

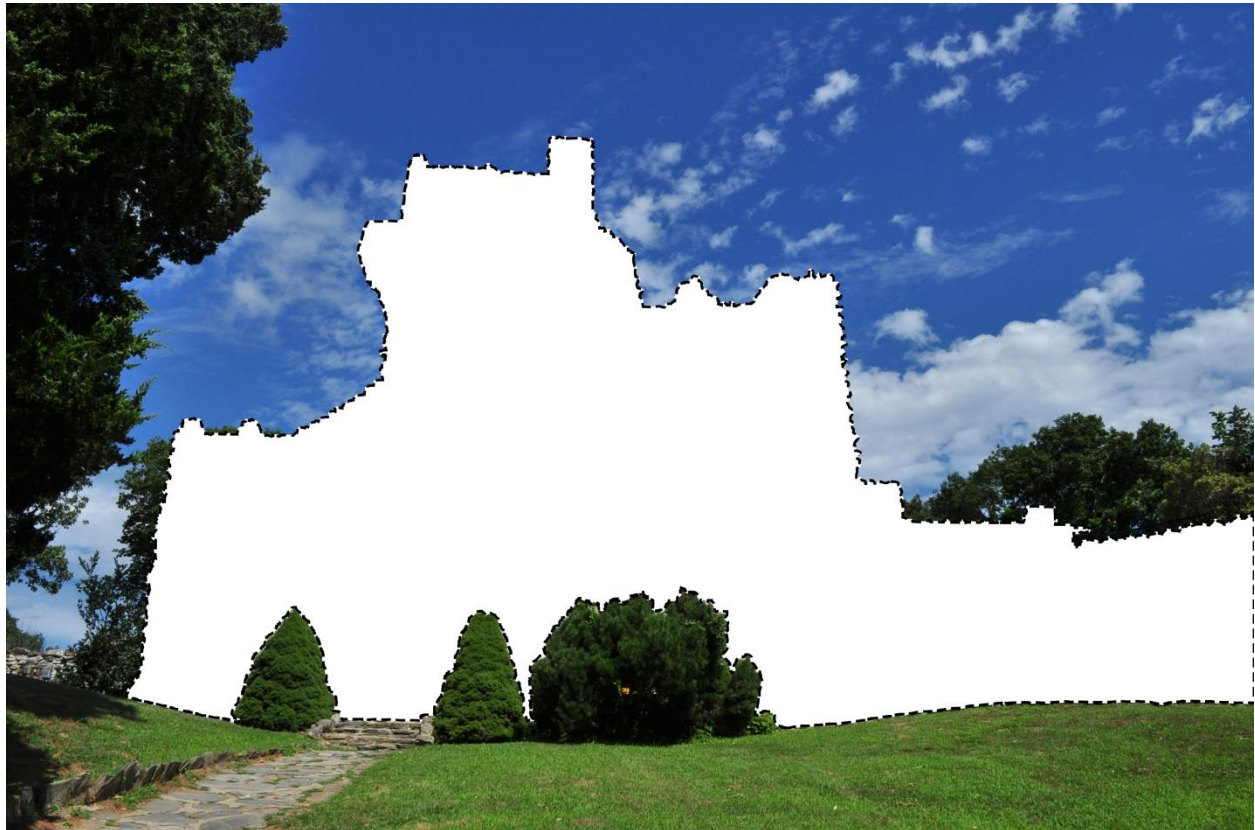
## Gillette Castle has gone missing!

### You can help us solve *The Great Connecticut Caper*

Gillette Castle has vanished! Now it's up to a couple of kids (and your students!) to scour Connecticut, piece together clues and unravel the mystery of its disappearance and, hopefully, restore the treasure.

Starting January 4, 2015, 12 Connecticut writers and 12 Connecticut illustrators will construct the serialized mystery chapter by chapter. No one will know how it ends until the last author puts down their pen!

You and your students can interact with the story via our Caper Educational Resource Center. With each chapter comes a contest! Enter to win prizes for your classroom, library, scout troop, or youth group.



# THE GREAT CAPER

Get ready for your  
**NEXT ADVENTURE**

## PROGRAM OVERVIEW

*The Great Connecticut Caper* is a serialized storybook for young people published on the CT Humanities website. This is a collaborative mystery story that Connecticut authors and illustrators collectively assemble chapter by chapter. Connecticut is the first to publish a state-specific version of an original Library of Congress project.

- The plot: a heist has occurred and Gillette Castle has gone missing!
- Your mission: read along and help us solve the mystery.
- From January – June 2015, a new chapter will come your way every two weeks.
- The story is for children of all ages!

## THE CAPER EDUCATIONAL RESOURCE CENTER

This is your one-stop shop for *Caper* activities that will bring out the inner sleuth in even the most reluctant reader! Resources are designed for teachers, library-media specialists, librarians, families, scout leaders, baby sitters, and gumshoes everywhere.

Each chapter includes:

- Lessons, activities, and discussion questions that are adaptable for use in the home, in libraries, in schools and anywhere else amateur detectives may find themselves.
- A curriculum guide that explores the characters, the plot, the illustrations, and enhances the learning experience. Activities will vary from chapter to chapter.
- Resources developed with fourth – seventh graders in mind.
- One contest for schools, libraries and organizations and one contest for families. Fun, *Caper* prizes vary by chapter!