

TEACHER'S GUIDE

THE LEGEND OF THE LAST LIBRARY

FRANK L. COLE

ABOUT THE BOOK

What if you lived in a world without books?

After a devastating Blight killed off all the trees, paper is worth more than just about anything. Juni's parents died when she was young, so now it's just her and Grandpa Edgar. When she's not in school, Juni and her friends Doler and Quaze turn to plifting—scavenging for any paper they can find. If Juni can find enough paper, she can pay for the health care Grandpa needs.

So when Juni discovers a book—the first one she's ever seen—hidden in a box in her grandpa's closet, she's both surprised and elated thinking of the money she could get for it. That all changes when she decides to read the book. Beyond opening her imagination, the book contains clues that point to what could be the last library on Earth.

The library's location has been hidden for more than a hundred years, but Juni and her friends are not the only ones looking for it. Ullred O'Donnell, head of R&D for Novexus, a megacorporation that replaced the government and now controls all information, is desperate to find the library as well. With an army of vicious robot dogs at his command, Ullred warns Juni to abandon her quest—or else.

Juni and her friends must find the library and share it with the world before Novexus claims it as their own. If reading one book could change Juni's life, what would access to thousands—or millions—of books do?



"A thoughtful yet action-driven tale to read again and again and share with friends. In a delight to bibliophiles, Cole weaves lovely testimonies to the power of reading and the acquisition of knowledge into the text."

— KIRKUS

ABOUT THE AUTHOR



Frank L. Cole was born into a family of southern storytellers and wrote his first book at age eight. It was, of course, a masterpiece, but it was lost, and Frank has spent the rest of his life trying to remember it. Currently, along with his wife and three children, he resides in the shadow of a majestic western mountain range, which is most likely haunted. Frank has visited hundreds of schools nationwide, promoting the value of reading and using imagination to solve problems, and he can now say with confidence, "The Library has no need to hide from me." *The Legend of the Last Library* is Frank's fifteenth published book.

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PRE-READING QUESTIONS

1. Take a minute or two and examine the cover of the book. What catches your interest? What do the illustrations on the cover tell us about the book? Make some predictions about the characters and the story. Share with a partner. What evidence on the cover supports your prediction?
2. What does the title tell us about the story? What do you think happened to the libraries? What would the world be like if there was one library left? What if you lived in a world without books?

DISCUSSION QUESTIONS

1. Juni's world is different from ours. What are the main differences you see, and are those good or bad differences?
2. When Juni reads *Persephone's Dragons*, she loses all track of time. Have you ever had that happen when you're reading a book? What book was it, and why do you think that happens?
3. Zeno tells Juni that "technology is not the villain. It is simply a vessel. Neither good nor bad." What do you think he meant by that? What sort of technology can you think of that can be both beneficial and dangerous, depending on how it's used?
4. Juni, Doler, and Quaze spend a lot of their time plifting when they're not in school. Do you think what they're doing is worth the risk of getting caught or getting injured?
5. If you lived in Juni's time and discovered a book, what would you do with it? Would you sell it, read it, or hide it away?
6. Zeno helps Juni and her friends in their quest to find the last library. If you had an AI assistant, what would its name be? What would you want it to do for you?

7. How do Juni, Doler, Quaze, and Kobyn's relationships evolve as they embark on their journey to uncover the last library? What challenges do they face, and how do they overcome them together?
8. Juni discovers that preserving books can be more beneficial than immediately selling them, even though the money would help Grandpa Edgar. If you had the choice between selling something to help someone you love or keeping it so future generations could benefit from it, what would your choice be? Why?
9. In Juni's world, Novexus controls everything, including access to information. Kobyn, Garland, and Lutz (and then Juni and Doler) are trying to find the last library so people will have free access to all information. What are the benefits and drawbacks to either approach?
10. How does knowing that Obadiah Wixom is her ancestor change Juni's attitude? How does learning that he was the inventor behind Novexus and the Synchron change her? Does having that connection influence her decisions?

ACTIVE READING STRATEGIES

1. **Visualizing:**
Reread one of your favorite scenes in the book. Think about all the things that Juni can see, hear, smell, taste, or feel in the scene. Then draw a picture. Be sure to include specific details from the text. Find a partner and explain what details you chose to include from the story and why.
2. **Foreshadowing:**
Good readers often imagine or think about what will happen next in a story. What do you think will happen to Juni next? Use details from the story to support what you predict and think.
3. **Unknown words:**
When you come across a word you don't know while reading, create a plifting journal to help you define and understand unfamiliar words. Write down the unknown word, look it up in a dictionary or online resource, and write down the definition in your journal. Then use the word in a sentence of your own to practice using it in context. Finally, draw a picture or create a visual representation that helps you remember the meaning. Keep adding new words to your plifting journal as you encounter them while reading to expand your vocabulary and comprehension skills

EXTENSION ACTIVITIES

1. Character Map:

Juni's relationships with people in the book are constantly evolving, from new friendships being made but also facing betrayals. Juni's relationships with people in the book are constantly evolving, from new friendships being made but also through betrayals. Create a character map to track those relationships.

A character map is a visual representation or diagram that illustrates the relationships, traits, and connections between different characters in a story. You will create your own character map, that illustrates these things. Use visuals such as lines, colors, and symbols to represent the interactions and emotions shared among the characters. Include key traits, motivations, and conflicts for each character to show how they influence and impact one another throughout the book. Include brief descriptions or quotes next to each character to deepen the understanding of their roles in the story. This character map will serve as a visual guide to help you analyze and interpret the complex web of relationships within the book.

2.

Maps:

Juni needs your help to find the Last Library! You must draw a map to help her find their way to the secret entrance. What is the ecosystem of the area? What types of physical barriers is Juni going to cross? How is that being represented on your map? What is part of your map legend?

Once you have completed your map, write instructions for your classmate so they can know how to get there. Make sure to include which direction they'll be travelling and any secret traps they need to avoid.

3.

ISBN Challenge:

At the beginning of each chapter, there is an ISBN close to the chapter heading that spells out a secret message when using the first word in each corresponding title. Students will use a search engine to look up each ISBN. Follow the QR code to a worksheet or type in the following <https://shdwmtn.com/LastLibrary-QR>. Included in this link is a list of each ISBN, the title of the book, and the secret message.

Secret Message: In the realm of lost paper and hidden books, the echoes of vanished stories rebound. The fragile pages, once busy with narrative, now rot in quiet misery, hoping for someone who will find a secret world.—Obadiah

