

NAME: _____



Activity One

Coat of Arms

Peter, Susan, Edmund, and Lucy Pevensie enter Narnia using a magical gateway. This gateway is through the Professor's wardrobe. The children help Aslan and the other good creatures of Narnia defeat the evil White Witch. Afterward, the Pevensie children fulfill an ancient prophecy by sitting on the four thrones of Cair Paravel.

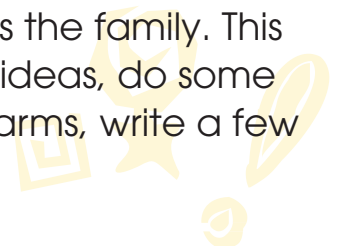
Peter and Edmund become Kings. Susan and Lucy become Queens. In Narnia, the children eventually grow to become adults and great rulers. But there's one thing every great King and Queen needs that isn't mentioned in the book: a coat of arms.

A coat of arms is usually shaped like a shield. It has pictures of things that represent the history and character of a family. Your coat of arms for the Pevensies should have at least four separate parts. These parts will represent each of Peter, Susan, Edmund, and Lucy.

Make sure the coat of arms is colorful and fitting for the Kings and Queens. Both the shape and color of the coat of arms is important. Different colors have different meanings. For example, red can mean military strength. Gold or yellow can mean generosity.

The coat of arms can also have any number of background designs or symbolic lines. On either side of the shield section, animals or creatures that support the family are often found. These are called supporters. For nobles, the shield is often topped with a crown and a knight's helmet.

Your coat of arms should also include a motto that represents the family. This should be just a few words. If you need help coming up with ideas, do some research online. Once you've finished drawing your coat of arms, write a few paragraphs explaining each element.



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Activity Two

Alternate Reality



The White Witch has control over Narnia. Her magic has made certain it is always winter (but never Christmas). Anyone who has opposed the Witch has been turned to stone.

Edmund Pevensie finds his way to Narnia through the wardrobe. He finds himself face to face with the Witch. The Witch claims she is the Queen. She asks Edmund to bring his brother and sisters to her castle.

She promises Edmund he will be a prince and one day, when she is gone, a King. In the end, Edmund is freed from the Witch's control. He plays a big part in the battle against her evil army.

Now, imagine Edmund has fully sided with the Witch. Your task will be to write an alternate reality version of the story. This version will detail what happens when Edmund betrays his family to become the King of Narnia.

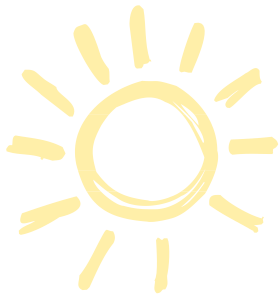
Your story should try to follow the same writing style as the book. The alternate reality version should explain what happens to Peter, Susan and Lucy after Edmund decides to side with the Witch. It should also discuss what Edmund plans to do to ensure the Witch doesn't betray him once the others are out of the way.

Try to give as much information as you can. Describe how Edmund is thinking and feeling. Explain why he makes the decisions he does. Your alternate reality should begin at the point where Edmund is rescued in the woods. Make sure you write in the narrative style used in the book.

Your submission should also:

- Explain what happens to Aslan.
- Include at least one new location or setting.
- Include a new character.
- Wrap up Edmund's story.

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Activity Three

Wardrobe A to Z



From the wardrobe to Cair Paravel, Tumnus to Aslan, there's a whole world inside *The Lion, the Witch and the Wardrobe*. When you read the book, what did it make you think about?

How did the story make you feel? Think about how the characters treated and spoke to one another. What words would you use to describe these things?

Your task will be to comment on the story using each letter of the alphabet.

For example, 'A' could stand for Aslan. It could also stand for Alliance. Like all the good creatures of Narnia working together. 'A' could also represent Anger. How the Witch feels toward the children. There are all kinds of possibilities.

For each letter of the alphabet, pick one word that begins with that letter. This word should best represent the story. Write a sentence describing what the word represents in the story. Discuss why you chose that word.

Repeat this process for all 26 letters of the alphabet. When you've completed all your letters and have written out explanations for each word, partner with a classmate.

Exchange lists and read through their words and descriptions. Once you're finished, discuss together. How are the lists different? How are they the same? Write a paragraph together that explains the similarities and differences in the tone of each of the lists.

Was one list more about the personalities of the characters? Did one focus on the setting? Your paragraph should be between 100 and 150 words. It should address everything outlined above.

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Activity Four

Bringing Narnia to Life



There are plenty of great scenes in *The Lion, the Witch and the Wardrobe*:

- The reveal of the White Witch.
- The arrival of Aslan and his army.
- The critical end battle between Aslan's army and the army of the White Witch.
- The reviving of all the stone creatures.

Pick your favorite scene from the book. Draw it. Pick a scene that has some setting and action elements. You can choose to draw your scene using panels like a comic book. Or, draw a storyboard from a movie. Use the Internet to get a better understanding of this idea if you wish.

This style can include less detail in each panel. It should have at least nine to twelve panels to show action and setting portions of the scene. The alternate option is a bigger, more detailed drawing. This will show a much wider view of a specific moment. If you pick this option, your scene should include at least three characters. The drawing should span at least one 11" X 17" sheet of paper.

Once you've finished your drawing, write a paragraph explaining what scene your drawing is showing. Explain its importance to the story. Write a paragraph explaining why you decided to draw that scene. What parts of the scene were most enjoyable? Why? Were there characters you really enjoyed in the scene?

Your finished paragraph should be at least 200 words.

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Activity Five

Book Review



Was the book too exciting to stop reading? Were you falling asleep waiting for a good part? Do you think your friends would want to read it? These are the types of questions you will need to answer in this activity.

Your task will be to craft a book review of *The Lion, the Witch and the Wardrobe*. A book review gives a short description of the plot and tells the reader if the book is a good one to read. Finally, it gives the reader the writer's recommendation.

Your first paragraph should state the name of the book and explain why you are reading it. Your next paragraph should introduce the main characters and give a brief outline of the plot. Your third paragraph should tell the reader if you did or didn't enjoy reading the book and explain why. This paragraph should include specific details and examples to back up your point.

For example, if you felt the book was boring, use a scene from the story to show the reader why you felt the way you did. Make sure you have evidence to back up your opinions. Don't just say "It was bad" or "It was good."

Your final paragraph should sum up all of your points and your review should end with a recommendation (would you tell a friend to read the book?).

You can be creative and have fun with your review. Use descriptive language that captures both the spirit of the book and your own opinion. The finished product should be at least 500 words in length.

It should also include:

- A favorite/least favorite moment.
- A favorite/least favorite character.
- Some comment on how easy/difficult the book was to understand.

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Activity Six

Creature Draft



Have you ever wanted to lead your own mystical monster army? Now's your chance. In this activity, you'll get to make your own unstoppable Narnian army. To make your army, you'll have to pick from all of the human, animal and mythical characters from *The Lion, the Witch and the Wardrobe*.

You can pick any of the characters or creatures from the book to enlist in your army. For this task, you will be drafting 10 generals to lead your army. Seven characters should be taken directly from the book. A crew of three other original characters should be created entirely by you to fill your army of 10.

Each character must get their own background dossier sheet. These sheets include a picture of each character and gives details about them. The sheets will have a two-inch by three-inch panel in the top left corner of the page. Here you will draw the character's face.

To the right of the picture should be the character's name. Below the name should be another section titled "Background". Here you will discuss some of the fictional or mythical background of the character.

Below that will be a heading of "Personality Traits". Here you will write about how the character behaves and interacts with others. Below that will be a section titled "Hobbies". Here you will imagine the things the character does in his or her spare time.

Finally, the last section should have the title "Enlisted". It should explain why you chose the character to help lead your army. This section should be at least 100 words in length. Be creative with your choices and explanations.

You can also include other information such as:

- Aliases/code names.
- Physical characteristics/appearance.
- Known accomplices/friends.