

Online Book Club

The Mystery at the Maya Ruins

Bring It To Life!

1. The Maya had many legends. For example, in the mystery, the legend of Kukulkan as a young boy explained why earthquakes happen in July. Make up your own Maya legend and share it with the class.
2. At the Chichen Itza ruins, the kids learn about the Maya ball games. Izzy tells the kids that there is no written record of the rules for the game. Using what you learned in the mystery and your own ideas, write the rules of the game. Be creative!
3. Design a new book cover for The Mystery at the Maya Ruins. You can draw the cover design yourself, or use computer software to create it. Be sure to make up your own icons to run down the right side of the cover.
4. In the mystery, Grant teaches Christina what he learned about the Maya numbering system. Now, it's your turn to write them. Remember, the shell is 0, the dot is 1, and the bar is 5. Use the following rules to write numbers. Can your partner guess your numbers? Remember to keep a space between the first, second, and third positions when writing numbers larger than 19.

			Examples			
3rd Position	For numbers > 399	shell = 0 x 20 x 20 dot = 1 x 20 x 20 line = 5 x 20 x 20				—
2nd Position	For numbers 20-399	shell = 0 x 20 dot = 1 x 20 line = 5 x 20		•••	•• —	☉
1st Position	For numbers 0-19	shell = 0 x 1 dot = 1 x 1 line = 5 x 1	•••• —	☉	—	•••• —
			19	60 + 0 — 60	240 + 10 — 250	2000 0 + 14 — 2014

