

NAME: _____



Activity One

Game On!

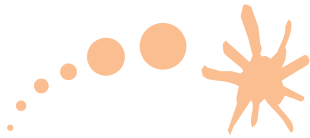
Much like here in the Overland, people in the Underland play games too. In Chapter 2, Gregor and Boots landed right in the middle of an arena. The people of Regalia were playing a game using bats, a ball and the ground.

After becoming familiar with some of the creatures that live in the Underland, now it's your turn to create another game that you think the people of Regalia would play. Aim to answer the following questions:

- What is the game called?
- How many people can play?
- How many teams are there?
- How many people on a team?
- How many people play at once?
- How long do they play for?
- What equipment is needed to play?
- What is the object of the game?
- What are the rules?
- How do you win the game?

Remember, this game is to be played in the Underland, so be creative and try to make it appropriate to the Regalians.

NAME: _____



Activity Two

Movie Poster

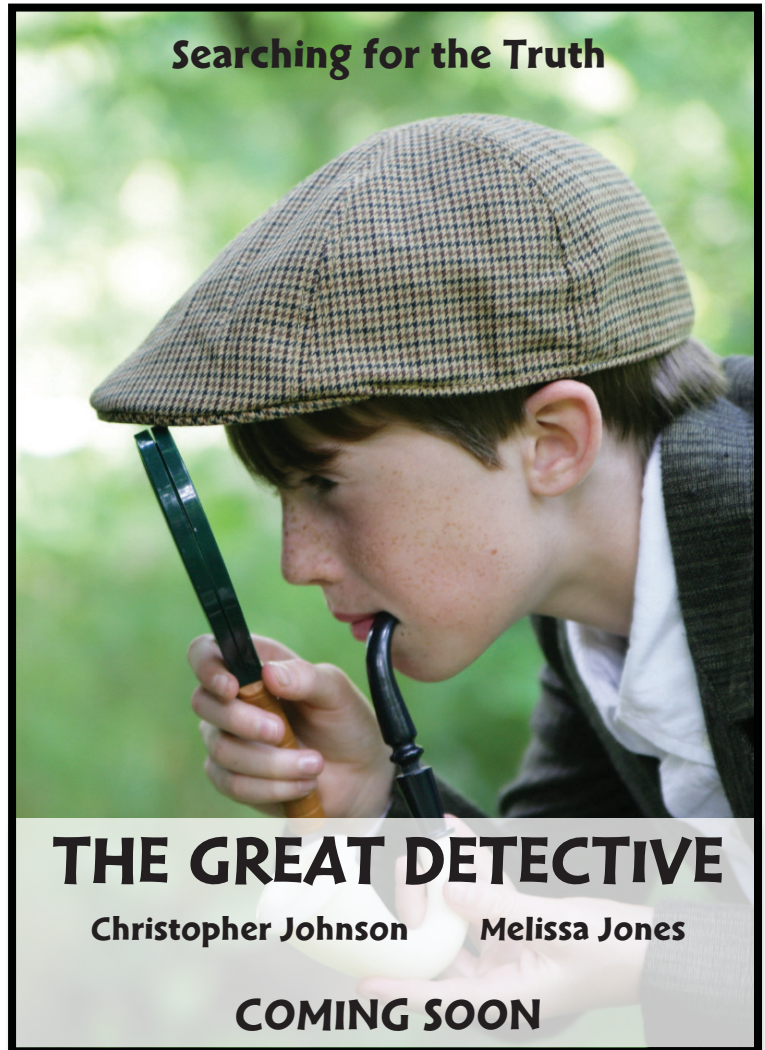


Think about your favorite action or superhero movie. Now, think about what the movie poster looked like. Lots of superhero and action movie posters have the characters on the front looking strong and fearless.

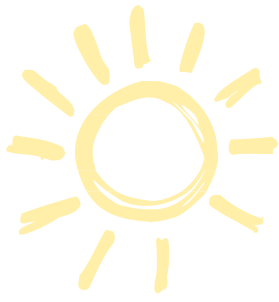
If your local movie theater was having a contest for the best movie poster for *Gregor the Overlander*, what would you draw? What would it look like? Who would you make sure is on the front?

Keep in mind the style of font, colors and overall look of the poster. Do you want it to look happy? Dark? Scary? Is it an animated movie or is it starring real actors?

On a sheet of blank paper, draw what your movie poster would look like. Remember to include information that you would see on other movie posters, like the title, the release date and the actors starring in the movie.



NAME: _____



Activity Three

Underland Animals



As you read *Gregor the Overlander*, you were introduced to the many creatures that live underground. When Boots gets older, she won't be able to remember all of the creatures that she met. Create a booklet or presentation for Gregor that he can show Boots when she gets older.

If you choose a booklet:

- Hand draw each creature.
- Have at least five (5) facts about each creature.
- You may choose how you would like to set up the book.
- Have six to ten creatures in total.

If you choose a presentation:

- Include two (2) pictures of each creature.
- Have at least five (5) facts about each creature.
- You may choose how you would like to run the presentation, and which program to use.
- Have six to ten creatures in total.

Remember, put all of the information into your own words. Do not copy exactly what you read. Use your imagination to come up with your own descriptions.

NAME: _____



Activity Four

Title, Title, Title



As you may have seen, *Gregor the Overlander* is missing chapter titles! For each chapter, create a title and explain why you chose it. Fill out the table below with your answers.

Chapter	Chapter Title	Explanation
1	Laundry Room	Gregor and Boots travel to the Underland through the laundry room.
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		



Activity Five

Area Code



When Gregor first sees Regalia, he thinks about his hometown of New York. He starts to remember all of the things that New York is known for—the buildings, museums, parks. If you were in Gregor's shoes, what would you remember about your hometown?



Big Ben — London, England

Make a list of SIX (6) things your hometown, state/province and country are known for. If you're having trouble, make a list of things you think your hometown, state/province and country should be known for. Give a little background into each thing on your list. Why is it well-known? Is a famous band from there? Was a sport created there? Is it known for certain foods? Did anything historical happen there?

For this activity, make a slideshow on the computer. Make sure to include:

- 2 things your hometown is known for
- 2 things your state/province is known for
- 2 things your country is known for

Present your slideshow to the class.



Times Square — New York, New York



Sydney Opera House — Sydney, Australia

NAME: _____



Activity Six

Blade of Steel



In the last Chapter, Vikus and the council wanted to give the sword of Bartholomew of Sandwich to Gregor. Gregor described the sword as stunningly beautiful and studded with jewels. What do you think the sword looks like? What would you want the sword to look like? Now is your chance to create your very own sword.

Swords come in all different shapes and sizes. Some are long, short, straight, curved. Go on the internet and research the different types of swords to see what you would like yours to look like. As you will see, each sword also has their own name.

First, draw an outline of what you would like the sword to look like on a piece of paper. What craft supplies will you use for each part? For example, what will the handle be made of? What will you use for the blade? At the top of the page, think of a unique, and creative name for your sword.

Using any kind of craft supplies, either create the sword of Bartholomew of Sandwich, or create a sword that you would like. As a bonus, if you have time and the right material, create a belt that you can keep your sword in.

