

## Go on a Magical Adventure with Abi Elphinstone

Embark on a voyage across a magical sea kingdom  
with *The Crackledawn Dragon*!

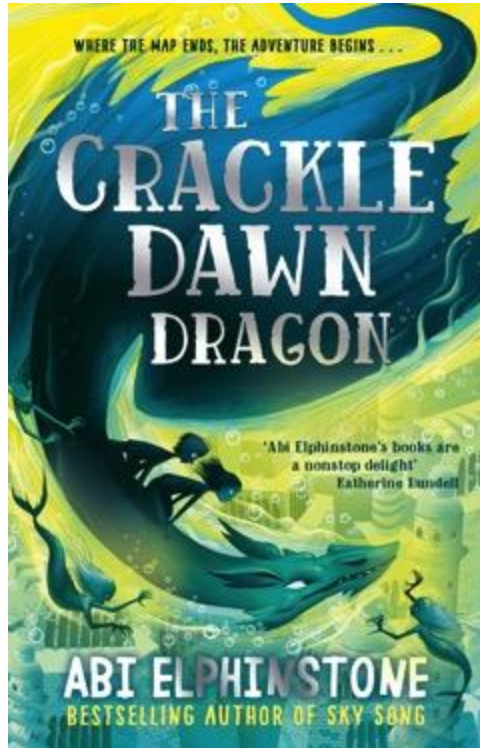


Image of book cover(s)

**Level:**

First Level / Second Level – KS2

**Explore themes of:**

√ Magic √ Adventure √ Creating New Worlds √ Mapping Stories √ Climate Change

**Subject Checklist:**

√ Sciences √ Expressive Arts √ English Language √ Social Studies √ Creative Writing

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### At a Glance

*Before watching Abi's event or reading the extracts!*

1. What does the book's title make you think of?
2. What genre/s do you think this book will fit into to?
3. What do you think '*Where the map ends, the adventure begins...*' means? How is the theme of adventure shown on the cover?

### Book Cover Activity: Going on an Adventure . . .

There are lots of different types of adventures; some are real and some are imaginary – and some are magical! Look at the cover of *The Crackedawn Dragon*. Note down how the cover suggests that this story will be about a magical adventure. Consider the following:

- *Is the setting in a real or made-up place?*
- *Does the story take place on land, sea or in the sky – or all of them?*
- *What activities might be involved?*
- *Are there any magical creatures?*
- *What will the characters need to do?*

Think about an adventure that you've had recently. Where did you go? What did you do? How would you show your adventure in an illustration on a book cover?

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### Read the Extracts

*Taken from the Prologue and Chapter One of 'The Crackedawn Dragon'.*

### Discussion Questions

1. What can children see that adults can't? Why?
2. Can you name the four 'Unmapped Kingdoms' and give some details about them?
3. What are the dragons doing as they roam the Unmapped Kingdoms?
4. What do you find out about Zeb in the Prologue? Why do you think the author, Abi Elphinstone, has revealed this here?
5. What do you learn about Zeb's character or personality in the first two pages of Chapter One? What are his strengths and weaknesses?
6. Why does Zeb feel like 'an unwanted package'?
7. Why do you think Zeb always runs away? Do you have empathy for Zeb? Why or why not?
8. What is the significance of the newspaper headlines on page 12? How do you think these might be important to the story?
9. Which 'major climate disasters' are mentioned? Why is the theme of the environment important for modern readers?
10. How does Zeb feel at the end of the chapter? Why? What do you think will happen to him next?



## Get to Know the Author and the Books!

### Activity 1: Real-Life Adventures

*Abi bases her stories on real-life adventures that she has had – from exploring the highland glens where she grew up to living with the Kazakh Eagle Hunters in Mongolia!*

- The world is a big place full of wonders! Abi has visited some of them and used them to get inspiration for her stories. Where would *you* like to go for an adventure? Start by mapping the seven continents of the earth; what are they? Can you locate them on a world map? Which would you most like to go to and why?
- Choose one of the continents of the world and carry out some research. Then, create a Non-Chronological Report for your continent. Where is it? What countries and cities are located there? What is the climate? What species of animal live there? Use the headers below to help you create your Report:
  - *An eye-catching heading in a large font*
  - *An introductory paragraph*
  - *Text split up into paragraphs and each paragraph on a different aspect of the subject – including sub-headings for each paragraph*
  - *Usually written in present tense*
  - *Pictures of the subject*
  - *Captions under each picture to explain what is in the picture*
  - *Diagrams or maps with labels*
  - *Lists of facts in bullet points*
  - *Graphs or charts showing information about the subject*
  - *Boxes containing facts to grab the attention of the reader*
  - *Technical vocabulary in bold, possibly with a glossary at the end*
- Swap your Reports and talk about them together. How do they inspire you to write stories and come up with new creative ideas?

## Activity 2: The Theme of Climate Change

*Abi's books not only keep the reader entertained, but also empower readers to battle climate change and environmental issues – something that Abi is passionate about.*

- Look at the four 'climate disaster' headlines on page 12 of *The Crackedawn Dragon*.
    - GLOBAL TEMPERATURES SOAR
    - POLAR REGIONS MELT AT RECORD SPEED
    - ARCTIC ANIMALS FACE EXTINCTION
    - SEA SWALLOWS COASTAL TOWNS
  - Have you seen any of these headlines in real life? Can you think of any real news stories recently about these climate issues?
  - Using one of these headlines, write the newspaper article to go alongside it. In the article, talk about what the problem is, where it is happening, who is affected, and how the problem can be solved.
  - Choose a climate change issue that you are passionate about. Create a collage of ideas – your collage might help you to come up with a story inspired by this issue.
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## Your Turn: Writing Magical Adventures!

### Activity 1: Mapping a Story

*Maps are very important in Abi's stories – her series is named 'The Unmapped Chronicles' after all! Create your own magical maps inspired by real-life adventures...*

- Look at the map of Crackedawn at the beginning of the book. Make a list of all the equipment you would take with you if you were visiting. Consider the following questions:
  - *How would you describe the landscape of The Turtle Shallows?*
  - *What do you think happened to the Ghostwreck?*
  - *Which place would you most like to visit?*
  - *Which would you least like to visit?*
  - *Make a note of the direction you would travel to get from Goldshell Cove to The Northswirl.*
  - *What creatures can you see in this world?*
- Think of a time when you have had an adventure. It might be in a foreign place with your family, or it might be in your local town or city (or even your school) with a group of friends. Share your adventure with the person sitting next to you or with the whole class.

- Draw a map of the route that you took on your adventure, taking into account any places that you stopped to rest, or anything significant that you stumbled across. Annotate and label your map with important landmarks. Design your map to make your adventure come to life on the page.
- Can you add any magical features to the landscape or change the names of places in order to turn your map into a magical kingdom – just like Crackledawn!

### Activity 2: Creative Inspiration for Stories

*All you need to write a story is an idea that nobody else has stumbled across yet – but how can you find these ideas? It's time to find some inspiration!*

- On page 15 of *The Crackledawn Dragon* we learn that:  
*'Zeb could see old set designs piled up on top of each other – mountains, palaces and jungle trees – as well as heaps of abandoned props: birdcages stacked up beside lamps, parasols left on sagging armchairs and typewriters plonked on old trunks.'*
- Use settings and props like these to get the creative ideas flowing! First, bring three bags or boxes into the classroom.
- In bag 1, put bits of scrap paper with different objects or props written on them (e.g. birdcages, lamps, parasols, sagging armchairs, typewriters, old trunks).
- In bag 2, put bits of scrap paper with locations written on them (e.g. mountains, palaces, jungle trees!).
- In bag 3, put bits of scrap paper with characters written on them (e.g. an runaway (like Zeb!), identical twins, a shopkeeper, a magician, a sinister stranger).
- Choose a piece of scrap paper from each bag (one object/prop, one location and one character).
- Give yourselves 5–10 minutes to come up with some initial ideas for a story, and maybe even to write the opening line!

### Reflection and Further Questions

#### Reflection Activity

*Think over all that you have learned today. Perhaps you have been inspired to map a new magical kingdom? Or you've thought about where would you like to go on your next adventure – real or imaginary . . .*

*On a map of the world, place pins or stickers to mark FIVE different places you'd love to visit to get inspiration for a story. On post-it notes, write your reasons for choosing each place.*

Lastly, do you have any final questions you would like to ask Abi if you got the chance? Try to think of at least two and make a note of them.

Keep your eye out for more awesome books from Abi Elphinstone, as well as the other authors from the Edinburgh International Book Festival!