4).

6: Lock Box 2

Place the Mini Basketball in box 2. Lock with the 5-Digit Alpha Lock (set to T-R-D-N-H) the 5-Digit Numeric Lock (set to 7-4-3-1-2) and the 4-Digit Numeric Lock (set to 1-2-2-0).

7: Final Walkthrough

Use the flowchart to walk through the clues you just assembled to make sure everything is where it should be.



TO INCREASE DIFFICULTY:

- Do not highlight the variables on the Math Quiz.
- Hide box 1 containing the UV Light and Lucky Laundromat Receipts.
- Add additional materials and décor to the room to act as red herrings.

TO DECREASE DIFFICULTY:

- Only place the Classics Bookmarks in: *Great Expectations, Pride and Prejudice*, and *Frankenstein*.
- Omit the 4-Digit Numeric Lock. This includes removing the Lucky Laundromat Receipts and Pippa's Note to Self.

BEST PRACTICES FOR RUNNING YOUR ESCAPE ROOM

Your room is set up. Your players are ready. Now what?

1. Prepare for Your *Pippa Park Raises Her Game* Event

Contact events@fabledfilms.com for information on how we can help you promote your Pippa Park event, including promotional materials, social media posts, and social media promotion. You may decide to collect RSVPs so you are prepared to run the game multiple times.
Do not skip the final walkthrough step of the set-up guide. It is important to make sure all your materials are in place, the UV Light reveals the hidden messages, and all your locks open with the proper combinations.

2. Discuss Expectations and Ground Rules

Before starting your Pippa Park Escape Room, make sure players know what they should expect and what is expected of them. A "gamemaster" should be in the room at all times to supervise. Depending on your space, you may have to clarify what is part of "Pippa's Bedroom."

3. Set the Stage

Read the scenario and goal to the group. Give them Pippa's Homework Folder. Make sure they understand their objective (to free Pippa's basketball) and that everything they need is in "Pippa's Bedroom."

4. Don't Forget a Timer

Set a timer for 30 minutes. A visible timer, while not required, is a great way to add excitement and atmo sphere to the room. Phone timers are handy, but if you don't have a second phone, it could prevent you from taking photos of your event. If your players run out of time, you have the option to extend the timer. An nounce that Pippa got a text from Buddy saying he's running 5 minutes late and extend your timer.

5. Clues

Don't be too quick to give clues. If players ask for a clue, guide them but don't tell them. Often times, all players need is a word of encouragement ("You are so close") or a nudge in the right direction ("Did you look at ALL the pages in the homework folder?") Follow along with the flowchart so you are prepared to offer help.

6. Escaping Pippa's Bedroom (or Not)

At the end of the game, have a discussion with players to reflect on their Escape Pippa's Bedroom experience.

DISCUSSION QUESTIONS

Book Specific Questions

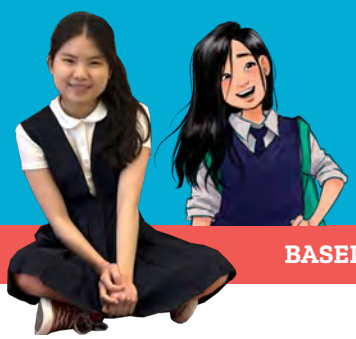
- **What did playing the game tell you about the characters and story in *Pippa Park Raises Her Game*?**
- **Would this be an effective way for Mina to get Pippa to do her homework in real life? Why or why not?**
- **How can a game like this make you a better problem solver? How could Pippa and Mina benefit from playing an Escape Room game?**

General Questions

- **Why did your group succeed or fail in completing the game? What could you have done differently?**
- **How did your group work as a team? What did your group excel at? Would could you do better next time?**
- **What puzzle was the most difficult? Describe how you worked together to solve it.**
- **How would you describe the game experience to a family member?**



PB ISBN 978-1-944020-28-6



Educator's Guide for Pippa Park YouTube Series



BASED ON THE BESTSELLING AAPI MIDDLE GRADE BOOK SERIES BY ERIN YUN



Meet Tweens Where They Are: on YouTube!

S1E0: Trailer (0:42)—The relatable heroine from Erin Yun's bestselling AAPI middle grade book *Pippa Park Raises Her Game* comes to life in a diary-style video series.

How to Use in the Classroom

Kick Off Reading the Book: Get tweens excited about reading by connecting them with books in a format they're used to: short-format videos!

Strengthen Comprehension: Use video content with the *Pippa Park* books and discussion questions to engage readers on the books' themes.



Jumpstart Important Conversations on Cliques and Fitting In

S1E1: Pippa Park & the Cool Girls (2:08)—Pippa Park introduces the Royals—the untouchable popular girls at her new school, and her new basketball teammates—and opens up about her hopes to impress them.

Discussion Questions

No Reading Required: Discuss the idiom "fish out of water" and share a time you felt like a "fish out of water." What did you do to adjust to the situation?

Book 1, Chapter 10: Describe the cliques at Lakeview. Who are the Royals? How do the other kids start treating Pippa once she starts eating lunch with the Royals?



Get Kids to Read AAPI Characters

S1E4: Growing Up Korean American (3:45)—Why does Pippa Park love being Korean American? Well, for the food, holidays like Chuseok, and her nontraditional family.

Discussion Questions

Book 1, Chapter 1: Define *family*. Explain why Pippa's mom had to return to Korea. How are Mina and Jung-Hwa realizing their American dream? Why do you think diversity matters in books as well as other forms of media?

Book 1, Chapter 17: Chuseok is the Korean version of Thanksgiving, and Pippa's family asks her to invite her friends over to celebrate. Why doesn't she?



Model Teamwork and Positive Relationship Skills

S1E6: Sports Makes You Strong (2:28)—There's nothing better than feeling great at something. For Pippa Park, it's basketball—and being part of a team! What's not to love?

Discussion Questions

No Reading Required: Pippa Park is an excellent basketball player and was the star on the team at Victoria Middle. How does joining a sports team help Pippa with her transition to Lakeview Private?

Book 1, Chapter 26: Why does Pippa pass the ball to Bianca instead of trying to make the game-winning shot? Why is trust an important part of teamwork?

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Books Distributed to the Trade by:
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