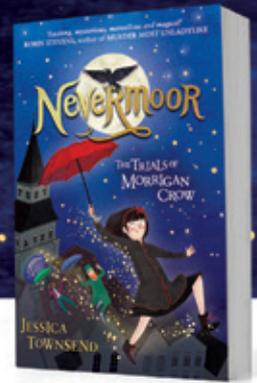


Nevermoor Resource Pack



For Key Stage 2 teachers & librarians

Dear Teachers, Librarians, secret residents of Nevermoor, Wunimals and Wundersmiths,

HOLD ONTO YOUR UMBRELLAS – you’re about to be whisked away on the most fantastical, magical, thrilling adventure of the year. We’re officially inviting you to join Morrigan Crow and her band of friends from Nevermoor (including a GIANT CAT named Fenestra, of course) in her quest to join the Wondrous Society – a place of mystery and magic – before the dreaded Hunt of Smoke and Shadow catches up with you all...

Phew. If Jessica Townsend’s debut novel *Nevermoor: The Trials of Morrigan Crow* doesn’t get the adrenaline pumping, we’re not sure what will. It hits shelves in paperback from February 2018 and, to celebrate, we’ve put together this exclusive teacher resource pack, bursting with classroom ideas and cross-curricular activities for KS2 children aged 9–11.

WundRous!

So, as the clock ticks into the last day of Winter of Eleven, it’s time to get prepared for the all-important Wondrous Society Trials.

Remember, step boldly...

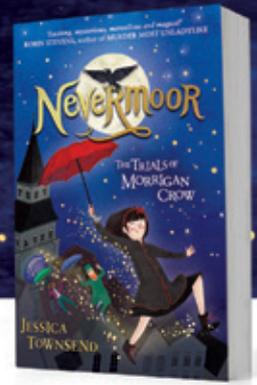
Be ready.

And good luck!

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Nevermoor Resource Pack



About the book

Morrigan Crow is cursed, destined to die on her eleventh birthday. But, as the clock strikes midnight, she's whisked away by a remarkable man called Jupiter North and taken to the secret city of Nevermoor.

There she's invited to join the Wondrous Society. Mystery, magic and protection are hers – if only she can pass four impossible trials, using an exceptional talent. Which she doesn't have...

Perfect for fans of the Harry Potter series and His Dark Materials, this series takes readers into an extraordinary world, setting hope and imagination alive.

This resource pack

The activities suggested here provide material for between four and six hour-long KS2 lessons, which can take place during literacy lessons or as extra-curricular activities. They are suitable for children aged 9–11 years and have a reading comprehension focus, but also cover other areas of the curriculum including Geography, Science and Design Technology and Art. On completion of the pack, pupils will be able to showcase a wondrous array of work; from character profiles and group role-plays, to maps, fictional animals and letter writing – not to mention a new-found excitement for the glorious fictional world of Nevermoor, and for the act of reading itself.



NEVERMOOR Resource Pack



Curriculum Objectives

Literacy objectives covered in the pack include but are not limited to:

English

Reading: comprehension

Develop positive attitudes to reading, and an understanding of what they read, by:

- listening to and discussing a wide range of fiction
- discussing words and phrases that capture the reader's interest and imagination

Understand what they read, in books they can read independently, by:

- identifying how language, structure, and presentation contribute to meaning
- drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence

Writing: composition

Plan their writing by:

- discussing writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar

Draft and write by:

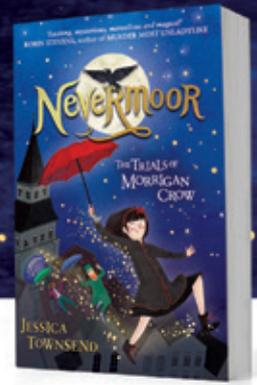
- in narratives, describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action

Evaluate and edit by:

- assessing the effectiveness of their own and others' writing and suggesting improvements



NEVERMOOR Resource Pack



Cross-Curricular Objectives

Cross-curricular objectives in this pack include but are not limited to:

Biology

- Evolution, inheritance and variation
- Identify how animals and plants are adapted to suit their environments and how that adaptation may lead to evolution

Geography

- Geographical skills and fieldwork
- Devise a simple map; and use and construct basic symbols in a key

Drama, speaking and listening

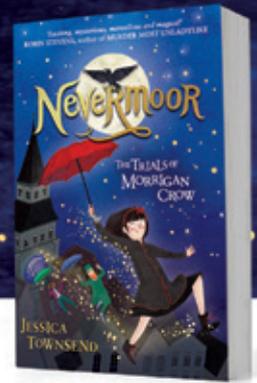
- To participate in dramatic performances, conducting interviews in-role as different characters

Design Technology & Art

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination



Nevermoor Resource Pack



Lesson One: What's In a Name?

Objective: To make inferences about a character based on an extract from the book

Outcome: A character profile for Jupiter North

Cross-curricular links: Literacy; Design Technology and Art

Lead-in task:

In pairs, look at the list of characters in *Nevermoor: The Trials of Morrigan Crow* below:

- Morrigan Crow
- Jupiter North
- Fenestra the Magnificat
- Hawthorne Swift
- Ezra Squall
- The Hunt of Smoke and Shadow

Which character might be the oldest?

Which character might be the youngest?

Which character might be the funniest?

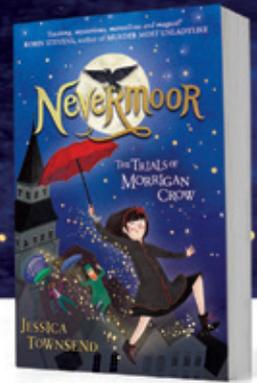
Which character might be the nastiest?

Which character might be the wisest?

Make sure that you give reasons for your choices by picking out key words in each character's name. Why do you think the author has chosen these particular words?



NEVERMOOR Resource Pack



Lesson One: What's In a Name?

Task 1:

Consider the name of the character 'Jupiter North'. Looking at each word separately, draw or write the things that you associate with each word. Consider what these things might tell you about the character's personality. Use the table below to help:

	MY ASSOCIATIONS	WHAT IT TELLS ME
Jupiter North	E.G. A big planet that is far away	E.G. The character is strange and other-wordly

Task 2:

Read the extract below [page 88]:

'Everyone wants a nickname,' Jupiter continued after the announcement. 'Mine, for example, is the Great and Honourable Captain Sir Jupiter Amantius North, Esquire.'

'Did you make that up yourself?'

'Bits of it.'

'It's too long for a nickname,' Morrigan said. 'Nicknames are, like, Jim or Rusty.'

'The Great and Honourable Captain Sir Thingy' takes about a year to say.'

'That's why everyone calls me Jupiter for short,' he said.

The elevator shuddered to a halt and they stepped out.

'You're right, shorter is usually best. Let's see... Mo. Mor... Mog. Mog!'

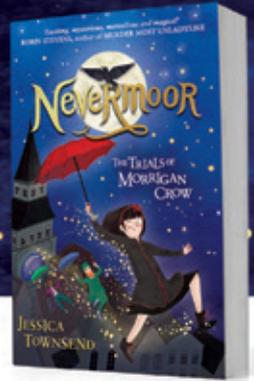
'Mog?' She wrinkled her nose.

'Mog is a great nickname!' Jupiter insisted. He rolled the word around in his mouth as they walked down the long hallway.

'Mog. Moggers. The Mogster. It's so versatile.'



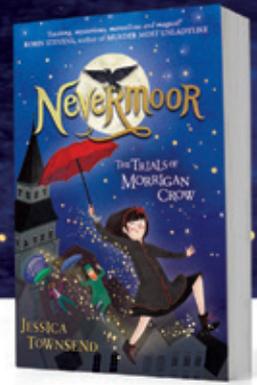
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Now it's your turn to decide what **YOUR Wondrous Name** would be. Consider what words you would use to represent yourself; do you want to seem funny, serious, young, intelligent or wise? Write your name on your exclusive Wondrous Society badge – and remember to keep it on at ALL TIMES, especially when travelling around Nevermoor.



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Task 3:

Look at this extract from the book describing Jupiter's study [page 86]:

The walls of Jupiter's study were lined with bookshelves and framed photographs, mostly of strange landscapes and people. Jupiter himself only popped up in a few of them – younger, gingerer, skinnier, less bearded. Standing on the wings of a biplane in mid-flight. Giving two thumbs up as he rode on the shoulders of a bear. Dancing on the deck of a boat with a beautiful woman and, for some reason, a meerkat.

On his desk, the photograph in pride of place was one of Jupiter and a boy sitting together with their feet propped up on that same desk, arms folded, grinning ear to ear. The boy had straight white teeth, warm brown skin and a black patch over his left eye.

Jupiter North is one of the main characters in the story. Using the description of his study, complete the character profile below. Consider what you can infer about him from the extract, and what sort of personality you think he might have. Use the 'Personality Wordbank' to help you.

PERSONALITY	CLUES IN JUPITER'S STUDY
E.G. I think Jupiter North is adventurous because . . .	<p>BOOKSHELVES: This tells me he is intelligent and reads a lot.</p> <p>PHOTOGRAPHS:</p>

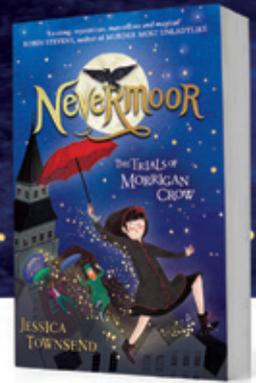
PERSONALITY WORDBANK			
FEISTY	STRONG	FUNNY	INTERESTING
UNIQUE	PLAYFUL	HAPPY	MYSTERIOUS

Task 4:

When you have finished your Character Profile, have a go at drawing either Jupiter North's study or Jupiter North himself. Don't forget to share your drawings with us on Twitter at [@HachetteSchools!](https://twitter.com/HachetteSchools)



NEVERMOOR Resource Pack



Lesson Two: Interviewing Jupiter North

Task 1:

Objective: To predict a character's personality using clues from the book

Outcome: A short journalist's interview (drama) between two characters

Cross-curricular links: Literacy; Drama, speaking and listening

[page 47]

'Um,' Morrigan said, with all the eloquence she could muster. 'Who are you?'

'Jupiter.' He looked around the room for signs of recognition. 'Jupiter North? Jupiter North of the Wondrous Society? Your patron?'

Her patron. Jupiter North. Her patron. Morrigan shook her head in disbelief. Was this another prank?

In the book, Morrigan is whisked away from her difficult life in her hometown, Jackalfax, by the very mysterious Jupiter North – who claims to not only be part of the Wondrous Society in Nevermoor, but also to be her patron. In this lesson, imagine you are Morrigan Crow. How would you feel? More importantly: what questions would you want to ask this strange, remarkable man?

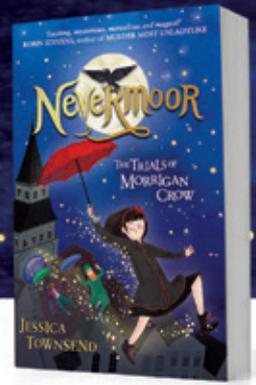
Lead-in task:

Look at this illustration of Jupiter North, drawn by the book's illustrator Beatriz Castro.

Is this what you expected Jupiter to look like? What is similar or different to how you imagined?



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Task 2:

Imagine that you are Morrigan Crow and that you have been given the chance to interview Jupiter North on television to find out more about him.

First of all, if Jupiter North was interviewed on the television, what do you think he would be like? Brainstorm your ideas using the following headings:

Appearance:

Voice:

Body Language:

Facial Expressions:

Task 3:

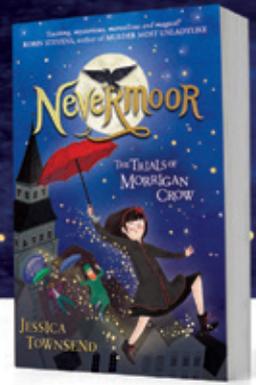
Pair-up with someone in your group and read your Character Profiles from last lesson. Come up with a list of ten questions that you'd like to ask Jupiter in your interview.

INTERVIEW QUESTIONS

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____



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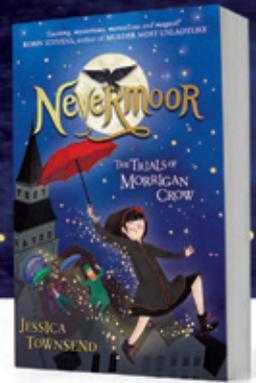
Task 4:

In pairs, conduct an interview with Jupiter North, where one of you is Morrigan and one of you is Jupiter. Try to use voice, body language and facial expressions to portray the characters' personalities – also consider the style of an interview on the television.

When you're ready (and if you're brave enough!), share your interviews with the class. Better still, get your teacher to film them and share them with us on Twitter at [@HachetteSchools!](https://twitter.com/HachetteSchools)



Nevermoor Resource Pack



Lesson Three: A Map of Nevermoor

Note for teachers: this activity could take up to three or four lessons.

Objective: To create a geographical map of Nevermoor based on information extracted from the book

Outcome: A giant, collaborative display

Cross-curricular links: Literacy; Geography; Design Technology and Art

Lead-in questions:

- What have you learned about Nevermoor so far?
- How do you imagine Nevermoor to look based on its name?

Task 1:

Read the extract below [page 191-192]:

A map was enclosed. Roughly circular and surrounded by medieval stone walls, Old Town was the smaller original city from which the rest of Nevermoor had grown outward in organic, misshapen swells, like a fungus...

There were four entrances to Old Town: through the enormous stone archways of the North Gate, South Gate, East Gate and West Gate, like points on a compass.

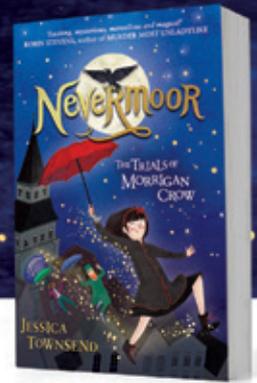
The map showed courage square at the centre of town. Morrigan had only whizzed through Courage Square on the speeding Brolly Rail, but she remembered a broad, bustling plaza surrounded by shops and cafés and filled with people.

The square sat at the intersection of two streets stretching the length and width of Old Town. Lightweight Parade ran from north to south, with Proudfoot House at the far northern end and the Royal Lightwing Palace (home to the Free State monarch, Queen Caledonia II) to the south. Grand Boulevard ran from east (starting at the Temple of the Divine Thing) to west (ending at Nevermoor Opera House).

The map highlighted other landmarks too – Dredmalis Dungeons, the Houses of Parliament, the embassies, the Garden Belt (a ring of green spaces circling the middle of Old Town, just like a belt), the Gobleian Library and perhaps a dozen others.



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In groups of four, on large sheets of A3 paper, start to sketch out a map of Nevermoor. Use a key to include the following things:

Old Town
North, South, East and West Gates
Courage Square
Lightweight Parade
Proudfoot House
Royal Lightwing Palace
Grand Boulevard
Temple of the Divine Thing
Nevermoor Opera House
The Garden Belt

Task 2:

When you've created an initial sketch of the Nevermoor map, swap your A3 sheet with another group's. Can you see any similarities or differences? Make notes on each other's sketches.

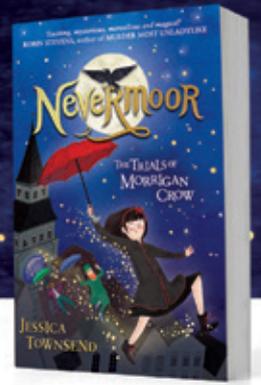
Task 3:

Now, as a whole class, it's time to create one large version of the Nevermoor map to go on your classroom wall. One group might be responsible for creating the roads, one for the buildings, one for Courage Square, one for the Garden Belt, and one for the extra landmarks (e.g. Dredmalis Dungeons and the Gobleian Library).

Or, if you prefer, you could create a wall display of each individual group's sketches, rather than one big map. Just as long as you remember to use your imaginations and to bring the magical world of Nevermoor to life!



Nevermoor Resource Pack



Lesson Four: Wunimals

Objective: To identify how animals and plants are adapted to suit their environment in different ways

Outcome: A fictional creature that has adapted to its fictional world

Cross-curricular links: Literacy; Biology; Design Technology and Art

Lead-in questions:

What is evolution?

What might a 'Wunimal' be?

Task 1:

There are many different creatures in the mysterious world of Nevermoor, including a giant Magnificat named Fenestra. These creatures are called Wunimals. Read the extract, from page 73 and answer the comprehension questions below:

Morrigan held her breath as the cat's fist-sized amber eyes scanned her up and down. Finally, it turned and slunk back inside. Morrigan tried to retreat but Jupiter nudged her through the doorway. She looked up at him, panicked. Was it a trick? Had he saved her from the Hunt of Smoke and Shadow only to feed her to his giant cat?

What size are the cat's eyes?

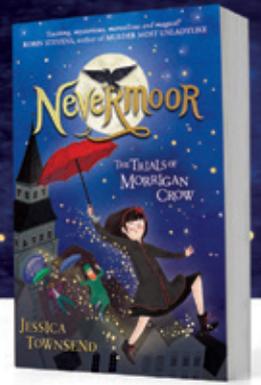
What colour are the cat's eyes?

How does the cat move as it goes 'back inside'?

How does Morrigan feel about the cat?



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Task 2:

Match the evolutionary features below to the modern setting that might require them.
Give reasons for your choices.

Evolutionary Features:

BODY PLATES	WINGS	LARGE EYES
LONG NECK	SPIKED FINGERS	LONG TAIL

Setting Types:

FARM	BEACH	CITY
COUNTRYSIDE	ISLAND	RAINFOREST



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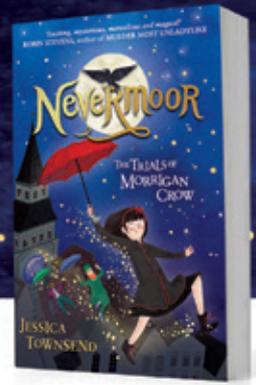


Task 3:

In pairs, discuss why Fenestra the Magnificat might have evolved to be a giant cat with 'fist-sized amber eyes'. What sort of dangers might she face in her environment – in Nevermoor – in order to have adapted from a normal cat? Use your maps of Nevermoor from Lesson Three for inspiration!



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Task 4:

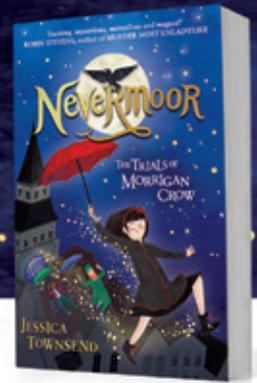
It's time to draw your very own Wunimal. Choose an animal from the real world and adapt it so that it can survive in Nevermoor. What features will it have? Why?

Don't forget to send pictures of your Wunimal to us on Twitter at [@HachetteSchools](https://twitter.com/HachetteSchools).

MY WUNIMAL



Nevermoor Resource Pack



Lesson Five: The Wondrous Society Trials

Objective: **To identify the features of a formal letter**

Outcome: **A written letter inviting Morrigan to a fifth Wondrous Society Trial**

Cross-curricular links: **Literacy**

Lead-in question:

In the book, Morrigan is told that she has a special talent, or a 'knack'. If you had a 'knack' – what would it be?

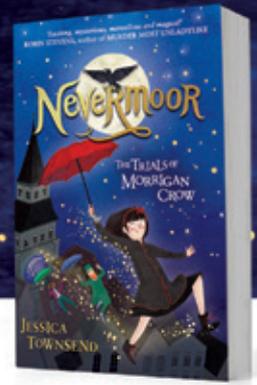
Task 1:

In order to enter the Wondrous Society in Nevermoor, Morrigan must first pass through four difficult Trials. Look at the names of the Trials below. In pairs, discuss what you think Morrigan might have to do in each Trial. Share your ideas with the class.

- The Book Trial
- The Chase Trial
- The Fright Trial
- The Show Trial



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Task 2:

Just before the beginning of the Chase Trial, Morrigan is sent a letter from the Nevermoor Elders describing what she must do [pages 190-191]:

Dear Miss Crow,

The Chase Trial will take place this Saturday at midday, in the heart of Nevermoor, inside the walls of the Old Town district. The United Nevermoor Councils and Guilds has granted us permission to evacuate the streets of Old Town temporarily, ensuring the event will be undisturbed by the public.

The remaining candidates have been divided into four groups. You are in the West Gate group. Please make your presence known to Society officials at Old Town West Gate no later than 11.30 on Saturday morning.

There are three rules:

Every candidate must ride a living steed. This can be any creature of transport with no fewer than two legs, and no more than four.

Flying creatures are strictly prohibited.

Candidates must dress in white clothes only.

Any candidate found in breach of these rules will be instantly disqualified.

The successful candidate in this trial will show daring, tenacity and an instinct for strategy.

Further instructions will be given immediately prior to the Chase Trial.

Warmest regards,

Elders G. Quinn, H. Wong and A. Saga

Proudfoot House

Nevermoor, FS

Can you identify the following features of a formal letter:

- The correct opening
- A suitable and precisely worded opening sentence
- A number of well-developed paragraphs
- A firm summing-up of the purpose of the letter
- Use of appropriate vocabulary
- A suitable and appropriate signing-off

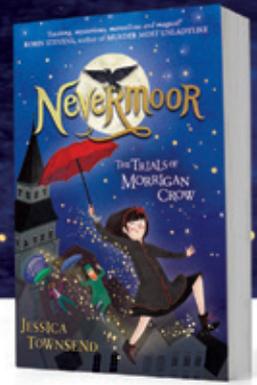
Task 3:

In groups, discuss the three rules for the Chase Trial. What do you think Morrigan will be expected to do?

With this in mind, create your own Wondrous Society Trial. Consider what it would be called, what the candidates would have to do, and its three most important rules.



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Task 4:

Imagine you are an Elder of Nevermoor and you have to write a letter to Morrigan Crow explaining your Trial. Use the example above to write your own formal letter, remembering to use the important features and also to mention the three rules of your Trial. Remember to send your letters to us on Twitter at [@HachetteSchools](https://twitter.com/HachetteSchools)!



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Reflection Activities

What intrigues you about the book *Nevermoor: The Trials of Morrigan Crow*?
What makes *Nevermoor: The Trials of Morrigan Crow* different to other stories you've read or heard about?

Take a look at the work that you have completed. You should find the following things:

TICKLIST	
Character Profile from Lesson One	
Interviews from Lesson Two	
Map of Nevermoor from Lesson Three	
Your own Wunimal from Lesson Four	
A letter written by Morrigan Crow from Lesson Five	

With your partner, take turns to complete the following statements:

My favourite piece of work is

The thing I'd like to learn more about is

Congratulations!

You've completed the Nevermoor Resource Pack

Now, don't forget to share your classes work with us on Twitter at [@HachetteSchools](https://twitter.com/HachetteSchools).
We can't wait to see the wondrous things that you've created...

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