Teachers' Guide – The Honor Society

By Glenton Richards

Recommended Ages: 10–14 (Grades 5–8)
Genres: Mystery • Adventure • Friendship • School Story

About the Book

Thirteen-year-old Archie Adams never meant to become a fugitive. But after a dare gone wrong lands him at Saint Mary's Academy, he discovers this is no ordinary boarding school. Behind its ancient halls and watchful security lies The Honor Society—a secret program training kids in courage, cunning, and codebreaking.

When Archie stumbles across a mysterious substance called Procyon, he and his new friends are thrust into a dangerous mission that could expose secrets far bigger than homework.

Discussion Questions

1. Archie, Min, and Tegan are all outsiders when they arrive at Saint Mary's. How does each character find their place?

2. Trust is a recurring theme. Which moments show characters struggling to know who they can rely on?

3. The rival Halls (Valor, Apex, Curio, etc.) each represent different strengths. Which Hall do you think you'd belong to, and why?

4. Technology, hacking, and secrecy play a big role in the story. How do these elements connect to real-world challenges kids face today?

5. Archie faces tough choices between doing what's right and what's easy. How does that reflect the challenges of growing up?

Classroom Activities

- Hall Sorting Activity: Create your own Hall (with a mascot, motto, and specialty skill). Present to the class.

- Codebreaker Challenge: Write secret messages using simple ciphers (substitution, Caesar shift). Have classmates decode them.

- Character Journals: Write a diary entry from the perspective of Archie, Min, or Tegan after a major event in the book.

- Debate Exercise: Should kids be trusted with dangerous knowledge if it helps the greater good? Split the class into two sides to argue.

Vocabulary Words

Fugitive • Cunning • Academy • Cipher • Vanish • Rival • Courage • Codebreaking

Curriculum Connections

Language Arts: Reading comprehension, vocabulary, creative writing.
STEM: Cryptography basics, problem-solving, technology ethics.
Social-Emotional Learning (SEL): Belonging, teamwork, resilience.