

# REQUEST 20 FREE BOOKS TODAY!

## WHILE SUPPLIES LAST! OFFER ENDS 11/15/14.

Dear Educator,

You and your students have the unique opportunity to preview four exciting new titles from HarperCollins Children's Books. Each of these books represents an exciting journey to a new and different land filled with adventure, action, and mystery that is sure to keep middle-grade readers engaged and ready for more.

**And to heighten the excitement, you can request 20 copies of one title FOR FREE!**

The Common Core Standards–based activities in this teaching kit focus on character, plot, setting, and theme in four new books:

- **TodHunter Moon, Book One: PathFinder**, by Angie Sage, opens a new chapter in the massively popular world of Septimus Heap, with new characters and new dangers.
- **The Copernicus Legacy: The Forbidden Stone**, from bestselling author Tony Abbott, launches a new series that leads a team of adventurous teens on a quest to unlock ancient secrets.
- **Warriors: Dawn of the Clans #1: The Sun Trail** is the start of a prequel arc to Erin Hunter's bestselling Warrior series, and tells the saga of how the Clans began with a tribe of cats searching for a new home.
- **The Guardian Herd: Starfire**, by first-time author Jennifer Lynn Alvarez, takes students into a new world in which herds of winged horses fight over the fate of one special foal.

**You can request 20 FREE COPIES of any of these four featured titles or any of the five additional exciting titles described on the back page of this guide. To receive your FREE set of books, just return the enclosed reply card or fill out the online request form at [www.ymiclassroom.com/harpercollins](http://www.ymiclassroom.com/harpercollins). Supplies are limited, so send your request today. Offer expires November 15, 2014.**

We hope that you will share this language arts program and the FREE offer from HarperCollins Children's Books with other teachers in your school. Although the program materials are protected by copyright, you may make as many copies as needed for educational purposes.

Sincerely,



Dr. Dominic Kinsley  
Editor-in-Chief

### TARGET AUDIENCE

Students in grades 4–7

### PROGRAM OBJECTIVES

- To engage young readers in new reading adventures that will encourage a lifelong love of reading.
- To familiarize students with elements of fiction such as character, plot, setting, and theme through the use of high-interest literature.

### COMMON CORE STANDARDS

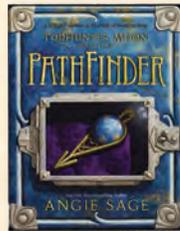
The activities in this guide align with Common Core Standards for English Language Arts. For detailed standards correlation, please visit [www.ymiclassroom.com/harpercollins](http://www.ymiclassroom.com/harpercollins).

### HOW TO USE THIS PROGRAM

Review the titles available through this program and **request your FREE set of 20 books by 11/15/14**. Make photocopies of the five activity sheets for all your students, and schedule these activities to supplement your language arts class plans with lessons on character, plot, setting, and theme at the start of the school year.

### ACTIVITY ONE

#### FIND YOUR MAGYK



**Character** in *TodHunter Moon, Book One: PathFinder* by Angie Sage

**Part 1:** This activity will help students better understand how characters are brought to life by individual traits and talents that correspond to their roles in the story. Have students identify character traits for the six main characters described on the activity

sheet and speculate on how these traits might prove useful in rescuing their kidnapped families.

**Part 2:** Then, have students identify their own character traits that would aid in such a quest. Each student should also come up with a magic trait that could help them. As an extension, have students write a short scene depicting the rescue and showing how the traits they have chosen will help them.

### ACTIVITY TWO AND THE PLOT THICKENS



**Plot** in *The Copernicus Legacy: The Forbidden Stone* by Tony Abbott

**Part 1:** Review or introduce the concept of plot, explaining that a plot can involve events that move characters from one location to another. Allow students to decode the locations on the activity sheet and plot them on a world map in the classroom. (Answers: 1. Austin, Texas;

2. Berlin, Germany; 3. Rome, Italy; 4. Guam)

**Part 2:** After reviewing Freytag's Pyramid and elements of the plot chart, have students read over the exposition, inciting incident and rising action that are already listed on the chart. Then have students, working independently or in pairs, imagine a climax, falling action, and resolution for the story and add them to the plot chart. As an extension, have students outline their own version of the story, using the ideas they came up with for the plot chart.

### ACTIVITY THREE THE TRAIL HOME



**Setting** in *Warriors: Dawn of the Clans #1: The Sun Trail* by Erin Hunter

After reviewing the definition of setting, explain to students that there are pros and cons to each setting in which the cats choose to live. As an anticipatory set, ask students to list pros and cons of their own settings: their town or neighborhood. Then have students consider the perfect setting for a cat.

Using the activity sheet, have students work in groups to come up with a list of five needs and five wants that cats might have. Next, ask students to consider the settings listed on the activity sheet: mountains, towns, meadows, and forests. Using their lists of needs and wants, have students pretend they are cats and come up with two pros and two cons for each setting. Finally, working independently, have students pick which setting they would choose if they were a cat and write a persuasive speech to convince the rest of the cats to join them in the setting they have chosen. You might have students deliver these speeches to the class, and then have the class take a vote on where they would like to live.

### ACTIVITY FOUR YOUR LIFE IS IN YOUR WINGS



**Theme** in *The Guardian Herd: Starfire* by Jennifer Lynn Alvarez

**Part 1:** Explain to students that they must decide the fate of one of their friends who could either help them or harm them. Students look at five of the "secrets" revealed in *Starfire*, which correlate to the themes of the book, and use a think-pair-share method to decide whether they agree or disagree with each of the themes.

Students should back up their opinions with their own life experiences.

**Part 2:** Pretending that they are part of the herd, students decide whether they would have Star killed—to save the herds in case he turns out to be harmful—or let him live. Prompt students to think about what might happen if their choice turns out to be wrong. What if they choose to have him killed, but he would have healed the herd? What if they choose to let him live, but he turns out to be a destroyer? Prompt students to reference the themes and their examples in their decisions. As an extension, stage a class debate centered around these themes to decide whether or not Star should live.

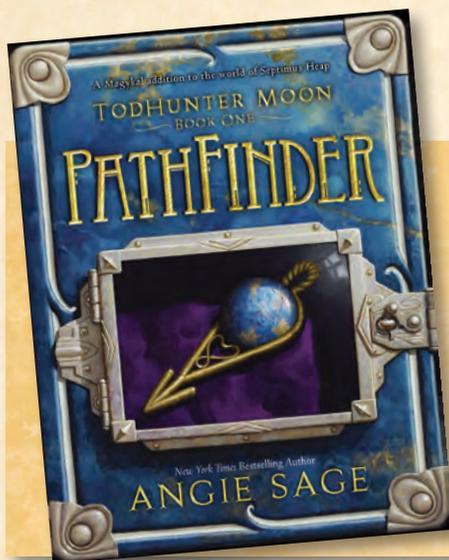
### ACTIVITY FIVE READ FOR PLEASURE

Use this activity to have students imagine that they are members of a book group deciding what to read next. As a class or in small groups, have them review the five titles described on the activity sheet and explain why they would choose one over the others. This approach will foster natural conversation about the books and reinforce the learnings about character, plot, setting, and theme from the previous activities.

### RESOURCES

[www.harpercollinschildrens.com](http://www.harpercollinschildrens.com)  
[www.jenniferlynnalvarez.com](http://www.jenniferlynnalvarez.com)  
[www.sevenwondersbooks.com](http://www.sevenwondersbooks.com)  
[www.stickdogbooks.com](http://www.stickdogbooks.com)  
[www.thecopernicuslegacy.com](http://www.thecopernicuslegacy.com)  
[www.todhuntermoon.com](http://www.todhuntermoon.com)  
[www.warriorcats.com](http://www.warriorcats.com)  
[www.ymiclassroom.com](http://www.ymiclassroom.com)

 is the only company developing free, innovative classroom materials that is owned and directed by award-winning former teachers. Visit our website at [www.ymiclassroom.com](http://www.ymiclassroom.com) to send feedback and download more free programs. For questions, contact us toll-free at 1-800-839-8005 or by e-mail at [feedback@ymiclassroom.com](mailto:feedback@ymiclassroom.com).



# FIND YOUR MAGYK

## *TodHunter Moon, Book One: PathFinder* by Angie Sage

Tod—a young PathFinder—must rescue her friend Ferdie, who has been kidnapped by the mysterious and malevolent Lady. She does just that, but then realizes that her quest is not over. The Lady and her brother, the Darke Sorcerer Oraton-Marr, have destroyed Tod's village, but why? What are they looking for? Why are there so many PathFinders missing now? To save her people, Tod teams up with a group of Magykal characters—including ExtraOrdinary Wizard Septimus Heap, Ex-ExtraOrdinary Wizard Marcia Overstrand, Alchemist Simon Heap, and her friends, Ferdie and Oskar Sarn. Will they succeed, or are the PathFinders doomed?

**PART 1** Meet some of the characters in *PathFinder*. Each has a special talent, and some even have their own Magyk to help out in the quest.

**Alice “Tod” TodHunter Moon:** Tod is a twelve-year-old PathFinder. She is devoted to her friends and will risk anything to save them. She can navigate the passages of the Ancient Ways and has her own Magyk, which she is only beginning to learn about. Tod also knows the biggest PathFinder secret of all.

**ExtraOrdinary Wizard Septimus Heap:** He is the new ExtraOrdinary Wizard and is getting used to his post. He wants to be a mentor, but even he must rely on the help of older, more experienced Wizards like Marcia.

**Ex-ExtraOrdinary Wizard Marcia Overstrand:** She is supposed to be enjoying her retirement but keeps getting pulled into the goings-on at the Wizard Tower. She is adventurous, exploring the passages of the Ancient Ways, and she is a mentor to Septimus.

**Alchemist Simon Heap:** He is an Alchemist, but he possesses his own Magyk and knows Darke spells, too. He can be headstrong and sometimes seems rude, but it is only because he wants to keep his family safe.

**Ferdie and Oskar Sarn:** They are young PathFinders whose hair glows in the moonlight. Ferdie is clever and can talk her way out of any situation. Oskar is an expert lockpicker whose devotion to his sister is matched only by his friendship with Tod.

Now, see if you can figure out how each character can help save the PathFinders.

**PART 2** Now, imagine that you must help Tod and her friends rescue your family of PathFinders. What character traits would you need to help them on their quest? What would your personal Magyk be? Write your description on the back of this sheet.

### MEET THE AUTHOR



Photo credit: Rhodri Powell

Angie Sage was born in London but grew up in the countryside. She has written about a dozen books for young readers, including the wildly popular Septimus Heap series. Her new *TodHunter Moon* series spins off from Septimus Heap and features some of its most exciting characters. Angie Sage now lives in Somerset, a Magykal place in England, with marshes, ancient ports, ruined castles, and other inspirations for the Septimus Heap and *TodHunter Moon* series.

|   | How He/She Would Help | Special Talents |
|---|-----------------------|-----------------|
| Alice “Tod” TodHunter Moon                |                       |                 |
| ExtraOrdinary Wizard Septimus Heap        |                       |                 |
| Ex-ExtraOrdinary Wizard Marcia Overstrand |                       |                 |
| Alchemist Simon Heap                      |                       |                 |
| Ferdie Sarn                               |                       |                 |
| Oskar Sarn                                |                       |                 |

FIND OUT MORE ABOUT THE ADVENTURES OF TODHUNTER MOON AND SEPTIMUS HEAP AT

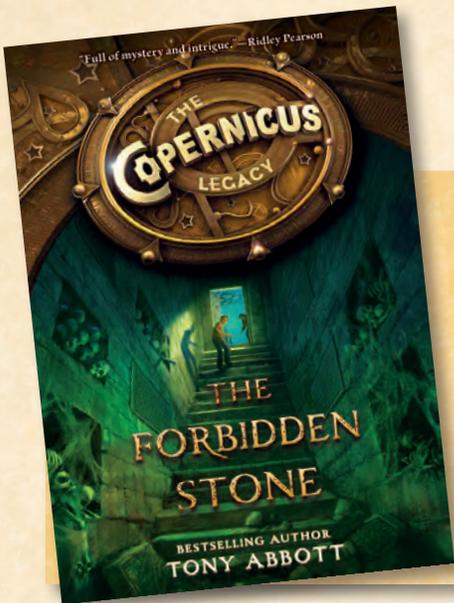
[www.todhuntermoon.com](http://www.todhuntermoon.com)

# ACTIVITY TWO

## AND THE PLOT THICKENS

### *The Copernicus Legacy: The Forbidden Stone* by Tony Abbott

Fourteen-year-old Wade Kaplan reads a strange, coded email from his Uncle Henry, shortly before his sudden and suspicious death. Wade sets off for Germany with his father and his friends Darrell, Lily, and Becca, only to discover that Uncle Henry left them a series of baffling messages. The more clues they discover, the farther they travel down a treacherous path toward an ancient, guarded secret. Soon, they're all running for their lives as enemies chase them across the world. Their only hope of saving themselves and the world is to find twelve magical relics that will unlock the Copernicus Legacy.



#### PART 1

Can you help Wade and his friends figure out where to go next? Use this key—the same one Wade and his friends use in the book—to decode the locations that will lead to the first relic! When you're done, research each of these locations and find out about the climate, population, geography, natural resources, and history of each one.

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

1. YZBLDS, LOPYB

2. WAUXDS, NAUHYSQ

3. UIHA, DLYXQ

4. NZYH

#### PART 2

*The Copernicus Legacy: The Forbidden Stone* has a fast-paced, exciting plot. Check out the plot chart below, and, using the information about the Exposition and Rising Action parts of the plot, imagine what the Climax might be! What sort of trouble will Wade and his friends get into? Fill in the blanks with your ideas, then fill in the Falling Action and Resolution parts of the chart to show how they will get out of it.

- Suspicious-looking men follow the family after the funeral.
- Clues show that Henry was part of a group that guarded the relics of the famous astronomer Copernicus.
- Wade and his friends discover clues that lead them to an ancient dagger inside Uncle Henry's grave.
- The dagger leads the heroes to Italy. The friends are separated from Wade's father. The kids are on their own and must find the relic!

Wade, his father, Roald, and his step-brother, Darrell, live in Texas. Wade's cousin Lily and her friend Becca come to visit.

Roald takes the kids to Germany for Uncle Henry's funeral.

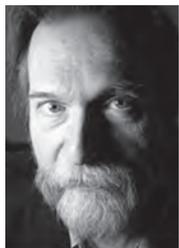
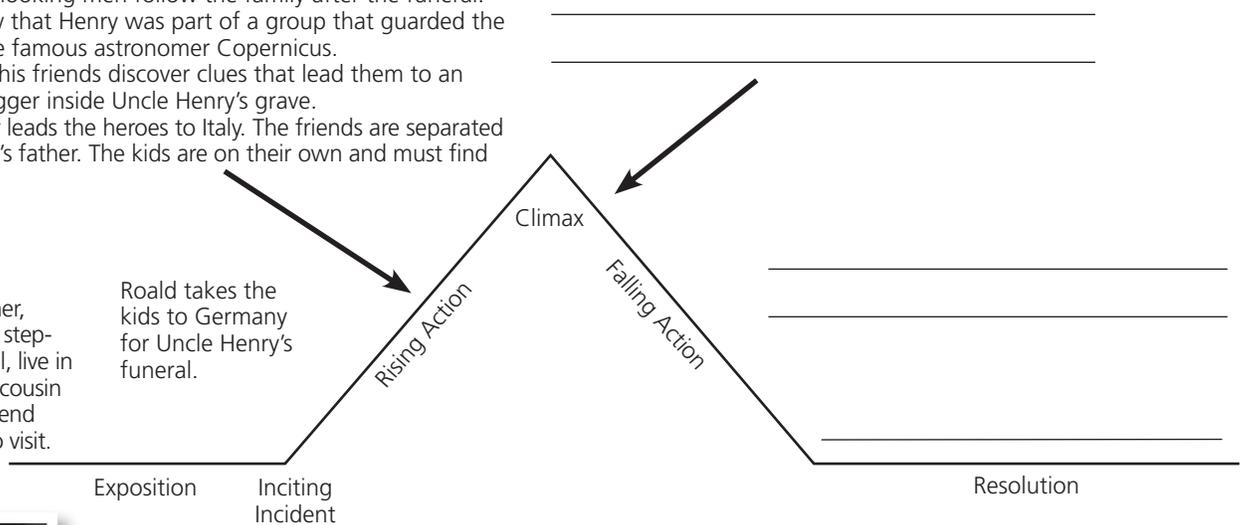


Photo credit: Thomas Sayer Ellis

### MEET THE AUTHOR

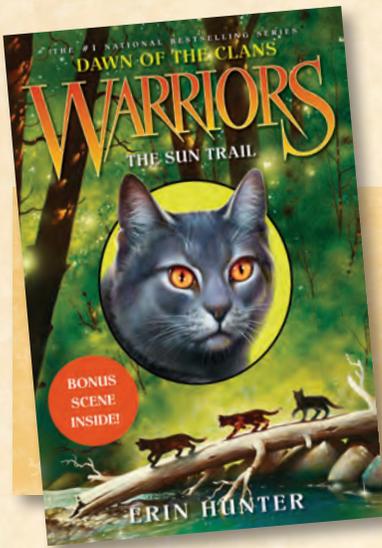
Tony Abbott has written nearly a hundred books for young readers, including the bestselling series *The Secrets of Droon*. Tony has worked in libraries, bookstores, and a publishing company, and currently teaches college English. He lives in Connecticut with his wife, two daughters, and two dogs.

FIND OUT MORE ABOUT THE PLOT, THE PUZZLES, AND THE ACTION AT

[www.thecopernicuslegacy.com](http://www.thecopernicuslegacy.com)

# ACTIVITY THREE

# THE TRAIL HOME



## *Warriors: Dawn of the Clans #1: The Sun Trail* by Erin Hunter

For many moons, a tribe of cats has lived near the top of a mountain, where prey is scarce and seasons are harsh. When a mysterious vision reveals a land filled with food and shelter, a group of brave young cats sets off in search of a better home. But great dangers await them...

### **PART 1** Pretend you are a cat searching for a new home. Each setting through which you travel is different, and each is a tempting place to stay. You must find

the best place to hunt, live, and raise your kits. Think about what you need to survive and also what you might want to keep you happy, healthy, and entertained. Make a list of your needs and wants below.

| Needs:   | Wants:   |
|----------|----------|
| 1. _____ | 1. _____ |
| 2. _____ | 2. _____ |
| 3. _____ | 3. _____ |
| 4. _____ | 4. _____ |

### **PART 2** During your journey, you discover many different environments, including mountains, meadows, woods, towns with roads—and humans! Do these settings have what you need and want? Are there hidden dangers in each one? The cat Gray Wing likes the meadows because he can run fast and catch prey easily. His brother Clear Sky is a great climber, so he prefers the forest. Turtle Tail wants to stay with the tribe, but she's tempted by the food and shelter that the twolegs (people) give her in the town. What do you think? Imagine each of the settings listed below and write down two pros and two cons for each one.

The snowy mountains, where you can live in a cave behind a waterfall:

|              |              |
|--------------|--------------|
| <b>Pros:</b> | <b>Cons:</b> |
| 1. _____     | 1. _____     |
| 2. _____     | 2. _____     |

The town, where you can live among the houses of the twolegs or in their homes as a kittypet:

|              |              |
|--------------|--------------|
| <b>Pros:</b> | <b>Cons:</b> |
| 1. _____     | 1. _____     |
| 2. _____     | 2. _____     |

The meadow, where you can live near the river:

|              |              |
|--------------|--------------|
| <b>Pros:</b> | <b>Cons:</b> |
| 1. _____     | 1. _____     |
| 2. _____     | 2. _____     |

The forest, where you can live among the trees:

|              |              |
|--------------|--------------|
| <b>Pros:</b> | <b>Cons:</b> |
| 1. _____     | 1. _____     |
| 2. _____     | 2. _____     |

If you were a member of the cat tribe, which setting would you choose? Write a speech persuading the rest of your tribemates to move there with you. Finish on the back of the sheet.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Meet the Author

Erin Hunter is inspired by a love of cats and a fascination with the ferocity of the natural world. In addition to having great respect for nature in all its forms, Erin enjoys creating rich mythical explanations for animal behavior. She is also the author of the bestselling Seekers and Survivors series.



# ACTIVITY FOUR

## YOUR LIFE IS IN YOUR WINGS

### *The Guardian Herd: Starfire* by Jennifer Lynn Alvarez

Once every hundred years, a black foal is born in Anok. It is said that this foal will either unite or destroy five herds of flying horses. He is fated to become the most powerful pegasus in all the land. Star is this black foal. Even though Star is unable to fly, the leaders of each herd fear him and want to kill Star before his first birthday. With the help of his friends, Star must escape the clutches of the powerful leaders.

**PART 1** When he was born, Star's mother whispered secrets to him that he would carry with him well after his first birthday, when he would receive the starfire that would give him his powers—if he lives that long. Use your experience to decide whether you agree with these secrets or not.

| Secret   | Agree/Disagree | Your Experience |
|--|----------------|-----------------|
| Don't fight each other; heal each other.                     | _____          | _____<br>_____  |
| Trust the goodness in yourself, and you will succeed.        | _____          | _____<br>_____  |
| Peace is a choice.   | _____          | _____<br>_____  |
| Each of us can be a destroyer or a healer.                   | _____          | _____<br>_____  |
| Sometimes you have to fail in order to learn how to succeed. | _____          | _____<br>_____  |

**PART 2** You are about to go into a council of the over-stallions of each of the five herds, where you will decide Star's fate. Star could bring all the herds, together, or he could destroy them. Do you believe that Star has a choice about whether he will heal the herds or destroy them? Use your own experience and what you have decided about each of the secrets and decide what to do about Star. Will you have him executed or will you let him live? Why?

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Photo credit: Karen Perez

### MEET THE AUTHOR

Jennifer Lynn Alvarez blogs about her books and the publishing business and speaks regularly at schools about creative writing. Jennifer lives on a small ranch in Northern California with her husband, three children, and their horses. When writing her books, Jennifer draws on her lifelong love of animals for inspiration.

FIND OUT MORE ABOUT STAR AND WHAT HAPPENS TO HIM AT  
[www.harpercollinschildrens.com](http://www.harpercollinschildrens.com)

## ACTIVITY FIVE

## READ FOR PLEASURE

CHECK OUT THESE GREAT NEW BOOKS FULL OF AMAZING CHARACTERS, EXOTIC SETTINGS, EXCITING PLOTS, AND FASCINATING THEMES.

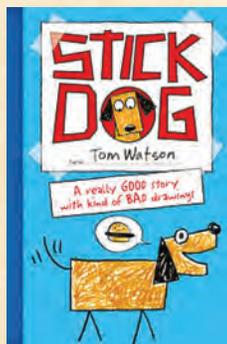
WHICH BOOK WOULD YOU WANT TO READ NEXT? WHY?



***The School for Good and Evil***  
by Soman Chainani

This year, best friends Sophie and Agatha are about to discover where all the lost children go: the fabled School for Good and Evil, where ordinary boys and girls are trained to be fairy-tale heroes and villains. As the most beautiful girl in Gavaldon, Sophie has dreamed of being kidnapped into an enchanted world her whole life. With her pink dresses, glass

slippers, and devotion to good deeds, she knows she'll earn top marks at the School for Good and graduate a storybook princess. Meanwhile, Agatha, with her shapeless black frocks, wicked pet cat, and dislike of nearly everyone, seems a natural fit for the School for Evil. But when the two girls are swept into the Endless Woods, they find their fortunes reversed—and they'll quickly find that the only way out of a fairy tale . . . is to live through it.

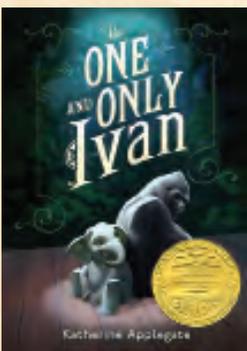


***Stick Dog***  
by Tom Watson

Introducing everyone's new best friend: Stick Dog!

He'll make you laugh...he'll make you cry...but above all, he'll make you hungry. Follow Stick Dog as he goes on an epic quest for the perfect burger. With hilarious stick-figure drawings, this book has a unique perspective, as the

author speaks directly to the reader throughout the story in an engaging and lively way.



***The One and Only Ivan***  
by Katherine Applegate

Ivan is an easygoing gorilla. Living at the Exit 8 Big Top Mall and Video Arcade, he has grown accustomed to humans watching him through the glass walls of his domain. He rarely misses his life in the jungle. In fact, he hardly ever thinks about it at all.

Instead, Ivan thinks about TV shows he's seen and about his friends Stella, an elderly elephant, and Bob, a stray dog. But mostly Ivan thinks about art and

how to capture the taste of a mango or the sound of leaves with color and a well-placed line.

Then he meets Ruby, a baby elephant taken from her family, and she makes Ivan see their home—and his own art—through new eyes. When Ruby arrives, change comes with her, and it's up to Ivan to make it a change for the better.

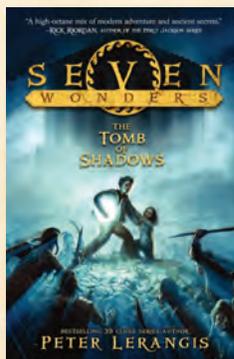


***The Very Nearly Honorable League of Pirates***  
(#1 *Magic Marks the Spot*)  
by Caroline Carlson

Hilary Westfield has always dreamed of being a pirate. She can tread water for thirty-seven minutes. She can tie a knot faster than a fleet of sailors, and she already owns a rather pointy sword.

There's only one problem: The Very Nearly Honorable League of Pirates refuses to let any girl join their ranks of scourges and scallywags.

But Hilary is not the kind of girl to take no for an answer. To escape a life of petticoats and politeness at her stuffy finishing school, Hilary sets out in search of her own seaworthy adventure, where she gets swept up in a madcap quest involving a map without an X, a magical treasure that likely doesn't exist, a talking gargoyle, a crew of misfit seadogs, and the most treacherous and unexpected villain on the High Seas.



***Seven Wonders Book 3: The Tomb of Shadows***  
by Peter Lerangis

*The Tomb of Shadows* is the third in a seven-book series by master storyteller Peter Lerangis. This sequel to the bestselling *Lost in Babylon* and *The Colossus Rises* chronicles the adventures of Jack McKinley and his friends in a life-or-death race to the Mausoleum at Halicarnassus. In the

rubble of this Wonder of the Ancient World, they have to face down their own demons and engage in an epic battle with foes long gone. But when promises are broken, blood is spilled—and the Select are left with no choice but to destroy the one thing that might have saved them all.

FIND OUT MORE ABOUT ALL OF THESE BOOKS AT

[www.harpercollinschildrens.com](http://www.harpercollinschildrens.com)