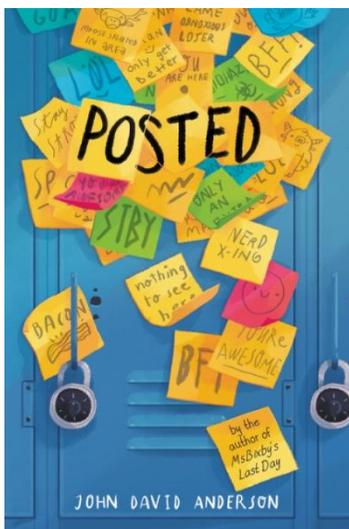


John David Anderson



John David Anderson knew from his youth he was going to be a storyteller. His first book was *Standard Hero Behavior*. Then came *Sidekicked*, *Minion*, *The Dungeoneers*, *Ms. Bixby's Last Day*, *Insert Coin to Continue* and his latest, *Posted*. He lives in Indianapolis with his wonderful wife, incredible twin children and “snarky” cat. He has a variety of interests, which include chocolate, hiking, family time, chocolate, piano playing, reading up on the adventures of The Tick and – one more time – chocolate! (Also, if you have ever hear him shout Dang! he might just be craving his favorite brand of root beer.) He approaches writing like he would a puzzle - unraveling a character, transforming what is hidden in his head onto paper, and the joyful work of revising.

Engaging in *Posted*



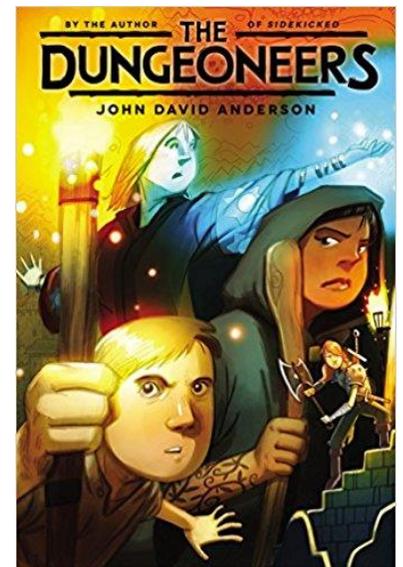
Posted- The tale of a middle school where all cell phones are banned, so the students find alternate ways to communicate using sticky notes. Soon the walls are plastered with messages. As the messages on the notes escalate, and a new girl moves in, Frost and his friends struggle to find their way through this age of fitting in.

Character Activities for *Posted*:

1. Follow the development of the book characters. Describe who they are at the beginning of the book, who they are at the end of the book and what events helped to create the change.
2. Imagine that Frost is the author of *Posted*, writing his own autobiography. If he controls the ending, how would he like to see it changed?
3. Remove one of the characters from the story. Would the same things happen or would it be a completely different book? How so?
4. Imagine that Deedee, Bench, Wolf or Rose are the main character. How would the story be different?

Exploring *The Dungeoneers*

The Dungeoneers- The tale of four kids from different backgrounds, coming together and facing their fears in order to attain honor and treasure. Colm Candorly faces a crossroads after attempting to help his large family of eleven – nine children and two parents - stay afloat. He is swept away into the mystical world of Dungeoneering and training to be a rogue (not a thief, never a thief), with his new friends. Between a blood-fearing barbarian, bear-fearing



druid, stuttering mage and Colm (the nine-fingered rouge), nothing can go wrong... Travel with them on a journey to grow and learn about the mysteries lurking in the dungeons.

Activities for *The Dungeoneers*:

1. Transform your classroom into a dungeon, and have students break into groups. Each group member then develops his/her character traits (who they are on their journey) and work to solve a series of puzzles related to your current curriculum (math problems, science facts, history trivia, riddles) that lead them from clue to clue until they find “treasure” (Think about what your students might like to find... extra recess time? A new book to take home? Snack?).
2. In the book, think about the rules that characters follow to help them get through life easier. Have your students make a list of “rules” for themselves that make getting through their own lives easier (Ex. When mom says set the table, I don’t argue!).
3. Each of the characters has strengths that are different but, when combined, they work well together. Think about the individual strengths that each person brings to your class. Discuss whether your class is stronger when everyone has different strengths rather than everyone being the same.

For more information on John David Anderson, visit him at:

<http://www.johndavidanderson.org>

Butler University College of Education students, Maggie Dolph and Sarah Galbreath, under the guidance of Dr. Kelli Esteves and Assistant Dean Angela Lupton, developed this reader’s guide.