

## **So what's the book about?**

WRITES OF PASSAGE [working title] is a middle grade (ages 9 to 11) chapter book filled with magic, history, and one big mystery: what happened to Daisy Van Wyck?

The story opens on Nov. 13, 1913 when Daisy receives a beautiful, brown leather journal as a 13<sup>th</sup> birthday gift from her magician uncle. When the clock on the mantle strikes 1:00, Daisy sneaks off with her uncle's spell book and casts a spell to contact her beloved dead mother. The spell goes horribly wrong and Daisy finds herself trapped inside the journal with her snooty cat, Marmalade. Daisy has no idea what happened to her. Or how to get out.

From the 1930s through 2015, Daisy draws kids to the house to help her – though, because of the conditions of the spell, she can only reach them on their 13<sup>th</sup> birthdays. None of them are sure why they're there, and all of them are facing challenges of their own. They fight to figure out who they are going to be in serious, hilarious, and outlandish ways as they help Daisy. And, as she grows stronger through their help, she tries to help them in return.

The only way they can communicate is through the journal, and once kids leave the house they have no memory of Daisy. This is a big problem in getting Daisy out – and becomes increasingly more important as the neighborhood rallies to tear down her ugly, “haunted” house. Once it comes down, Daisy will disappear. Forever!

Can each kid find a way to help Daisy and communicate important clues to the next journal writer before the house comes down?

Each chapter is structured like a journal entry. It's written by a girl or boy on the eve of their 13<sup>th</sup> birthday. All the entries are written in Daisy's house – a mysterious, spooky Victorian era house in Brooklyn that the journal can never leave. The entries span over 100 years of history as well as the struggles of children on the verge of adulthood from 1913 to 2015.

NOTE: No typography required. This is all about image. Think mood, mystery, setting, and history. And don't forget to think like a kid around 10. What would she or he think is cool, spooky, magical, and mysterious?