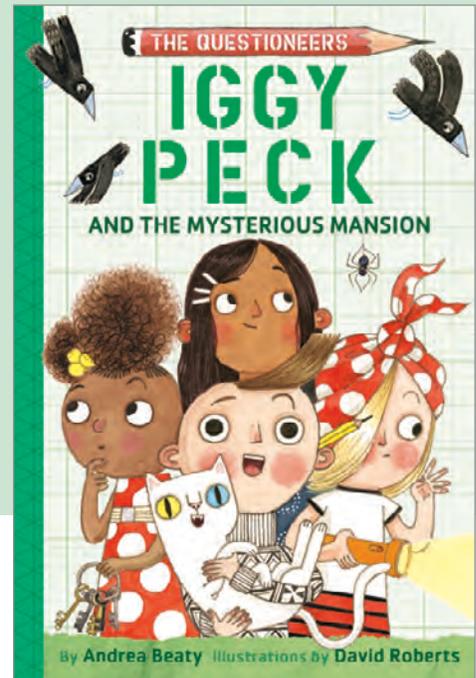


# IGGY PECK AND THE MYSTERIOUS MANSION

by Andrea Beaty illustrated by David Roberts



## ABOUT THE BOOK

Iggy Peck is an architect at his very core: When he's not making houses out of food, his head is up in the clouds, dreaming of design. So he's totally blown away when Ada Twist's Aunt Bernice inherits an old house from ice-cream mogul Herbert Sherbert that is filled with countless rooms from all his favorite architectural periods. But something's not quite right . . . Everyone says the house is haunted, and it seems that a number of priceless antiques—which were supposed to help Aunt Bernice pay for the house's upkeep—have gone missing. If they can't find those antiques, Aunt Bernice might lose the house forever. It will take all of Iggy's knowledge of architecture and the help of the other Questioners—Rosie Revere, Ada Twist, and Sofia Valdez—to solve the mystery and find the treasure!

## About the Author and Illustrator

Andrea Beaty is the bestselling author of *Ada Twist, Scientist*; *Rosie Revere, Engineer*; and *Iggy Peck, Architect*; among many other books. She has a degree in biology and computer science and spent many years in the computer industry. She now writes children's books in her home outside Chicago.

David Roberts has illustrated many children's books, including the bestselling Questioners series. He lives in London, where, when not drawing, he likes to make hats.

## ACTIVITIES

### TREEHOUSE ARCHITECT

Begin this activity by asking students what they know about trees. Introduce them to the various parts of a tree (crown, leaves, branches, trunk, and roots). Then discuss the differences between the two main types of trees: deciduous and evergreen. Display images of the following trees and ask students to categorize them as under either deciduous or evergreen:

- **Oak** (strong and durable wood; provides good shade; bears fruit in form of acorns)
- **Maple** (recognizable leaf shape; sap used to make syrup)
- **Weeping Willow** (drooping branches; brittle wood; produces fuzzy yellow flower that resembles a small caterpillar)
- **Cedar** (distinctive, spicy scent; typically grow in a pyramid shape; generates cones)
- **Dragon Tree** (leaves provide fiber that can be woven into rope; yields berries; drought tolerant; known for its thick red resin)

From here, review the individual characteristics of each tree. Have students design a treehouse for the tree of their choosing. They can sketch their houses using a ruler, pencil, and paper first. Then design each treehouse in [Tinkercad](#). Share the designs as G-code files and print them on the classroom 3D printer or at a nearby technical institute.



## ART NOUVEAU STAINED GLASS WINDOW DESIGNER

The Mysterious Mansion is decorated in Art Nouveau. Familiarize students with this style of architecture known for its use of shapes, and how stained glass was especially popular during this period. Share examples of different stained glass patterns with the class. Invite students to design their own stained glass window. Provide students with an 8.5" x 11" sheet of white paper and a piece of wax paper of equal size. Have students draw their design on the white sheet of paper. Encourage them to fill the surface of the white sheet of paper with distinct lines that create shapes. When complete, have students put the wax paper over their design and trace the lines with a permanent black marker. Then have students color in their designs using vibrant permanent markers to fill in the black lines. Display students' stained glass in the classroom windows and admire how the light shines through them.

## ICE CREAM TASTE TESTER

Mr. Herbert invented new and unusual flavors of ice cream, like Green Goose. As a class, brainstorm ideas for three flavors that appeal to the different taste receptors on our tongue: sweet, salty, and sour. Name each flavor after a Questioneer, e.g., Apple Pie Architect (sweet), Popcorn Prez (salty), and Sour Patch Scientist (sour). Then follow the "How to Make Ice Cream" directions in the back of *Iggy and the Mysterious Mansion* and conduct a taste test with students. Ask them if certain parts of their tongue seemed to be more sensitive to sweet, salty, and sour tastes. Show students a map of which part of your tongue tastes each type of flavor. Refer to the University of Washington's Neuroscience for Kids site for more information about taste: [faculty.washington.edu/chudler/chtaste.html](http://faculty.washington.edu/chudler/chtaste.html).

## JUNKYARD INVENTOR

Start a discussion with students about the importance of recycling and repurposing for our environment. Tell them about how the country needed rubber and metal to build ships, airplanes and other equipment during World War II, so the government organized scrap drives and encouraged the general public to contribute to the war effort. Some folks would even go through the material found in junkyards, like Angus Wu. Today, plastic overflows from landfills. It is non-biodegradable, so it does not break down and pollutes our earth. Ask students about the ways we can recycle and repurpose all of this plastic. Have them come up with an invention made out of recycled plastic. Have them explain the problem their invention addresses and how it works.

## AUTOMATA CREATOR

Herbert Sherbert was a great engineer. He rigged the house to act like it was haunted using gears and other gadgets. On page 97, the floorboards of the front porch rumble like piano keys as Aunt Bernice opens the front door of Mysterious Mansion. Have students create their own self-operating machine or automaton using recycled material. Refer to this cardboard automata activity from the Exploratorium in San Francisco, California: [exploratorium.edu/pie/downloads/Cardboard\\_Automata.pdf](http://exploratorium.edu/pie/downloads/Cardboard_Automata.pdf)

## MOSAIC MASTER

A motto is a short phrase that encapsulates your beliefs. The motto "Happiness is the key to everything" is part of a mosaic on the floor of the Mysterious Mansion. Invite students to define their own motto, and then incorporate that motto into a mosaic using recycled plastic bottle tops. Have them use [Google Sheets](#) to plan their designs. Click to color cells showing how the different color bottle tops will be arranged. Then start a school-wide bottle top collection drive. Have students glue the bottle tops in the desired arrangement on a large sheet of foam board. Display the motto artwork in the classroom.

## MURAL MAKER

In chapter nine, the Questioneers discover a mural in the Great Hall of the Mysterious Mansion depicting happy times in Blue River Creek. Challenge students to design a mural for their school's bulletin board. Divide students into small groups to brainstorm as many happy school occasions as possible. Instruct them to sketch a design that depicts five of these events. Supply bulletin board paper and markers for students to create their mural. Students could even add aluminum foil and wires to create a circuit behind the mural using [MIT's Scratch](#) or [Makey Makey](#).



## DISCUSSION QUESTIONS

Use these questions for whole-class discussions, reading check-ins, or as writing prompts with students.



1. What was Iggy doing near the graveyard in chapter one? What can you tell about Iggy's nature from this part of the story?
2. Define the words that were engraved on the three stone cats in chapter two: happiness, whimsy, and wonder. What do you think they mean?
3. On page seven, it says, "Thinking about architecture always made Iggy feel like he was doing exactly what he should be doing." What do you enjoy doing that makes you feel like you're doing exactly what you should be doing?
4. At the end of chapter two, Iggy runs towards the Mysterious Mansion. What would you do in this situation?
5. Who did the Mysterious Mansion once belong to and what happened to them?
6. In chapter three, the people in town say that the Mysterious Mansion was haunted. Some said that ghosts played eerie music and a woman's cries filled the air. Would you believe these stories? Explain.
7. Who is Aunt Bernice and what kind of shop does she own?
8. In chapter four, Aunt Bernice has a "frog in her throat." What does that mean? Can you think of other common phrases we say that mean something different from their literal meaning?
9. In chapter five, we find out why the Mysterious Mansion was left to Aunt Bernice. Would you want it and why? What can you infer about Aunt Bernice's character so far in the story?
10. What does Iggy see on the porch as they drive away in chapter five? Do you think this is an important clue in the mystery? Why?
11. What do you think happened to Herbert after he left town?



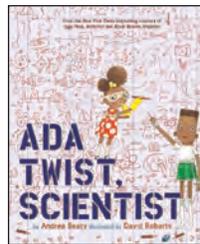
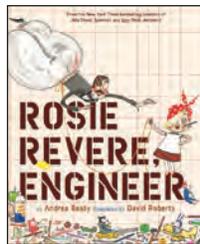
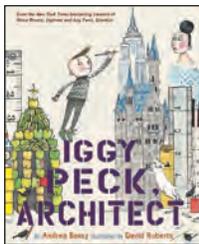
12. In chapter six, Aunt Bernice puts the wrong key into the front door and the floorboards of the porch begin to rumble. How do you think this happened?
13. Explain the meaning of the words, "Happiness is the key to everything" from chapter eight. What makes you happy? Why?
14. Inside the Great Hall of the mansion in chapter nine, the Questioners find a mural of happy times from Blue River Creek. What happy moments would you include in a mural of your life?
15. In chapter ten, the Questioners notice a cat in the mural of the Grand Palace and in an old portrait of Mr. and Mrs. Sherbert. Do you think this is the same cat?

## DISCUSSION QUESTIONS continued

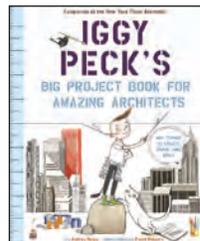
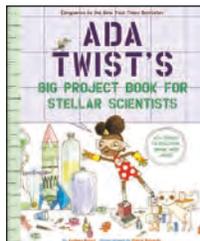
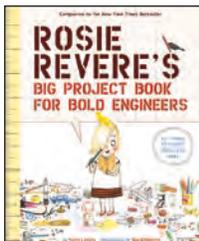
16. What is mysterious about all of the cats in the story? Could they be connected? Explain.
17. Look at the questions on page 66. How many can you answer? Then brainstorm as many questions as you can about the story using who, what, when, where, and why.
18. Why is Honey Festival held each year in Blue River Creek? And who was H. Herbert?
19. What is the “Treasure” from chapter fifteen? Why are these things valuable?
20. Why is Iggy upset in chapter sixteen?
21. According to the old newspaper clipping found in chapter nineteen, what happened to Mr. Sherbert? Where did he go? What was mysterious about his departure? What is mysterious about Pierre Glace?
22. What is the true identity of Pierre Glace? Why is this an important clue in solving the mystery?
23. Why did the pattern on the wallpaper grab Iggy’s attention?
24. In chapter 22, Herbert’s letter ends with “Welcome home.” What makes a house a home for you?
25. Was there a ghost-cat haunting the Mysterious Mansion?
26. How did the portrait of the Sherberts change at the end of the story? How and why do you think this change happened?

## ALSO AVAILABLE

### PICTURE BOOKS



### ACTIVITY BOOKS



### CHAPTER BOOKS

