



The Wright 3

By Blue Balliett

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From the New York Times-bestselling team behind Chasing Vermeer comes another thought-provoking art mystery featuring Frank Lloyd Wright's Robie house--now in After Words paperback!

Spring semester at the Lab School in Hyde Park finds Petra and Calder drawn into another mystery when unexplainable accidents and ghostly happenings throw a spotlight on Frank Lloyd Wright's Robie House, and it's up to the two junior sleuths to piece together the clues. Stir in the return of Calder's friend Tommy (which creates a tense triangle), H.G. Wells's *The Invisible Man*, 3-D pentominoes, and the hunt for a coded message left behind by Wright, and the kids become tangled in a dangerous web in which life and art intermingle with death, deception, and surprise.

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The Wright 3 By Blue Balliett Bibliography

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Editorial Review

From School Library Journal

Grade 5-8-With her distinct style, Balliett returns to Chicago and the detective work of Calder and Petra, sixth graders at the University School. This time they are joined by Tommy, Calder's former best friend who had moved away for a year. In this architectural mystery, destruction threatens Frank Lloyd Wright's Robie House, and the Wright 3, as the protagonists call themselves, piece together the puzzle that will lead to the building's rescue. While friction initially mars the three-sided friendship, Petra, Calder, and Tommy soon appreciate their individual roles in solving the mystery. Egged on by their unconventional teacher, the Wright 3 utilize Calder's geometric brain, Petra's writing and observing skills, and Tommy's uncanny findings to research and investigate the cryptic messages that Robie House seems to send in its own defense. Balliett elegantly wraps factual information on the building into a dreamy, Debussy sort of mystery in which seemingly random connections in everyday life uncover the hidden enigmas of Robie House and Wright himself. Balliett's atmospheric writing encourages readers to make their own journeys of discovery into art and architecture, creating a mystery subgenre that is as unique as it is compelling. While the book is not perfect-the final chapters jerk rather than flow, and the Wright 3's transition from awkward tolerance to a tightly knit cadre is nothing out of the ordinary-the mystery itself and the perfectly realized setting make this an essential purchase.-*Caitlin Augusta, The Darien Library, CT*

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From [Booklist](#)

Gr. 5-8. How many newsworthy art crimes can 12-year-old sleuths thwart in a single year? At least two, as readers will discover in this sequel to Balliett's celebrated *Chasing Vermeer* (2004). After all, "magical coincidences" are what these -thinking-kids' adventures are all about. Tommy Segovia, the best friend Calder corresponded with during the Vermeer crisis, has returned to Hyde Park, and he resents Petra and Calder's tight twosome. But when a house by Frank Lloyd Wright is slated for destruction, the sixth-graders overcome tensions to save the landmark and decode its secrets--among them, an intriguing buried artifact. Leapfrogging connections and mystical messages from Calder's pentominoes once again drive the plot, but some children may find this second installment more arcane than the first, with too much focus on Wright and his genius, difficult-to-follow gleanings from sources as eclectic as H. G. Wells' *Invisible Man* and Fibonacci, and a central problem that lacks the glamorous hook of an international art heist. But determined fans will grab hold of the true-to-life friendship issues Balliett introduces, and some--particularly her brainiest, most open-minded readers--will emerge energized by the invitation to explore themes of an interconnected universe. A new pentominoes code appears in the narrative, and Helquist likewise embeds another challenge in his drawings (unfinished in the galley). *Jennifer Mattson*

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Review

Booklist 2/1/06*BOX*

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VOYA

Tommy, who went missing in *Chasing Vermeer*, has moved back to his old neighborhood in Chicago and things have changed. His best friend, Calder, has a new friend, a girl named Petra, and exciting things happened while Tommy was gone. Miss Hussey, the sixth grade teacher, seems a little strange, but the students all pay attention to her. The announcement that the Frank Lloyd Wright Robie House, right down the street, is to be dismantled and displayed in different museums becomes the lynchpin for another exciting art adventure. Although Tommy tries to be friends with Calder and Petra, his resentment frequently puts him on a solo path and also caused problems between Calder and Petra.

Each character has a distinct personality and approach to problem solving. Petra finds a copy of the *Invisible Man* that has a strange relationship to the goings on; Tommy- who lives next to the house- unearths a fish-shaped object on the grounds where he should not have been. Calder's pentominoes seem to be giving him messages. There are lights in the house. As the mystery develops and more resources are needed to save the house, Tommy, Petra, and Calder's complimentary abilities move toward solutions and success. While learning about the Robie House, they develop their art appreciation, a sense of history, civic responsibility, take some risks, and eventually all become friends. This installment is a worthy follow-up and provides a wonderful opportunity for young readers to think about buildings as art.

Kikus Starred The determined sleuths from Balliett's fine first novel, *Chasing Vermeer*, return in another mystery, centered on one of Chicago's architectural treasures. As sixth grade wanes, the vibrant Ms. Hussey reveals heartbreaking news: Because of the extraordinary costs of maintenance and repair, Frank Lloyd Wright's Robie House, a city icon since 1910, will be dismantled in sections and donated to four museums. While the class's spirited campaign to save the building ends with the school year, the passionately curious Petra and Calder press on, abetted by Calder's good friend Tommy, just back from a traumatic year away. The shifting third-person narrative effectively captures the children's tense struggle to transform from duo to trio, and transmits their shared delight in puzzling, excavating and thinking deeply, creating a similarly heightened alertness in the reader. The "Wright 3" take increasingly bold risks to recover a stolen, priceless

Users Review

From reader reviews:

Traci Farris:

As people who live in the particular modest era should be up-date about what going on or details even knowledge to make them keep up with the era that is certainly always change and move ahead. Some of you maybe will certainly update themselves by examining books. It is a good choice to suit your needs but the problems coming to an individual is you don't know what kind you should start with. This *The Wright 3* is our recommendation so you keep up with the world. Why, since this book serves what you want and wish in this era.

Ann McLemore:

The book untitled The Wright 3 contain a lot of information on this. The writer explains your ex idea with easy technique. The language is very clear and understandable all the people, so do definitely not worry, you can easy to read this. The book was published by famous author. The author will take you in the new age of literary works. You can easily read this book because you can read more your smart phone, or program, so you can read the book within anywhere and anytime. In a situation you wish to purchase the e-book, you can open their official web-site and order it. Have a nice read.

Tammie Turman:

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