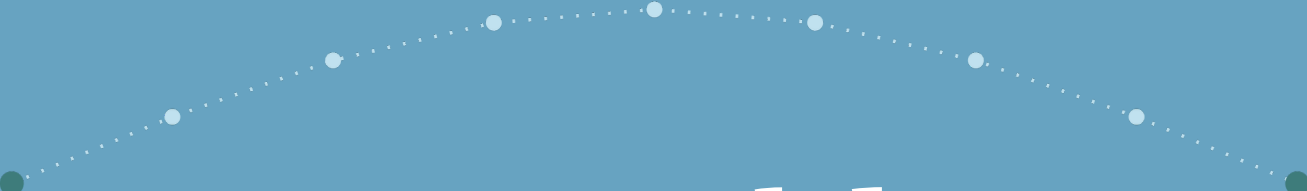


CLASSICS CLUBHOUSE
Family Adventure Guide



Around the World in 80 Days

by Jules Verne

A listen-along companion for Episodes 1—4

Discussion questions · Words to know · Hands-on activities

For families, co-ops, and classrooms · Ages 6—12

“The world is not so big, after all — it’s exactly the size
of the friends you make going around it.”

Welcome, Grown-Ups

This guide turns four episodes of listening into weeks of conversation. There is no wrong way to use it — and no preparation required.

Listen your way. Together in the car or at the table, or independently with headphones. Some families pause mid-episode to talk; others chat afterward.

Questions have no wrong answers. They're conversation starters, not a quiz. Pick two or three per episode — the best discussions come from the question your kid gets curious about.

For co-ops and classrooms: one episode plus discussion could be one lesson (episodes run about 20-25 minutes). The activities make easy take-home extensions, and the route page pairs with any map work you already do.

Ages: the sweet spot is 6-12. Younger siblings are welcome — the storytelling is gentle — and older kids will catch jokes the little ones miss.

A note on sensitive moments

We keep the peril of the original honest but never graphic. In Episode 2, the travelers rescue a young woman from a forced ceremony that was already outlawed in its own time; we frame it carefully, with an Indian guide as a co-hero, and it becomes one of the story's great acts of courage and kindness. You know your kids best — a quick preview listen is always welcome.

Our promise

Stays true to the book, gentle with the heavy parts, and rich with real vocabulary. We will always be pointing kids toward reading the real thing someday.

Meet the Book (and the Man Who Wrote It)

Jules Verne (1828-1905) was a French author so wild about geography, machines, and maps that people call him a father of science fiction. He wrote about going to the moon, to the bottom of the sea, and to the center of the Earth — decades before anyone could do those things.

Around the World in 80 Days appeared in 1872 — first as a newspaper serial, printed one chapter at a time. Readers followed Fogg's race like a live sporting event, and some genuinely wondered whether the journey was real.

The big question of 1872: was eighty days actually possible? Brand-new railways and steamship lines had just "shrunk" the planet — and Verne built a whole adventure out of one newspaper claim that the trip could now be done.

True story: someone raced the book — and won

In 1889, a 25-year-old American reporter named Nellie Bly set out to beat Fogg's record for real. She circled the world in 72 days — and stopped in France along the way to meet Jules Verne himself. Look her up after you finish the series: her adventure is a whole story of its own.

Clubhouse fun fact

Passepartout's name is a hidden joke: in French, a passepartout is a master key — the one key that can open any door and go absolutely anywhere. Keep that in mind as you listen...

Trace the Route

Here is the whole journey on one map. Follow Phileas Fogg with your finger, leg by leg, as you listen — and colour in each numbered stop when he reaches it.



Notice both edges of this map: they are the International Date Line. When Fogg sails off the right edge and reappears on the left, something very sneaky happens to his calendar — listen to Part 4 to find out what!

Leg	From → To	How they traveled
1	London → Suez (Egypt)	Trains across Europe, then a steamship
2	Suez → Bombay, India (today: Mumbai)	Steamship
3	Bombay → Calcutta (today: Kolkata)	Train... and an ELEPHANT named Kiouni
4	Calcutta → Hong Kong	Steamship Rangoon
5	Hong Kong → Yokohama, Japan	One very small, very brave boat — then a big one
6	Yokohama → San Francisco	Steamship General Grant across the Pacific
7	San Francisco → New York	The great railroad — plus a wind-powered sledge
8	New York → Liverpool → London	A steamship that ate itself (really!)

Map missions

- Trace the route with your finger. Which THREE oceans does Fogg cross?
- Two cities on this map wear different names today. Which two — and what are they called now? (The table has your answer.)
- Fogg always travels the same direction. Which way is it — and can you find the arrow on the map that tells you?
- Use a globe—Wrap a piece of string along the route on a globe, then hold it straight against the scale. About how many miles did Fogg travel?
- Family vote: which leg would YOU most want to ride — and which would scare you the most?

The Bet

London, 1872. Phileas Fogg — the most precise man in England — bets half his fortune that he can circle the world in eighty days, and leaves that very night with his brand-new servant, Passepartout. Meanwhile, Detective Fix becomes certain that Fogg is a wanted bank robber... and quietly starts to follow him.

Talk about it

1. Why do you think Mr. Fogg really took the bet — the money, the adventure, or something else? What's your evidence?
2. Passepartout wanted a calm, quiet life — and got the exact opposite. Has one of your plans ever flipped upside down? Was it all bad?
3. Detective Fix has real clues: a calm gentleman, a bag of cash, a sudden journey. Can true clues still point to a wrong answer? How?
4. Fogg packs ONE small bag for the entire world. What would go in your bag for this journey?
5. Prediction time: what's going to go wrong first?

Words to know

wager — a bet • **punctual** — always exactly on time • **consul** — an official who helps travelers far from home
• **telegram** — a message sent by wire; the fastest mail of 1872 • **warrant** — official papers police need to arrest someone

Try it: The 1,152-Step Walk

Mr. Fogg counts exactly 1,152 steps to his club — every single day. Pick a walk you do often (to the mailbox, around the block, to a friend's house) and count your steps like Fogg. Do it again tomorrow: same number? Bonus: time yourself two days in a row. Are YOU punctual?

The Elephant

Next stop, India. The railway simply ENDS in the middle of the jungle — the newspapers were wrong! — so Fogg buys an elephant named Kiouni for a fortune and hires a brave local guide. Deep in the night jungle, the travelers discover a young woman named Aouda in terrible danger — and Fogg spends his precious spare hours to save her.

Talk about it

1. Fogg pays a fortune for Kiouni without blinking. What does the way someone spends money tell you about what they truly value?
2. Passepartout wore his shoes into a temple by mistake. Why do we follow local customs when we're guests somewhere? How do you show respect in a place that's new to you?
3. The guide says: "This is my country — and what they are doing is wrong." Why does HIS choice to help matter so much?
4. "I have twelve hours to spare... then I have twelve hours to give." Was stopping to help worth risking the whole bet? Would you have stopped?
5. If you had fifty miles of jungle to cross: would you pick an elephant, camel, or horse — why?

Words to know

howdah — a riding seat strapped to an elephant's back • **rajah** — a prince or king in India • **custom** — a way of doing things that a community shares • **procession** — a group moving together in a line, often for a ceremony • **schedule** — a plan of exactly what happens when

Try it: Elephant Math

In our story, £1 back then is worth about **\$200** today. So: the elephant cost £2,000 — how much is that in today's dollars? The whole wager was £20,000 — how much is THAT? And the bank robber stole £55,000 — how much did he get away with?

Answers: \$400,000 • \$4,000,000 • \$11,000,000. (Yes — Fogg spent a bank-robbery's reward on one elephant.)

The Rescue

A daring rescue at dawn (starring a VERY brave Passepartout), a courtroom trap in Calcutta, and a trick in Hong Kong that separates the friends. A tiny boat races a storm to catch a steamer — and a circus in Japan hosts the happiest reunion of the whole journey.

Talk about it

1. Passepartout's rescue trick worked because of darkness, smoke, and surprise. Was it clever, lucky, or both? Could a plan like that ever work twice?
2. Detective Fix ACTS friendly to trick Passepartout. How can you tell a real friend from someone who's just acting friendly?
3. Aouda refuses to hide below during the storm — scared, and brave anyway. What does brave look like when you're frightened? (Hint: it doesn't mean not scared.)
4. Fogg politely lets a stranger — Fix himself! — ride along, suspecting nothing. Is trusting people a strength, a weakness, or somehow both?
5. Tell about a reunion you'll never forget: who, where, and how did it feel?

Words to know

bail — money paid so someone can leave jail before their trial • **evidence** — facts that help prove what happened
 • **loyal** — sticking by someone, especially when it's hard • **distress signal** — a sign that means "help!"
 • **reunion** — coming back together after being apart

Try it: Invent a Family Signal Code

The little Tankadère used a flag and a cannon-BOOM to say "wait for us!" Invent a three-signal family code using whistles, claps, or flashlight blinks: one signal for "come here," one for "all clear," one for "help." Practice until everyone knows it — then test it across the house (or the campsite).

The Clock

America! Masked bandits and a runaway train, a sledge with a SAIL, a steamship that eats itself across the Atlantic, an arrest at the worst possible moment, an ending decided by three seconds... and one very surprising extra day.

Talk about it

1. Fogg abandons his schedule AGAIN — this time for Passepartout. What is this story saying matters more than winning?
2. When Fogg believes he has lost everything by five minutes, he stays calm and kind anyway. When is it hardest for YOU to stay kind?
3. Aouda asks Fogg to marry her — she saw what the whole town never did. What did she see?
4. Fogg wins the money... but spent nearly all of it on the journey. So what did he REALLY win? Was it worth it?
5. Detective Fix was wrong — but he believed he was doing his job. What's the difference between a bad person and a person who's wrong?

Words to know

charter — to rent a whole train or ship just for yourself • **despair** — the feeling of losing hope • **fortune** — a very large amount of money — or very good luck • **date line** — the invisible line on Earth where the calendar changes by a day • **horizon** — the far line where the sky seems to meet the earth or sea

Try it: The Sunrise Trick (the famous twist!)

You need: a lamp or flashlight (“the sun”) and a globe or an orange (“Earth”) with a sticker for home. Hold Earth beside the lamp and spin it slowly west-to-east — the way our planet really turns. Watch the sticker: a traveler moving EAST is racing toward the sunrise, so each of their days is squeezed a few minutes shorter. Go all the way around, and the slivers add up to one whole extra day. Fogg counted 80 sunrises — but London’s calendar only used up 79 days!

Now go back to the map on page 3. Put your finger on Yokohama and slide east until you run off the right edge — that edge is the Date Line. Fogg crosses it there, and reappears on the left at San Francisco with a secret day in his pocket.

Family question: has anyone in your family ever flown somewhere and landed on a “different day”? Same planet, same trick — you’ve FELT this chapter.

The Big Ideas (whole-series conversations)

- 🌐 “We’re all just people.” Make a list of everyone who helped Fogg get around the world: a guide in India, a boat captain in China, acrobats in Japan, soldiers in America, Aouda, Passepartout... Different countries, languages, foods, and customs — so what did all the helpers have in common?
- 🌐 Clockwork vs. heart. Fogg begins the story as a human clock. Find three moments where his heart beats his clock. Which moment came first?
- 🌐 Money vs. happiness. Fogg risked \$4 million, spent nearly all of it getting home, broke about even — and called it the happiest time of his life. Explain how that can be true, as if you were teaching a younger kid.
- 🌐 Being wrong vs. being bad. Fix chased the wrong man across the entire planet — and Fogg forgave him. What could Fix have done differently along the way? What do YOU do when you discover you were wrong about someone?
- 🌐 Is the world still shrinking? In 1872, Fogg said the world was “not as big as it used to be” because of trains and steamships. What makes the world feel small today? Is a smaller world a better one?

Clubhouse challenge

Plan YOUR eighty-day trip. Pick five places on five continents, choose how you’d travel between them, and present your route to the family. Rule of 1872: no airplanes allowed!

Read the Real Book

Our four episodes are a doorway — the book is the whole house. *Around the World in 80 Days* is in the public domain, which means it's free at every library, free as an ebook, and available in dozens of beautiful illustrated and abridged editions for every reading level.

What's waiting in the book that we couldn't fit: more stops and near-misses, more of Detective Fix's schemes, Verne's sly jokes hiding in the corners — and the famous ending, ready to surprise you all over again in Verne's own words.

The Family Read-Aloud Challenge

The novel has 37 short chapters. One chapter a night ≈ around the world in 37 days — less than half of Fogg's pace. Mark a calendar, put a coin in a jar each night, and hold a "Reform Club finish line" celebration on night 37.

Then keep exploring

More Jules Verne: "Twenty Thousand Leagues Under the Sea" and "Journey to the Center of the Earth."

The real-life racer: Nellie Bly's 72-day journey of 1889.

Next from the Clubhouse: Mark Twain's "The Adventures of Tom Sawyer" — our Series 2!

CLASSICS CLUBHOUSE

Certificate of Circumnavigation

This certifies that

traveled all the way Around the World in 80 Days with the Classics Clubhouse — by
train, steamship, elephant, wind-sledge, and sheer nerve — visiting
London · Suez · Bombay · Calcutta · Hong Kong · Yokohama · San Francisco · New York ·
London
...with three seconds to spare.

My favorite character: _____

My favorite moment: _____

Date: _____ Signed: _____

Cut out or display proudly. Next departure: the Mississippi River, with Tom Sawyer.

About Classics Clubhouse

Classics Clubhouse is a family-made podcast that retells the world's greatest classic stories as warm, fun, audio adventures for kids ages 6—12 — a mom telling the tales and her own kids adding in some commentary, predictions & more. Faithful to the books. Gentle with the heavy parts. Always pointing kids toward the real thing.

Listen free everywhere: Apple Podcasts · Spotify · YouTube · your favorite app — and on Yoto players via our website's how-to guide.

New episodes every week. Series 2 — Mark Twain's *The Adventures of Tom Sawyer* — is coming soon.

Share this guide!

This guide is free, and it's meant to travel. Share it with your co-op, your classroom, your library, and the road-trip family down the street. For the latest guides, episodes, and the Clubhouse newsletter: classicsclubhouse.com

© 2026 Classics Clubhouse. This guide may be printed and shared freely for personal, co-op, classroom, and library use. "Around the World in 80 Days" by Jules Verne (1872) is in the public domain.