



All About *Samantha* Event Kit

A bright Victorian
orphan raised by
her wealthy
grandmother

 American Girl®



All About Samantha Event Kit

Celebrate Samantha Parkington! This easy-to-use planner provides everything you'll need to host an engaging event that's all about Samantha. Samantha tries to respect her grandmother's traditional beliefs while admiring the ways things in the world are changing at the turn of the twentieth century. Girls will be inspired by the games, puzzles, and activities we've included for your store's use.

Event Kit components

- Tips on what to do before your event, along with information about games and puzzles participants will enjoy:
 - Icebreaker Activity
 - Heart Token Keeper
 - Pass the Pearls
 - Samantha Mini Mystery Play
 - Pass the Note Relay
- Instructions for reproducibles that girls can do after the main activities or take home:
 - *All Dressed Up Word Search*
 - *Lost in the Attic*
 - *Samantha's Speech*

Getting Started

- You can host a Samantha event any time, but you may want to celebrate Samantha on or near the dates that correspond to her stories:

May 26	Samantha's birthday
August 18	The day in 1920 when the Nineteenth Amendment was ratified, granting women the right to vote
- Read through the planner and choose the mix of activities that suits your store and customers and the time you have available. Do the pre-event preparations as noted.
- Place signage in your children's section or near the cash register to promote the event. Post a sign-up sheet in your store and encourage girls to bring friends.
- Advertise the event with announcements in your store's newsletter, on your website, and in your local newspaper. You can also distribute event information to local schools, libraries, and Girl Scout troops.
- Make 30 copies of each of the reproducibles you plan to use. Have pencils or pens available.
- Consider merchandising Samantha's six-book series and mysteries in or near the area where you're hosting the event.

Activities, Puzzles & Games

Here's a selection of activities you can use to celebrate Samantha and her stories. Create an event with the mix of activities that suits your customers' interests and the space, time, and staff you have available.



Icebreaker Activity

Start your event with an icebreaker activity that will introduce Samantha and help girls get to know one another.

Talking Prompt:

Samantha is an orphan who lives with her rich grandmother. Grandmary expects Samantha to act like a proper young lady, but Samantha wants to play. There are many servants in Grandmary's bustling household, but Samantha has no one to play with. Samantha thinks that adults are always too concerned with work and being proper, and that it must be awfully boring to be a grown-up.

Instructions:

1. Read the talking prompt shown above.
2. Go around the room and ask each girl to introduce herself by giving her first name and telling the group one thing she likes about being a kid and one thing she is excited to do when she is a grown-up. Start by introducing yourself and giving the girls an example of something you liked about being a kid and something you like about being an adult. (For example, as a kid, you had lots of playtime and loved recess, and now that you're grown up, you enjoy driving a car, etc.)





Heart Token Keeper

Talking Prompt:

Valentine's Day was one of Samantha's favorite holidays. Samantha gave special gifts to her friends as signs of affection, just as girls do today. These small presents were called *tokens*, and Valentine's Day was the perfect time to exchange them. A proper young lady like Samantha grew up learning needlework, painting, and flower arranging, and she would have used her skills to create lovely handmade valentine gifts.

Now you can make a pretty heart-shaped token keeper to give to a friend or to carry the tokens you receive from your friends.

Supplies:

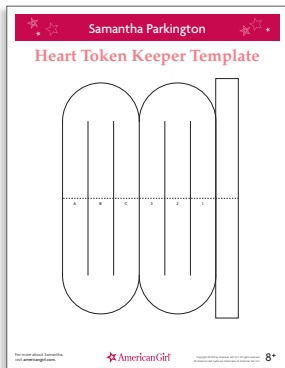
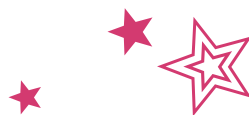
- Colorful markers, crayons, pens, pencils
- Children's scissors
- Tape or glue sticks

Pre-event Preparation:

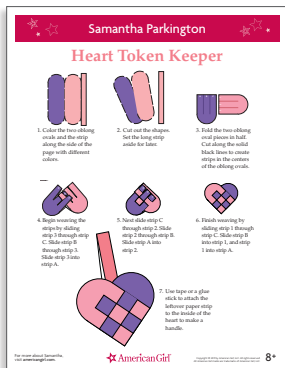
Download the template ([AG_S-TokenKeeper.pdf](#)) and instructions ([AG_S-KeeperInstructions.pdf](#)) and print a copy for each girl you expect to attend, plus one for you to demonstrate the weaving method.

Instructions:

1. Read the talking prompt shown above. Hand out an instruction sheet to each girl.
2. Demonstrate the weaving method in front of the girls and offer to help them if they're having trouble:
 - a. Color the two oblong ovals and the strip along the side of the page with different colors.
 - b. Cut out the shapes along the solid lines. Set the long strip aside for later.
 - c. Fold the two oblong oval pieces in half along the dotted line. Cut along the solid black lines to create strips in the centers of the oblong ovals.
 - d. Begin weaving the strips by sliding strip 3 through strip C. Slide strip B through strip 3. Slide strip 3 into strip A.
 - e. Next slide strip C through strip 2. Slide strip 2 through strip B. Slide strip A into strip 2.
 - f. Finish weaving by sliding strip 1 through strip C. Slide strip B into strip 1, and strip 1 into strip A.
 - g. Use tape or a glue stick to attach the leftover paper strip to the inside of the heart to make a handle.
3. Let the girls complete the activity at their own pace.



AG_S-TokenKeeper.pdf



AG_S-KeeperInstructions.pdf



Pass the Pearls

Talking Prompt:

In the evenings, Samantha and her family spent time together in the parlor. They might read by a cheery fire, “have a sing” around the piano, or play a parlor game. Card games, board games, and word games were very popular.

This game is a variation of the classic parlor game “Pass the Slipper.”

Supplies:

- A string of beads, or substitute a small object related to any of Samantha’s stories

Instructions:

1. Ask the players to sit in a circle. Then read the talking prompt shown above.
2. Ask one girl to volunteer to stand in the middle of the circle.
3. The player in the middle closes her eyes while the other players pass the “pearls” from player to player behind their backs. When the player in the middle says “stop,” she opens her eyes and tries to guess who has the string of pearls.
4. If she is correct, those two players switch places. If she is wrong, she closes her eyes again and the game continues.
5. If she hasn’t guessed correctly after three rounds, ask for a new volunteer to stand in the middle of the circle.





Samantha Mini Mystery Play

Talking Prompt:

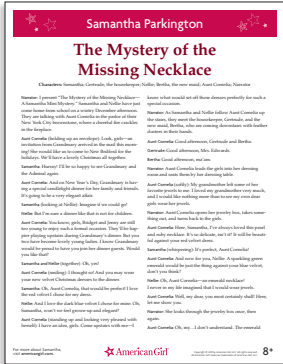
In one of Samantha's mysteries, *The Stolen Sapphire*, Samantha and Nellie try to figure out what happened to a world-famous sapphire that disappears during their ocean voyage to Europe. Today you will have a chance to act out a Samantha mini mystery and try to solve another jewel-related mystery!

Pre-event Preparation:

Download the mini mystery ([AG_S_MiniMystery.pdf](#)) and name tag ([AG_S_NameTags.pdf](#)) reproducibles. Print a copy of the mini mystery for each girl you expect to attend, as well as five sets of the name tags. Cut out the individual name tags to create five sets of six name tags.

Instructions:

1. Read the talking prompt shown above.
2. Hand out the mini mystery script to each girl. Then separate girls into groups of six.
3. Assign character roles or let the girls choose which character they'd like to play. Pass out name tags to help distinguish characters.
4. After the girls have finished reading the mini mystery out loud and tried to solve it, ask for volunteers to offer their solutions.
5. If no one can come up with the solution, give them the answer: **Bertha stole the necklace.** Samantha knows this because Bertha mentions that the missing jewelry is an *emerald* necklace. Aunt Cornelia never said what kind of jewel was missing—so Bertha couldn't have known unless she took the necklace herself!



AG_S_MiniMystery.pdf



AG_S_NameTags.pdf





Pass the Note Relay

Talking Prompt:

At Miss Crampton's Academy, Samantha and her classmate Helen passed notes back and forth by rolling up pieces of paper and sticking them in the iron curls of their desks. This relay will test your skills at passing notes.

Supplies:

- A pencil for each participant
- Scrap paper

Instructions:

1. Read the talking prompt shown above.
2. Divide the groups into four or five teams of equal numbers. Have the members of each team stand in a line and give each player a pencil.
3. Give one member of each team a piece of paper and ask her to write a brief note on the slip. (Samantha's note said, "What in the dickens does *la gorge* mean?")
4. Have the person who wrote the note wrap the note around her pencil.
5. When you say "Go," team members must slide the note carefully from one pencil to the next pencil without touching it with their hands until it reaches the last person in line, who reads the note aloud. Any player who drops the paper must use her pencil—not her hands—to pick it up and pass it to her teammate.
6. The first team to pass the note to the end of the line and read it aloud wins.



Reproducible Puzzles

Make copies of these puzzles to pass out during the event. If girls finish an activity before the rest of the group, these puzzles will keep them occupied. You can also send the puzzles home with the girls. Each reproducible includes directions and answers.

Samantha Parkington

All Dressed Up Word Search

Samantha would not just bundle out of bed and arrive at the breakfast table in her pajamas. She followed the steps at right to get on many layers of clothes, even in the summer! Can you find the underlined words hidden in the puzzle? They may be shown backward, forward, diagonally up and down.

1. A long fully underlined collar + collar
2. Long underwear or underwear
3. A pair of long-sleeved slippers or underwear
4. An under or under
5. Long collar or collar
6. Collar to hold up the collar
7. A long collar
8. High-collar collar
9. A collar collar
10. A collar collar
11. A collar collar

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AG_S_AllDressedUp.pdf

Samantha Parkington

Lost in the Attic

Samantha, Agnes, and Agatha spent the summer exploring the woods, mountains, and waters around Piney Point. One rainy day, the girls stayed inside and explored the attic. Find the correct three-letter clusters from the list to complete the names of things Samantha and the twins found in the attic.

Brain teaser: Samantha was looking for something when she went to the attic. What was it? Use the circled letters to complete the answer.

H	O	__	__
B	O	__	__
H	O	__	BAGS
S	O	__	S
C	H	__	S
A	L	B	O
S	C	__	O
S	K	__	O
M	I	__	R
C	A	N	D
O	__	__	NKETS

ADS ATS CLO RAF
AIR BLE HOE RRO
AND ETC LES UMS

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AG_S_LostintheAttic.pdf

Samantha Parkington

Samantha's Speech

What did Samantha discover when she competed in the Young People's Speaking Contest? Find out, place the letters above the given line in the boxes below the given line to form words. The letters in one box can be used only in that one cluster.

T	H	A	N	S	O	C	A	N	E
A	N	E	A	N	I	P	A	P	O
L	W	I	O	S	A	L	T	V	
I		S		A					
K									

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AG_S_SamanthasSpeech.pdf

All Dressed Up Word Search

During Samantha's time, girls had to put on many layers of clothes—even in the summer! Find the names of some of the items of clothing Samantha had to wear.

Lost in the Attic

Samantha, Agnes, and Agatha spent the summer exploring the woods, mountains, and waters around Piney Point. One rainy day, the girls stayed inside and explored the attic. Find the correct three-letter clusters from the list to complete the names of things Samantha and the twins found in the attic.

Samantha's Speech

Find out what Samantha discovered when she competed in the Young People's Speaking Contest by dropping the letters from the top of the grid into their proper places below.

Event Guidelines:

- This event kit is recommended for girls ages 8 and up. Adult supervision of the activities is recommended.
- Remember that materials may be reproduced only for use with an in-store American Girl event.
- This event is designed to be free of charge. Please make every effort to accommodate all girls who are interested in this program.

