

## ACTIVITY GUIDE

At thirteen, Ronan Truelove thinks he has a pretty normal family. His dad is an accountant, and his mom is an ordinary, overbearing mom who keeps him busy with extracurricular activities. When his dad is kidnapped, he realizes his mom is more than she appears. After she takes on gun-wielding kidnapers with a sword, he finds out she is a member of a secret society called The Blood Guard. The Blood Guard's mission is to protect thirty-six people around the world known as the Pure. The Pure are noble souls whose safety is crucial to the survival of humanity. When Ronan is separated from his mother, he finds himself using the skills he learned from his seemingly random after-school activities, from judo to fencing. Ronan teams up with two unlikely companions: Greta, an opinionated former classmate he never got along with; and Jack, a non-aging 200-year-old teenage pickpocket. When they are pursued by an evil organization known as the Bend Sinister, Ronan finds himself using strange powers and realizes he may be far from an ordinary teenager.

Jump into the excitement of *The Blood Guard* with these activities that will harness your creative writing skills. How would you handle the situation that Ronan and Greta end up in? Investigate conspiracies from around the world about secret societies, like the Bend Sinister. Join in the adventure as you describe what it would be like to be a member of the Blood Guard.

## PRE-READING QUESTIONS:

What do you know about the world of *The Blood Guard*? Answer these questions to get ready to enter their world.

1. What is a secret society/organization? Do you know of any?
2. Do you have any special survival skills? How about combat skills?
3. If you could have a special power what would it be?
4. What would it be like to live for 200 years?
5. If you were in trouble who would you seek for advice and why?
6. What is adversity?
7. Is there good and evil in the world?
8. What is an autobiography?
9. What is a secret society?
10. What is a conspiracy theory? Do you believe in them?

The questions above will set the stage for reading *The Blood Guard* and introduce you to some of the concepts in the book.

## THE BLOOD GUARD AUTOBIOGRAPHY:

An autobiography is a history of a person's life written by the person themselves. In *The Blood Guard*, Jack Dawkins is almost 200 years old. What would it be like to live for 200 years untouched by time? Create an autobiography as if you are a member of the Blood Guard who has lived for 200 years. Answer the following questions to help come up with information for the autobiography:

1. What skills do you have from 200 years ago that most people don't have now?
2. What jobs did you do during the last 200 years?
3. What historic events did you witness or participate in?
4. Who are some famous people from history you interacted with?
5. What are the biggest technological changes during the last 200 years?

## CHECK OUT THESE SITES FOR MORE INFORMATION ON THE LAST 200 YEARS:

Searchable timeline database

Timeline of US history in the nineteenth century

Ten most influential people of the nineteenth century

A variety of top 100s from the twentieth century

**CHARACTER WRITING ACTIVITY:**

Do you want to be able to describe Ronan and Greta properly? Great authors spend a lot of time developing specific traits in their characters. This is a literary device known as **characterization**.

The project will have three parts:

- 1. **Character Chart** – You will complete a chart of characters below, and come up with descriptive terms for each of them, including both positive and negative, skills and traits.
- 2. **Character Bios** – After you have completed the chart, it will be time to put your new skills to work. On pages 3 and 4, you will find pictures of each of the characters you wrote descriptive terms for. Write a one-paragraph bio for each of the characters using the terms from your chart.
- 3. **Theme Song** – Heroes and villains have theme songs and so should you. To go along with the character bios, pick a song to be the theme song of each character, and write it in the space provided. Think about the lyrics and/or the vibe you get from the song. **What would your theme song be?**

**THE BLOOD GUARD CHARACTER CHART**

<b>CHARACTER</b>	<b>DESCRIPTIVE TERMS</b>	<b>POSITIVE SKILLS/ TRAIT</b>	<b>NEGATIVE SKILLS/ TRAIT</b>
<b>RONAN TRUELOVE</b>			
<b>JACK DAWKINS</b>			
<b>GRETA SUSTERMANN</b>			
<b>SAMMY</b>			
<b>MS. HAND</b>			
<b>THE HEAD</b>			

**THE BLOOD GUARD CHARACTER BIOS & THEME SONG**

**RONAN  
TRUELOVE**



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Theme Song: \_\_\_\_\_

**JACK  
DAWKINS**



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Theme Song: \_\_\_\_\_

**GRETA  
SUSTERMANN**



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Theme Song: \_\_\_\_\_

**THE BLOOD GUARD CHARACTER BIOS & THEME SONG**

**SAMMY**



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Theme Song: \_\_\_\_\_

**MS. HAND**



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Theme Song: \_\_\_\_\_

**THE HEAD**



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Theme Song: \_\_\_\_\_

## THE BLOOD GUARD TRADING CARDS

Cut out the cards and fold along the dotted line to create your own *The Blood Guard* trading cards.



**THE BLOOD GUARD**

**RONAN TRUELOVE**

**THE BLOOD GUARD**

**RONAN TRUELOVE**  
Thirteen-year-old Evelyn Ronan Truelove goes by his middle name for obvious reasons. Since he was five, his mom made him learn everything from judo to swing dance to competitive tree climbing. With the Bend Sinister on his trail, all that training is finally starting to pay off.





**THE BLOOD GUARD**

**JACK DAWKINS**

**THE BLOOD GUARD**

**JACK DAWKINS**  
Nineteen in appearance, but in truth about a hundred-and-ninety, Jack was an orphan in mid-19th-century England. Now part of the Blood Guard, this former pickpocket's devil-may-care attitude, sharp wit, and fiercely loyal protection means adventure is always just around the corner.





**THE BLOOD GUARD**

**GRETA SUSTERMANN**

**THE BLOOD GUARD**

**GRETA SUSTERMANN**  
Greta is popular, smart, scrappy, and the most relentlessly moral thirteen-year old Ronan has ever met. She works hard to master everything she can, especially if her often-absent FBI detective father mentions it (whether the activity is strictly legal or not).



## THE BLOOD GUARD TRADING CARDS

SAMMY WARNER



SAMMY WARNER

Eleven-year-old Sammy is the video-game loving foster son of two molecular biologists. Because he is trusting, he can be fooled, though he's not above some mischief himself. And when push comes to shove, he realizes there's more to him than meets the eye.



MS. HAND



MS. HAND

A high-up agent for the Bend Sinister, Ms. Hand is all business, all the time, and she shoots a Tesla gun like nobody's business. Just plain ruthless, she has a team of five agents who do her bidding, though she often saves the nastiest tasks for herself.



THE HEAD

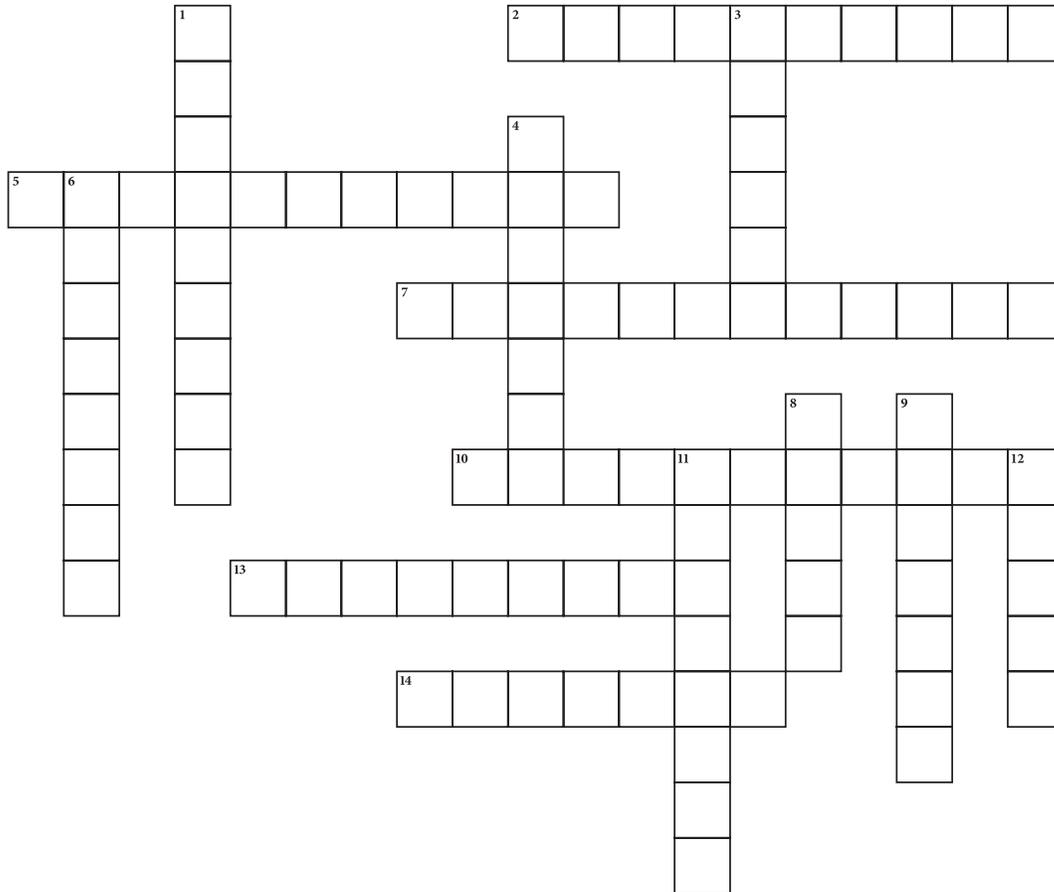


THE HEAD

The leader of the evil Bend Sinister, The Head often wears a red mask with a third eye. Just as ominous as he looks, he is determined to make sure the Bend Sinister prevails—no matter who he has to take down.



## THE BLOOD GUARD CROSSWORD



### Across

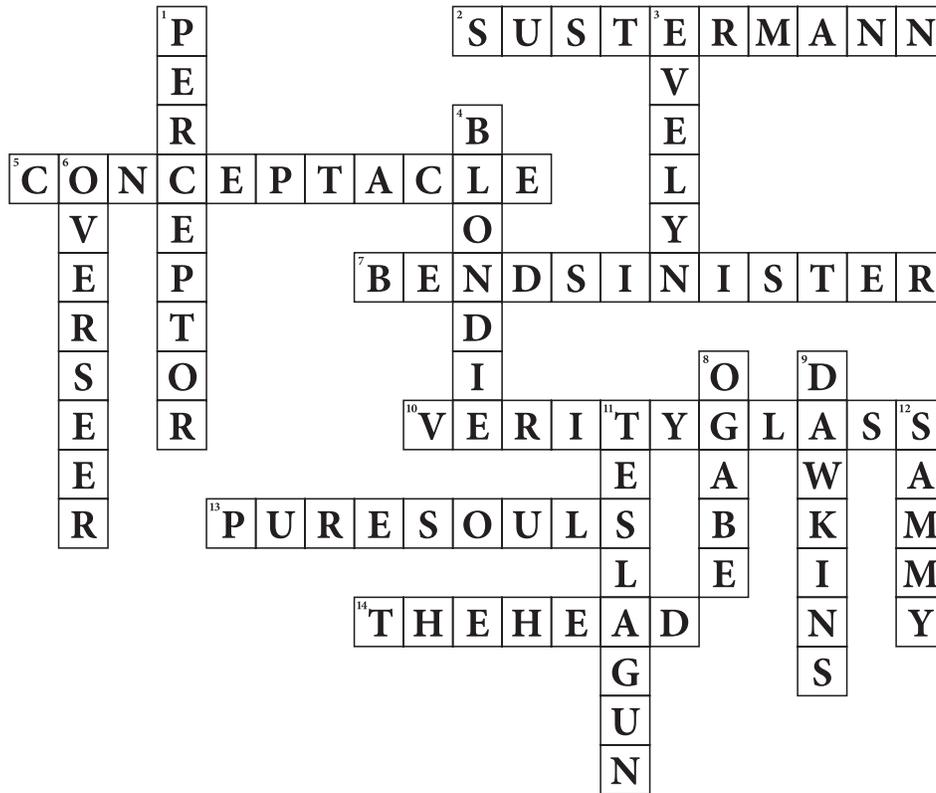
2. Greta's last name.
5. Container for a trapped soul.
7. Organization that claims to be rooted in scholarship and science; that is the mortal enemy of The Blood Guard.
10. Blood Guard artifact that allows the wearer to see souls.
13. The thirty-six innately good people in the world.
14. Leader of the Bend Sinister

### Down

1. Bend Sinister version of verity glass.
3. Ronan's first name.
4. Nickname Greta and Ronan give the female Hand chasing them.
6. Title of an immortal member of the Blood Guard.
8. Headless Blood Guard.
9. 200-year-old English pickpocket.
11. Lightning weapon used by the Hand.
12. Boy who ends up helping and eventually joining Ronan and Greta.

**THE BLOOD GUARD ANSWER KEY**

**CROSSWORD KEY**



*This guide was created by Chris Valcarcel, Educational Consultant, and Jennifer Messinger, Graphic Designer.*

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