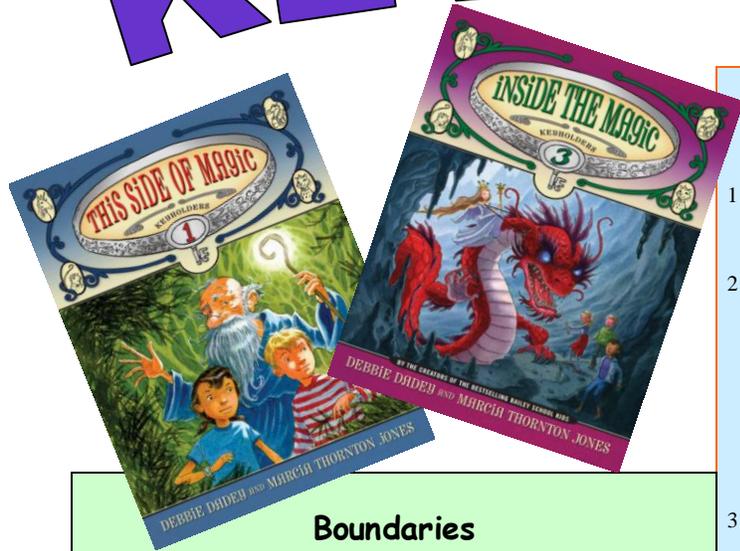


KEYHOLDERS



Boundaries (Mapping, Math)

1. The tangled hedge at the edge of Morgantown creates a boundary between the real world and the world of magic. What boundaries are in YOUR world? Brainstorm the boundaries in your school, neighborhood, and community. What are the size of the areas those boundaries define. What is the area of your classroom? Playground? Neighborhood? State?
2. Look at a map of your state. What landmarks (like rivers, forests, and mountains) make natural boundaries? Draw a map of your state using these landmarks as boundaries, then name the regions you created.
3. Penny, Luke, Natalie, and their links would have better luck if they were more prepared when they go to INSIDE THE MAGIC. Would you be able to find your way around THE OTHER SIDE OF MAGIC? Better practice now...just in case. Create a map of your school or neighborhood. Be sure to include the compass rose, and it would also be a good idea if you divided your map into grids (longitude and latitude). Once you've completed your map, use a compass to create directions for finding a specific location. Trade orienteering directions with a friend and see if you can find the secret location!

Folklore

(Social Studies/Language Arts/Visual-Performing Arts/Technology)

1. There are many unusual folklore creatures in KEYHOLDERS. What's the difference between a fairy tale, folk tale, tall tale, fable and myth? Read an example of each kind of folklore and write your own definitions.
2. Folklore is one way to learn about a culture, and many folklore stories are based on a thread of truth. What kind of folklore stories might describe the culture of your school? How about a *tall tale* about the kid who won every single race at Field Day? Or maybe a *myth* about how the giant maple tree that shades the playground was created as a hidden doorway to the land of gnomes. Or how about a *fable* about the kid who never believed he had to do homework! You could always write a *fairy tale* about how your teacher is really a...hmmm, maybe it would be better if you decided that!
3. One of the animals in KEYHOLDERS is not based on a creature from folklore. Snuffles, the weaver of the invisibility webs, is totally made up. Why not make up your own magical link? After reading about folklore creatures, make a list of attributes you like. Maybe you like the wings of the griffon and the scales of a dragon. Put that on your list. How about the ability to shape shift? Add that, too. When you're finished, create your own folklore creature. Write a description, then draw a picture or make a clay sculpture. Be sure to give your creature a fun-sounding name!
4. Being a new KEYHOLDER can be confusing. Having instructions might help! Make a brochure about the care and feeding of the creature you created. First, analyze a collection of brochures to see how they're designed. You'll need a cover and five different panels of information, so brainstorm a list of five categories of information. Possible categories might include eating habits, shelter requirements, communication tips, health and well-being, and personality quirks. Oh, and you might want to include what to do in case your link does something like destroy the school or breathe fire on your homework. Just a thought... Now, create your brochure! A computer publishing program could help you!
5. Your parents and teachers might not be happy if you showed up with the creature you created. Maybe if you wrote a song they would consider letting you keep it! To help you get started, listen to songs like I WANT A HIPPOPOTAMUS FOR CHRISTMAS and ALL I WANT FOR CHRISTMAS IS MY TWO FRONT TEETH, but be sure to make your song your very own. No copying! Pay attention to the rhyme and meter of your lyrics. Use musical instruments to help you compose a snappy tune to go with the lyrics!

Rocks and Minerals

(Science, Personal Awareness)

1. The KEYHOLDERS are given bracelets that have stones in them. What's the difference between a gem and a rock? Precious and semi-precious? A rock and a mineral? Charts might help you keep track of the differences.
2. How are rocks and minerals used? Interview your parents and other adults to discover if rocks and minerals are important in their careers. Look around your home and school for evidence of rocks and minerals.
3. Gemstones have traditionally been used to symbolize power, wealth, and royalty. What would be your personal symbols? Are you fast like a horse? Are you as flexible as a willow tree? Are you as sweet as a rose? Draw a personal shield or flag and illustrate it with tree, flower, animal, and gemstone that would symbolize your personal qualities. (Hint: find ideas in field guides in the library!)

For more information and fun activities visit www.MarciaTJones.com