



Curriculum Guide



Fantasy gives children a temporary safe space away from reality, in which to explore complex situations. Some adults may not remember the enjoyment and wonder of these experiences, but it is still very present for children.

You are the expert of your classroom. Use as many or as few of these ideas as practical.

This curriculum guide is made up of a series of ideas and discussion/essay questions designed to help students engage their imagination, and help them insert themselves into situations similar to those in the book. The questions could be adapted to introduce the reading, or be used during the lesson.

Of course, have fun with these ideas, or merely with reading. As you've likely already discovered through experience: if you're having fun, your students are more apt to enjoy the experience.

General questions:

- Based on the cover and title of the book, what do you think the story will be about?
- Reading the quotes from other kids on the back of the book, are you more or less likely to want to read the story?
- Watch the book trailer (wishingstonebooks.com). How does it make you feel about the story?
- Look at the table of contents. Now what do you think the book is about?
- After reading the chapter, do you have a different appreciation for the chapter name?
- Define the Characters, Setting and Plot for each chapter.
- After each chapter, try to predict where the story will go next.



Thinking questions:

1. Throughout history many people have been forced into lives of servitude. How would you feel if you were forced to be a servant?
2. Why do you think Myrtle and Charles kept Stephanie from having friends, or learning new things?
3. Stephanie was not allowed to use a computer or a phone. How is this different than the rules your parents might have that limit your time on these devices?
4. Stephanie found magical passages between different places in the grey-stone house. If you could have a magic passage leading from one place in your house to another, what would you choose?
5. Animals can communicate with Stephanie. What do you think it would be like to talk to animals?
6. Can you read maps or house plans? Would this be easy for you?
7. In the secret closet Stephanie saw pictures of young Myrtle. Have you ever learned something surprising about your parents or grandparents when looking at an old photo album?
8. How would you react if you met a fierce-looking dragon? Would you freeze ... scream ... run ... fight?
9. Why do bullies do what they do? What makes you like or dislike someone?
10. What if someone stole something that belonged to you?
11. How do you handle bad dreams?
12. Stephanie had to figure out what the map's symbols meant. Do you think it would be fun to learn a new language? Would it be difficult?
13. Do you think you could plan and cook a whole meal on your own, like Stephanie? What is your favorite food?
14. Have you ever learned something interesting about yourself from when you were a baby?

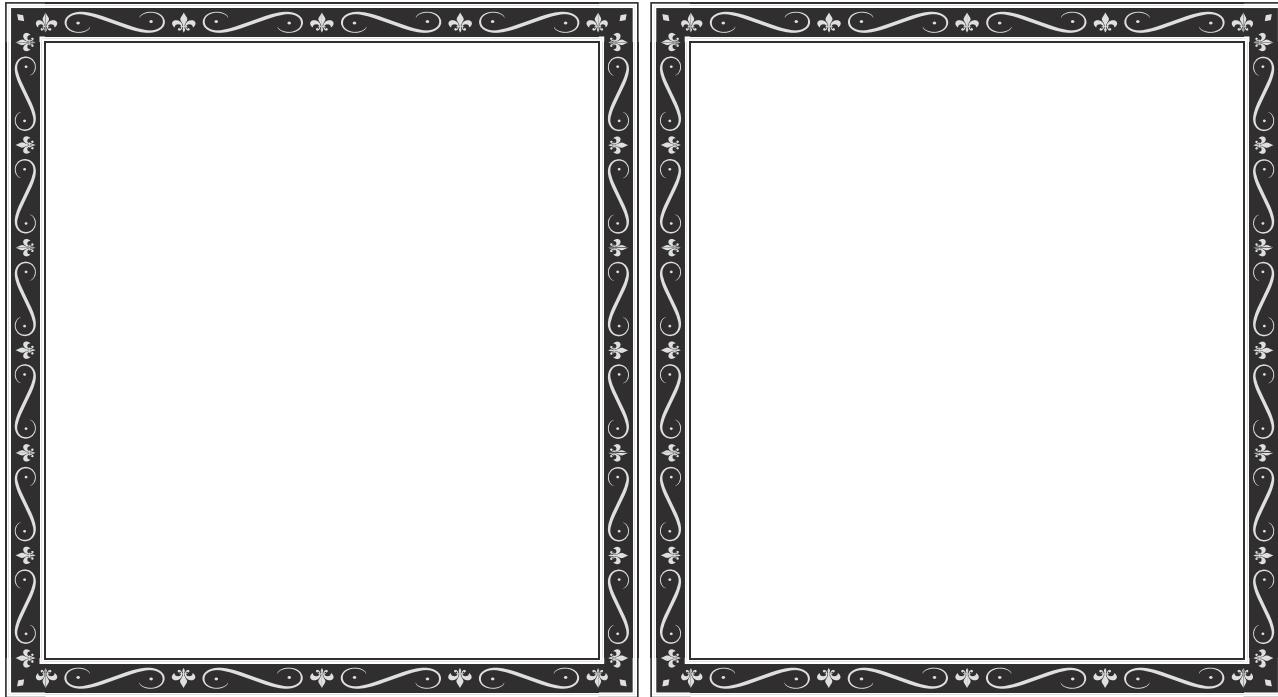


15. Would it be fun to follow a treasure map? Have you ever made one?
16. If you ever felt jealous of another person, what is your best way to deal with those feelings?
17. Have you ever visited a cave? What was it like?
18. Did you get to observe an eclipse? Why do eclipses happen?
19. What would it be like to ride a dragon through the water? Have you been on a fast boat ride?
20. Slental fought off monsters to protect Stephanie. Has anyone stood up for you? Have you stood up for someone else?
21. After obtaining something you really wanted, have you ever been disappointed?
22. Imagine you were pulled into another world. Write a short story of what it would be like. Could you travel there just by wishing?
23. What problems can selfishness cause?
24. Judge Bennett had many family photos in his office. How important is your family to you?
25. What if you could be controlled like a puppet? Would this make you scared or angry, or some other emotion?
26. If you had a water gem, what would you choose to heal?
27. How can helping others help you feel free?



Characters:

- Draw a picture of your two favorite Characters



- Make a word search or other puzzle of the character's names, or other terms from the story <http://puzzlemaker.school.discovery.com>

Find the word in the puzzle.

**Words can go in any direction.
Words can share letters as they
cross over each other.**

**Charles
Chelsea
Drib
Kathy
Maurice
Officer
Slental
Stephanie**

**Charlton
Detective
Friedburges
Magnifont
Myrtle
pendant
Stan**

T	Y	O	X	X	Y	T	E	A	R	A	S	D	L	N
M	N	H	R	I	L	F	I	E	G	Y	X	E	Y	N
Q	A	A	T	N	O	T	N	S	D	B	F	T	E	S
C	V	U	D	A	J	J	A	L	Q	O	G	E	I	E
Z	H	M	R	N	K	D	H	E	R	I	M	C	L	R
B	L	A	O	I	E	S	P	H	G	J	S	T	K	X
Z	X	U	R	U	C	P	E	C	K	L	R	I	E	V
S	I	X	K	L	P	E	T	W	E	Y	T	V	G	I
L	C	W	E	G	T	O	S	N	M	N	O	E	D	Y
P	C	V	U	I	F	O	T	B	U	G	B	E	D	I
X	X	Q	Q	F	L	A	N	F	O	F	G	I	R	K
E	G	L	I	N	L	A	B	E	N	A	T	S	I	W
N	G	C	M	A	G	N	I	F	O	N	T	V	B	E
S	E	G	R	U	B	D	E	I	R	F	I	S	T	X
R	C	H	A	R	L	E	S	Z	D	R	Q	V	Z	S



- Individually, or as a group, list character traits, either stated or implied, for (#) of--or a specific, more obscure character from the following list:

Detective Johnson

Officer Winton

Stan

The pendant

Stephanie

Myrtle

Charles

Chef Maurice

Drib

Slental

The red-haired man

Mr. Friedburge

Mrs. Friedburge

Kathy Pentigath (Friedburge)

Chelsea (Best friend)

Tompkin Magnifont

Judge Bennett

Judge Charlton Evelin

