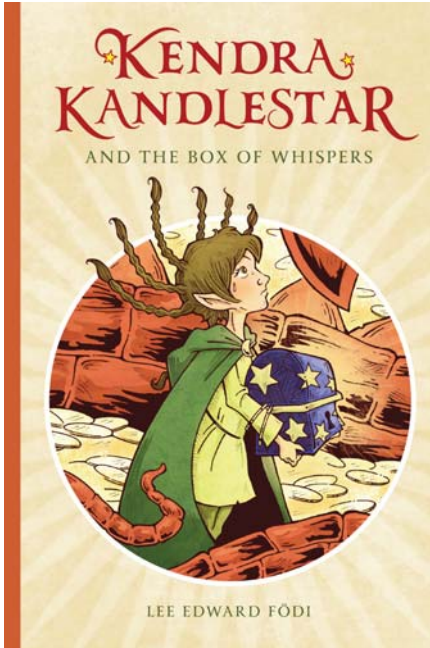


# KENDRA KANDLESTAR

AND THE BOX OF WHISPERS



TEACHER GUIDE



## Kendra Kandlestar and the Box of Whispers

Book I  
The Chronicles of Kendra Kandlestar

Written & Illustrated by  
Lee Edward Födi

For ages 8-11  
6" x 9", 240 pages  
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Book trailer available on youtube:  
<http://youtu.be/WDTG7xXzNL0>

## The story

For over a thousand years the Box of Whispers has guarded all the secrets in the Land of Een. No matter how serious, or how frivolous, the box records them all, magically and automatically. When the box is suddenly stolen, panic spreads across the land, and five Eens are chosen to go on a quest to recover the fabled chest. One of these would-be heroes is eleven-year-old Kendra Kandlestar. Unlike the other members of the quest, Kendra seems to possess no special skills, talent, or magic of her own.

Kendra soon finds herself swept away on an enchanted adventure where doors speak in riddles, plants cast dangerous spells, and strange monsters seem to lurk around every corner. One night, while she is separated from her companions, Kendra saves the life of an Unger, a dreadful troll-like creature who is meant to be her sworn enemy. Realizing that she could be expelled from the Land of Een for aiding the beast, Kendra decides to keep the episode a secret.

Now, as her quest for the Box of Whispers continues, Kendra's journey becomes a far more personal one, for she must not only confront the chest, but her own troubling secret. During the climatic battle with the box's guardian, Rumor the Red Dragon, Kendra will find a magic of her own, the magic of facing her own truths.

## About the author and illustrator

Growing up on a farm in the Okanagan Valley, British Columbia, Lee Edward Födi was subjected to various horrible chores such as cleaning up after chickens, pigs, geese, and younger siblings. After "flying the coop", he was able to pursue his love of art, mythology, and storytelling.

When he is not chronicling, "Mr. Wiz" (as he is so often called by his students) spends his time teaching kids how to daydream through his fun-filled creative writing workshops. He has taught programs in Canada, the United States, England, South Korea, Thailand. In addition, he is a co-founder of Dream Workshop, a Vancouver-based not-for-profit program in which children's authors, illustrators, and performers help kids publish their own books.

He enjoys traveling, and especially exploring castles, mazes, tombs, and temples around the world—not to mention tiny places hidden between the cracks of here and there.

# General themes and connections

## 1. Secrets: the magic of facing the truth

Secrets that are hidden or ignored can turn into terrible beasts that rule over us; just as the secrets of Een hatch Rumor the dragon. When we face the truth, we can defeat the beast.

## 2. The power of fear

Fear can disable or disempower us. To regain this power, one must stand up to fear.

## 3. Prejudice and judgment

We can fall into the trap of judging others by their appearance, just as Kendra must confront her prejudices of Ungers when she meets Trooogul.

## 4. Integrity and accountability

When Kendra saves Trooogul, even though it's technically against the laws of Een, she follows her intuition and does what she feels is right—not what she is told is right.

## 5. Bullying

Bullies are usually trying to cover up for something they are ashamed of, as is Jinx when it comes to her inability to read.

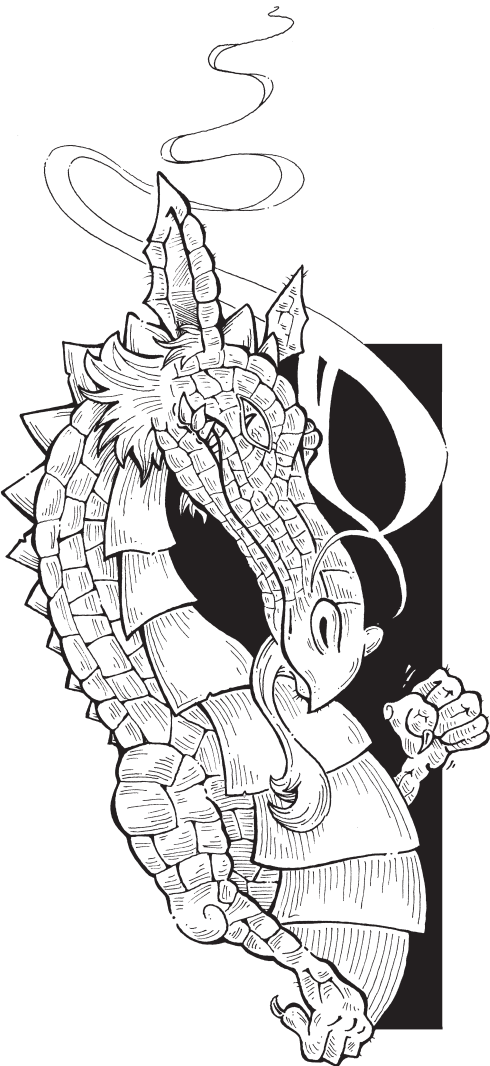
## 6. Greed

Those who look after themselves end up alone, just as Pugglemud the Dwarf in his relentless pursuit of gold.

## 7. Humility and humbleness

It's not about where you come from, but what you do.

Curriculum connections include Language Arts, Science, Geography, Social Responsibility, History and Mythology.



## Pre-reading activities

This book connects well to studies about the ancient world and mythology. A variety of movies, books, and myths about famous treasure vessels can be explored prior to reading *Kendra Kandlestar and the Box of Whispers*. Some of the most famous mythological vessels that have held valuable but often intangible treasure are briefly referenced below.

### **Greek Mythology: Pandora's Box**

Pandora was sent by the Greek Gods to live among mankind. Among her possessions, Pandora brought a mysterious box, which she was forbidden to open. Consumed by curiosity, she lifted the lid and released all the ills of humankind, such as disease, lies, theft, and crime. Terrified by what she had done, Pandora quickly replaced the lid, but only hope was left inside.

### **Norse Mythology: The Well of Mimir**

Named for the god who guarded it, this well had the power to reveal the future; though the price of this gift was an eye. Nonetheless, the god Odin desired the power of Mimir's Well; yet, the future weighed heavily on him, for he foresaw his own death at Ragnarök (the great last battle of the gods).

### **Arabian Mythology: Aladdin's Lamp**

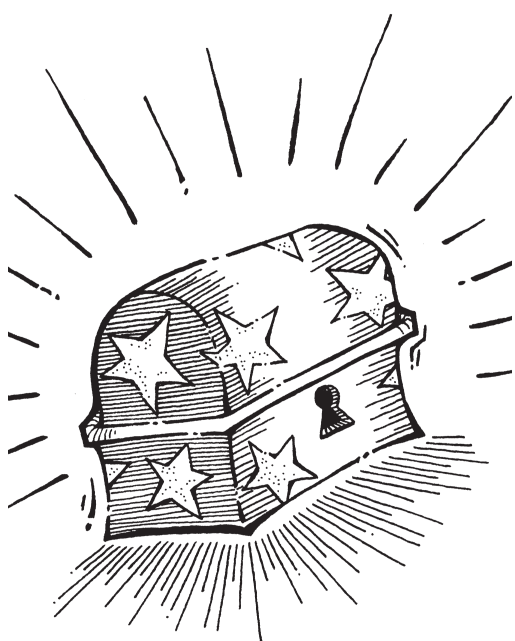
An impoverished young man named Aladdin is recruited by a sorcerer to retrieve a wonderful oil lamp from a booby-trapped magic cave. After the sorcerer attempts to double-cross him, Aladdin keeps the lamp for himself, and discovers that it summons a surly djinn (or genie) that is bound to do the bidding of the person holding the lamp.

### **Celtic Mythology: Bran's Life-Restoring Cauldron & the Holy Grail**

The giant Bran the Blessed gave his magical, life-restoring cauldron as a wedding gift when his sister Branwen married Matholwch. However, when Matholwch mistreated his new wife, Bran and his warriors crossed the Irish Sea to rescue Branwen. They tried to destroy the cauldron, which Matholwch now used to resuscitate his soldiers. In the end, only seven of Bran's men survived the quest. Interestingly, Bran's magical cauldron serves as the basis for many legends about the Holy Grail. In many early tales, the Grail is directly linked to healing the mysterious figure of the wounded Fisher King.

### **Japanese Mythology: Urashima Tarō's Box**

The fisherman Urashima Tarō was given a special box by the Dragon God and warned not to open it. Upon returning to his village, Urashima learned that 300 years passed, even though he was only away for three days. In despair, he opened the box and instantly aged 300 years.



## Suggested questions to promote discussion

1. In Chapter 2, we learn that Elder Brown thinks that Kendra is strange. Why does he think this? What, in his opinion, makes her strange?
2. In Chapter 5, Winter Woodsong calls forth the magic orb, which chooses five characters to go in search of the Box of Whispers. Which characters are chosen? According to the orb, why has it chosen these characters?
3. When Kendra first encounters Troogul, her first instinct is to run away, but then she decides to help him. Why? Given the fact that Troogul's band has just attacked the Eens, do you agree with Kendra's decision?
4. After helping Troogul, Kendra decides to keep it a secret. What begins to happen to Kendra as a result of this secret?
5. Who do Kendra and the rest of the company meet in the marshlands? How would you describe this character?
6. What does Oki always think of when he's scared? How does this eventually get him into trouble?
7. What happens when Kendra first finds the Box of Whispers? What is she tempted to do? What happens when she picks up the box?
8. In Chapter 21, what do we learn about the Box of Whispers? According to Uncle Griffinskitch, what is the most important secret in the box?
9. Rumor the Red Dragon claims that he isn't a thief, because the Box of Whispers rightfully belongs to him. What reason does he give for this? Do you agree or disagree with him?
10. In Chapter 24, what happens to Kendra when she gives into the fear about her secret? How does Kendra finally conquer her secret? Why is it important that Oki is present?
11. By the end of the book, Kendra has learned that fear has become—literally—a dragon in Een society. What are some "dragons" that you think exist in our society?
12. Heroes often leave their homes in fantasy novels to complete a quest or a mission that causes them to change and grow as characters. How has Kendra changed since she left Een?



## Multiple-choice questions

- 1. What was the Elder Stone?**
  - a.) The oldest stone in the village.
  - b.) The place where the elders met.
  - c.) An older wizard named Stone.
  - d.) A stone that spoke to them.
- 2. Why did Uncle Griffinskitch trip over Oki at the beginning of the story?**
  - a.) Oki was trying to surprise him.
  - b.) Uncle Griffinskitch wasn't paying attention.
  - c.) Oki was running to deliver a message to him.
  - d.) Kendra was playing with magic.
- 3. How did Kendra get into the Elder Stone with Oki and Ratchet Ringtail?**
  - a.) They found an underground tunnel.
  - b.) They went behind a blue waterfall.
  - c.) They knocked at the front door.
  - d.) Uncle Griffinskitch let them in.
- 4. How did they know who to send on the mission?**
  - a.) The Orb told them.
  - b.) They voted on it.
  - c.) It was written in the old manuscripts.
  - d.) They asked for volunteers.
- 5. What does Uncle Griffinskitch tell Oki not to think of as they pass through the magic curtain?**
  - a.) Monsters.
  - b.) Onions.
  - c.) Kendra.
  - d.) Being afraid.
- 6. What kind of magic did Jinx's Uncle specialize in?**
  - a.) Transformations.
  - b.) Potions.
  - c.) Illusions.
  - d.) Curses.
- 7. How did the Ungers find the group?**
  - a.) They followed Ratchet Ringtail.
  - b.) They used magic.
  - c.) They saw their tracks.
  - d.) They heard them talking.



**8. Where does the group hide when the skarm attacks them?**

- a.) A nearby cave.
- b.) Between the roots of a tree.
- c.) In a hollow log.
- d.) An abandoned cottage.

**9. How did they get out of the marsh?**

- a.) They followed the trail.
- b.) The dwarf showed them the way.
- c.) They used magic.
- d.) They waited for the moonlight.

**10. Who solves the door's riddle?**

- a.) Kendra.
- b.) Uncle Griffinskitch.
- c.) Oki.
- d.) Professor Bumblebean.

**11. Why is Uncle Griffinskitch so desperate to find the Box of Whispers?**

- a.) The box contains the secret of the magic curtain.
- b.) He doesn't want to let down the other Elders.
- c.) He doesn't want Kendra's secret to be discovered.
- d.) He doesn't want the dragon to grow stronger.

**12. Why did the dragon say that the Box of Whispers belonged to him?**

- a.) He had bought it many eons ago.
- b.) It was always in his family.
- c.) He was fed by it when he was an egg.
- d.) The Elders promised it to him.

**13. How did Oki help save the day?**

- a.) He tricked the dragon.
- b.) He stole all the gold.
- c.) He found a secret spell.
- d.) He heard Kendra tell her secret.

**14. What was Kendra's secret?**

- a.) She helped an Unger.
- b.) She stole some carrot seeds.
- c.) Her family didn't want her.
- d.) She hated eating carrots.

**15. Why was Kendra almost banished from Een?**

- a.) Her family wasn't there.
- b.) She helped an Unger.
- c.) Her carrots grew too large.
- d.) She liked animals too much.

## Multiple-choice answers

1. b.) The place where the elders met.
2. c.) Oki was running to deliver a message to him.
3. b.) They went behind a blue waterfall.
4. a.) The Orb told them.
5. b.) Onions.
6. b.) Potions.
7. a.) They followed Ratchet Ringtail.
8. c.) In a hollow log.
9. b.) The dwarf showed them the way.
10. d.) Professor Bumblebean.
11. a.) The box contains the secret of the magic curtain.
12. c.) He was fed by it when he was an egg.
13. d.) He heard Kendra tell her secret.
14. a.) She helped an Unger.
15. b.) She helped an Unger.

# Activities

Below is a brief description of various activities that can be introduced to students. An appendix of handouts to aid these activities is also included.

## **Language Arts: Build your own box**

Encourage students to build their own magic vessel using a shoe box, bottle, or other such container. Students must decide what their vessel contains and how it can be opened. This activity makes a great writing prompt.

## **Science: Design your own creature**

Using the attached handout, students can design their own creature, listing important details about habitat, diet, social behavior, and other facts.

## **Social Responsibility: Put Kendra on trial**

Ask students to re-enact Kendra's trial before the council of Elders. Students can be assigned different roles:

- Defendant (Kendra Kandlestar)
- Accuser (Burdock Brown)
- Judges (Winter Woodsong and other council members)
- Witnesses (Uncle Griffinskitch, Oki, Bumblebean, Jinx)

This re-enactment can be enlivened by encouraging the participants to wear simple costumes to help embody the role of each character.

## **Geography: Map making**

Professor Bumblebean mapped the journey of the Eens to the Castle of Krodos. Students can draw a map of a fantasy world of their own creation.

## **History : People who stood up**

Ask students to research a person who challenged the conventions of society and stood up for his or her beliefs.

## **Character Study: Which Een are you?**

Ask students to examine the different characters from the book and decide which one they relate to the most. Then, using the attached handout, create a short Cinquapin poem about the chosen character.

## **Just for Fun: Crossword puzzle**

Clues and answers are attached.



# Activity Handouts

## Build your own box

Just as in *Kendra Kandlestar and the Box of Whispers*, enchanted containers play an important role in the stories of the ancient world. In some legends this container is a box or chest, while in others it is a cauldron, cup, lamp, or even a shell or egg. Regardless of their shapes, these containers generally have one thing in common: they all guard something important. This thing may be valuable, dangerous, or perhaps benevolent.

Now it's time for you to build your own enchanted container. You will need:

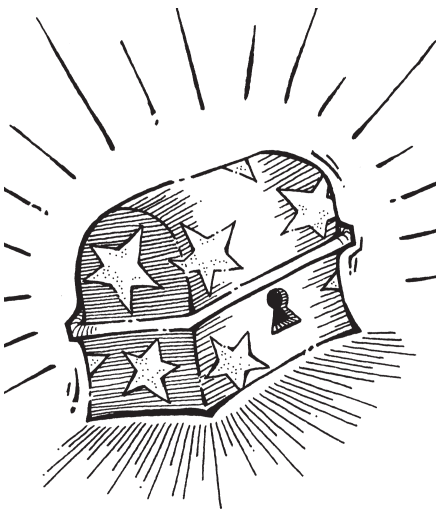
- A container such as a shoe box, bottle, coffee tin, or wooden craft box
- Paint or felt pens, and glue
- Decorations such as stickers, buttons, and glitter.

After you have built your box, you can write a short story about it. Ask yourself some important questions:

- Who owns this container?
- How does this container open?
- Does the box have a guardian?

You also need to decide what your vessel holds. Suggested treasures:

- |                                     |  |
|-------------------------------------|--|
| <input type="checkbox"/> Courage    | <input type="checkbox"/> Good or bad luck    |
| <input type="checkbox"/> Cure       | <input type="checkbox"/> Greed               |
| <input type="checkbox"/> Curse      | <input type="checkbox"/> Kindness            |
| <input type="checkbox"/> Disease    | <input type="checkbox"/> Love                |
| <input type="checkbox"/> Dreams     | <input type="checkbox"/> Terror              |
| <input type="checkbox"/> Fear       | <input type="checkbox"/> Wit or intelligence |
| <input type="checkbox"/> Friendship | <input type="checkbox"/> Worries             |



Remember, this story is going to have an element of fantasy. The stories that fall under the category of fantasy writing can fire our imaginations with scenes and visions of the strange, the beautiful, and the wonderful. They can expand our horizons by showing us glimpses of what might have been, what might be—or what actually is, but is just hidden from our eyes.

While fantasy stories are about magical events and strange places, this does not mean writers can abandon the crucial elements of fiction writing. We still must remember to consider plotting, characterization, setting—in fact, these elements are absolutely essential to making our fantasy stories exciting and believable to our readers.

# Design your own creature

Many strange and wonderful creatures abound in *Kendra Kandlestar and the Box of Whispers*. Now it's time for you to create your own creature. Answer the questions below to help imagine your creature. When you are done, draw a picture of your creature on a separate piece of paper.

My creature is called a: \_\_\_\_\_

My creature lives in: \_\_\_\_\_

*(Hint: water, mountains, forests or other?)*

My creature catches food by: \_\_\_\_\_

My creature eats: \_\_\_\_\_

My creature is eaten by: \_\_\_\_\_

My creature has adapted to its environment by: \_\_\_\_\_

*(Hint: think of color, shape, size, and whether it has fur, scales, or feathers)*

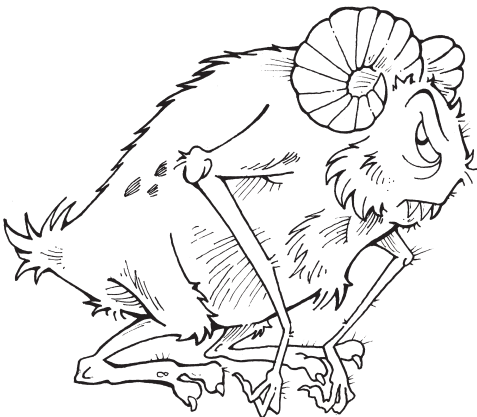
My creature's strengths: \_\_\_\_\_

My creature's weaknesses: \_\_\_\_\_

My creature's society: \_\_\_\_\_

*(Hint: does it live in a pack, or is it a solitary creature?)*

Interesting facts about my creature: \_\_\_\_\_



# Put Kendra on trial

In *Kendra Kandlestar and the Box of Whispers*, Kendra must go before the council of Elders to defend her actions for helping Trooogul the Unger. Re-enact this trial by assigning different students to play different roles. When you are done, re-enact the trial. A few simple costumes, such as a beard, or braid can help bring the characters to life.

## Cast of Characters:

Defendant (Kendra Kandlestar)

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Accuser (Burdock Brown)

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Judges and Jury (Winter Woodsong and other council members)

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Witnesses to support Kendra (Uncle Griffinskitch, Oki, Bumblebean, Jinx)

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Audience members

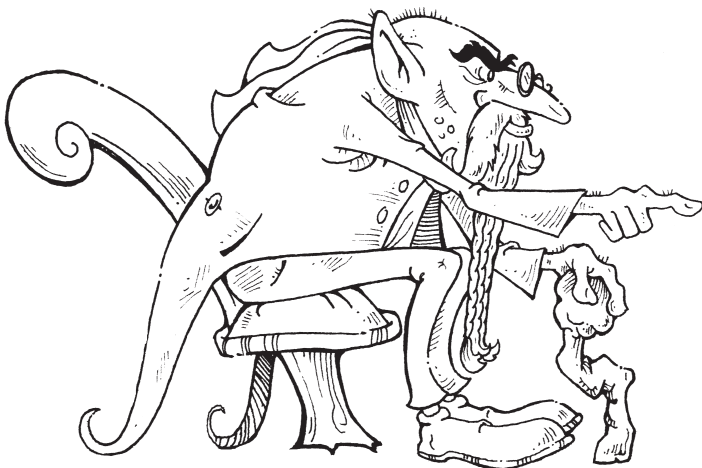
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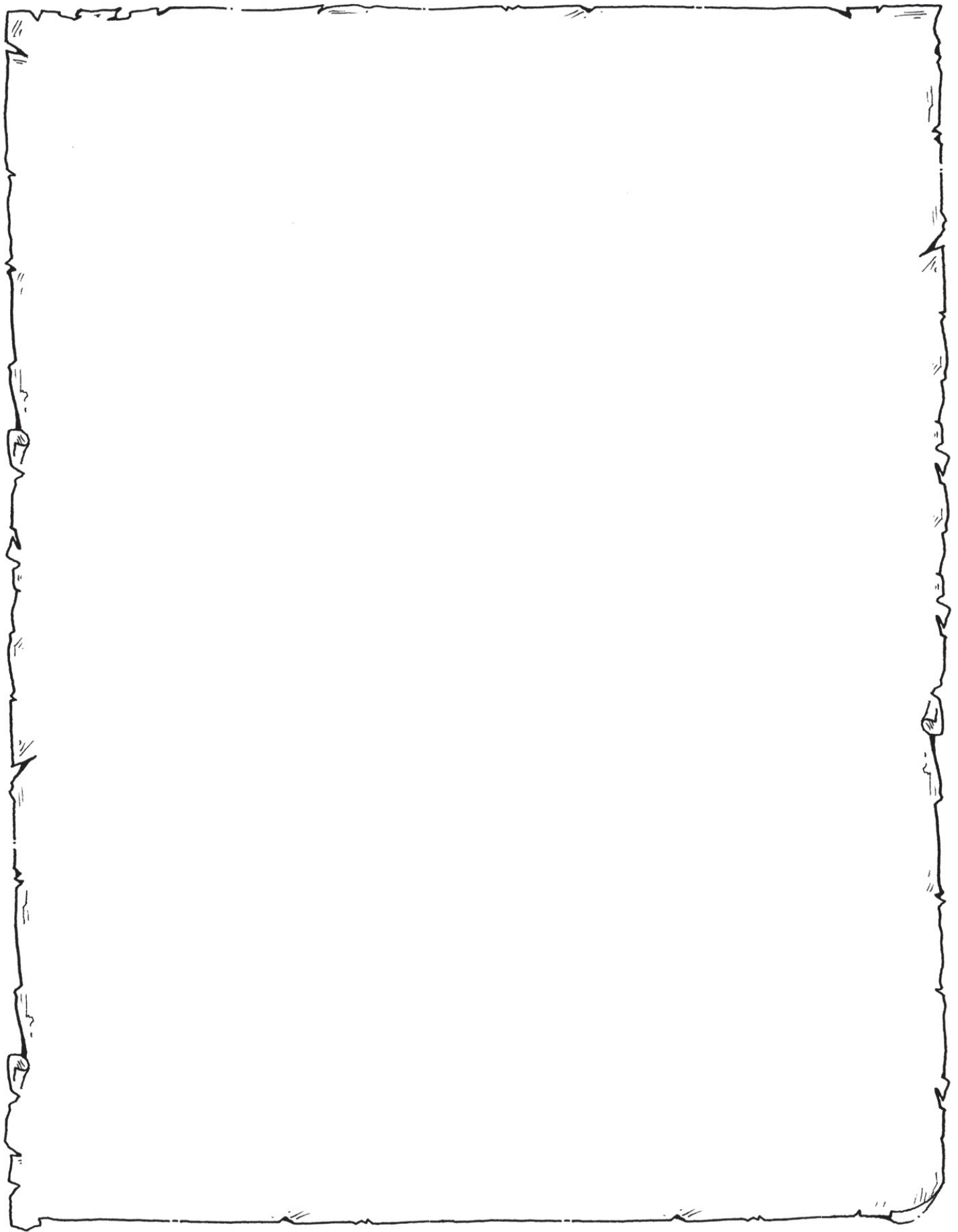
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## Research people who stood up—and stood out

In *Kendra Kandlestar and the Box of Whispers*, Kendra saves the life of Trooogul the Unger, doing what she thinks is right, as opposed to what she is told is right. Afterwards, she must stand up and defend her action.

History is filled with people who challenged the conventions of society and stood up for their personal beliefs. Choose one such inspirational person and write a brief report on that historical figure. Remember to chronicle that person's challenges and successes. How did he or she challenge society and change its perceptions? What was that person's lasting impact?

Suggested historical persons to research:

**Louisa May Alcott**, 1832–1888: Author who produced the first literature for the mass market of juvenile girls.

**Susan B. Anthony**, Social Activist, 1820–1906: The women's movement's most powerful organizer in the nineteenth century.

**Marie Curie**, 1867–1934: Physicist who was the first woman to win the Nobel Prize.

**Charles Robert Darwin**, 1809-1882: Naturalist and thinker who proposed the theory of evolution by natural selection.

**Elizabeth I**, 1558–1603: Queen of England who cultivated the loyalty of her people, refused to marry, and turned her country into a world power.

**Galileo Galilei**, 1564-1642: Astronomer who played a major role in the scientific revolution, supporting the Copernican theory that the sun was the center of the universe.

**Mohandas Gandhi**, 1869-1948: Political and spiritual leader who helped India achieve independence through peaceful, non-violent resistance.

**Joan of Arc**, 1412–1431: She led the resistance to the English invasion of France in the Hundred Years War.

**Martin Luther King Jr.**, 1929-1968: Pivotal leader of the American civil rights movement and youngest person to win the Nobel Peace Prize.

**Nelson Mandela**, 1918–: Former president of South Africa, the first to be elected in that country through a fully democratic process.

**Rosa Parks**, 1913–: Human rights activist who inflamed the civil rights movement when she refused to give up her seat to a white person on a crowded bus.



## Write a character poem

Who is your favorite Een character from *Kendra Kandlestar and the Box of Whispers*? Which one is most like you? Spend a few moments to consider your choice, and then write a short Cinquapin poem based on your favorite character.

### The rules for this poem are as follows:

First line: one word, giving character's name

Second line: two words, describing character

Third line: three words, expressing action

Fourth line: four words, expressing feeling

Fifth line: a synonym for the character

In addition, you should not use any word more than once! There are only eleven words in this poetry format, so make each one unique.

Remember to think about how your chosen character looks, sounds, and acts. What are the fears, hopes, abilities and beliefs of your chosen character? The answers to these questions can help you write a creative and interesting poem.

Here's an example of a Cinquapin character poem:

*Griffinskitch  
Old, grumpy  
Always mutters "Humph!"  
Years to protect Een  
Wizard*





# Crossword puzzle clues

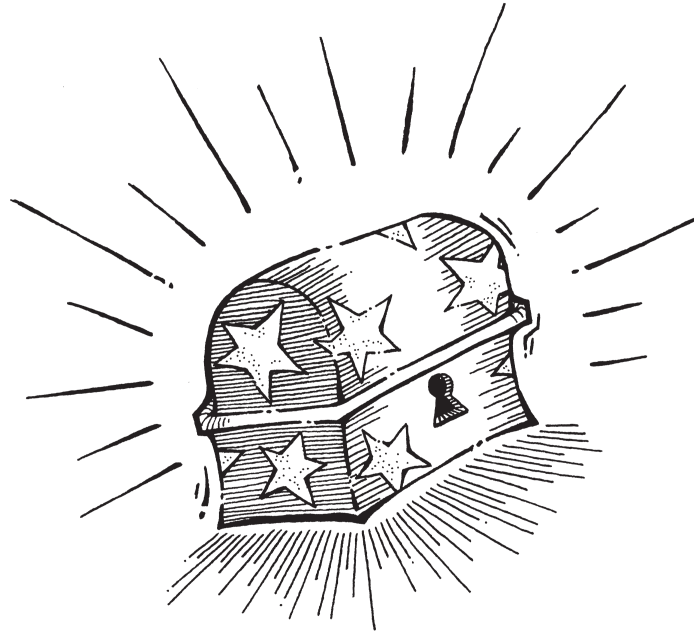
## ACROSS

3. A young heroine.
5. Kendra has this many animal friends.
7. The vault of riches has these.
8. Name of Kendra's uncle.
11. Where the Elders meet (2 words).
13. Kendra \_\_\_\_\_ her magic seeds over the cliff to help the Unger.
15. Kendra has one each night when she goes to sleep.
16. Name of Kendra's best friend (2 words).
18. A dragon color.
20. The professor's first name.
22. You will find one in an Een garden.
25. Jinx uses this as a weapon.
26. Jinx is one.
27. Kendra's Uncle is one of these.
28. Something a wizard casts.
29. A type of monster.

## DOWN

1. Kendra's raccoon friend.
2. Oki is one.
4. Pugglemud the Dwarf is covered in this.
5. Ratchet Ring \_\_\_\_\_.
6. Bumblebean is able to answer its question (2 words).
8. Pugglemud's bad trait.
9. Professor Bumblebean has a big one.
10. The Castle of \_\_\_\_\_.
12. Dragon name.
14. Kendra's uncle has long \_\_\_\_\_.
17. Kendra's mother was one.
19. They live in the Land of Een.
21. The opposite of old.
23. The type of strength Jinx has.
24. What Pugglemud the Dwarf wants.
25. How many braids does Kendra have?
26. Rumor has an evil \_\_\_\_\_.





THE  
CHRONICLES  
OF  
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WRITTEN AND ILLUSTRATED BY  
LEE EDWARD FÖDI

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