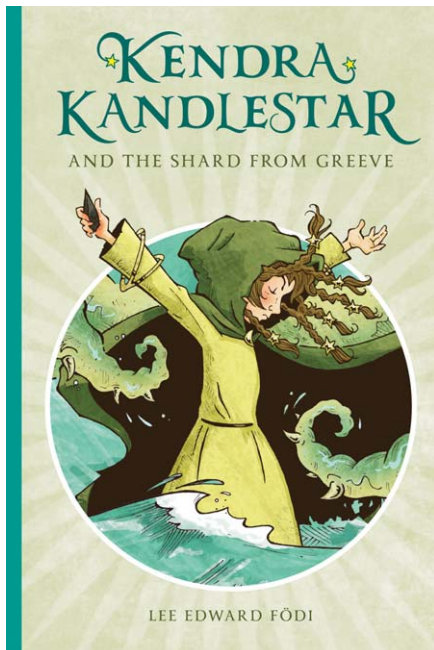


KENDRA KANDLESTAR

AND THE SHARD FROM GREEVE



TEACHER GUIDE



Kendra Kandlestar and the Shard from Greeve

Book III
The Chronicles of Kendra Kandlestar

Written & Illustrated by
Lee Edward Födi

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The story

When twelve-year-old Kendra Kandlestar is granted a wand by the ancient tree of Een, she aspires to become a great sorceress, perhaps even greater than her own mother. But as Kendra struggles to unlock the secret of Een magic, an unlikely talisman falls into her hands—the Shard from Greeve.

The dark magic of the shard comes all too easily to Kendra, and its allure is soon impossible to resist. With the shard in her possession, Kendra decides to take matters into her own hands and embark on a quest to track down her lost brother in the wilds of the outside world.

And yet there is a war waging in the lands beyond the magic curtain of Een and Kendra soon finds herself in the midst of many a fierce battle, from a riotous brawl inside the smoky innards of a Gnome's tavern, to a dramatic clash upon the sea-washed decks of a pirate's galleon, to at last a raucous contest for survival in the dreary depths of the infamous Rumble Pit. In this dismal arena, young Kendra will be cast alongside Fauns and Centaurs, Dwarves and dragons, giants and unicorns, and even a mighty peryton. And yet, perhaps the greatest battle of all will not take place within the dark and dangerous Rumble Pit, but inside Kendra herself, as she struggles to master the magic of the shard—and her own grumbling darkness.

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. Choice and consequence

Every choice we make has an outcome, perhaps one we didn't even suspect. In order to become stronger members of our community, we need to take accountability for our decisions, just as Kendra has to be accountable for using the shard, and wounding the peryton.

2. Addiction

Kendra becomes consumed by the shard, even though it harms her. Parallels can be drawn to all sorts of addictions in our own society, from junk food to alcohol and drugs.

3. Intention

Kendra becomes more consumed with being powerful than actually learning the craft of Een magic, and as a result is taken down the wrong path. Connections can be made to our own lives, for anyone who is in pursuit of a dream. Do we really want to be a musician, artist, or writer? Or do we just want to be famous and wealthy?

4. Friendship and redemption

As a community, we need to help those who are in trouble and have taken a wrong path, just as Oki and Jinx stick by Kendra and help lift her from her place of darkness.

5. Creatures in captivity

Is there any value to keeping animals in zoos or circuses just to entertain us? Can captivity ever be justified?

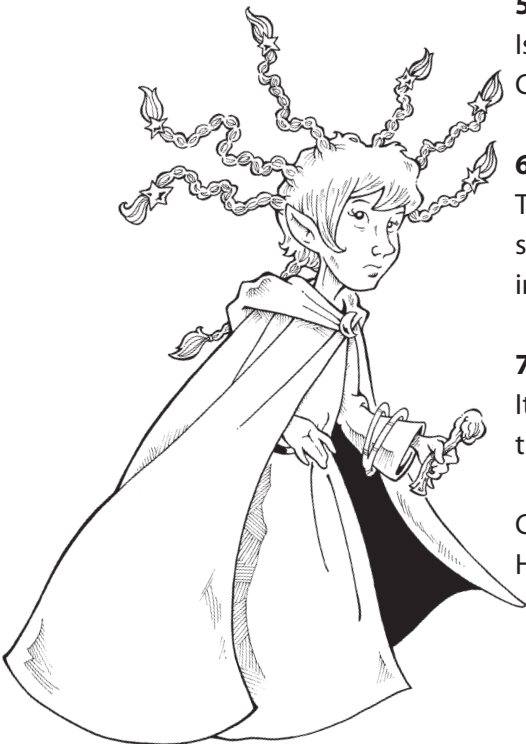
6. The environment and the natural world

The benign wand of Een comes from a tree in a sacred grove, while the dark shard is from a cauldron forged by a wicked wizard. Are there any examples in our own world where the natural world presents us with better options?

7. The power of learning and apprenticeship

It's not always how quickly we can do something, but how well; patience in the learning of any craft is a virtue.

Curriculum connections include Language Arts, Geography, Mythology, History, and Art.



Pre-reading activities

This book connects well to studies in mythology and literature. A variety of books, myths and movies about talismans and magical items that granted the user incredible power can be explored prior to reading *Kendra Kandlestar and the Shard from Greeve*. Some famous talismans in mythology and literature are briefly referenced below.

Greek Mythology: Poseidon's Trident

The sea god Poseidon, infamous for his anger, could cause thunderstorms and earthquake or even sink entire islands with the wave of his trident. He could also use the trident for good, such as raising land from beneath the sea, but he seems to be mostly associated with malevolent action.

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.

The One Ring

In *The Lord of the Rings*, the Dark Lord Sauron forged one ring to grant him power over all the other rings of power. The one ring could control the wills of those who possessed the other rings. It also increased the natural powers of the bearer of the one ring.

The Philosopher's Stone

This legendary alchemical device was reputed to turn base metals into gold. In some lore, the stone was also the elixir of life, meaning that it granted the user immortality. Many famous alchemists such as Sir Isaac Newton and Nicolas Flamel sought the power of the stone.

Harry Potter: The Elder Wand

Also known as the Deathstick or the Wand of Destiny, this magical item was made of elder wood with a core of Thestral tail hair. In Harry Potter lore, it is reputed to be the most powerful wand in existence, and some believe that the user cannot be defeated in a duel.



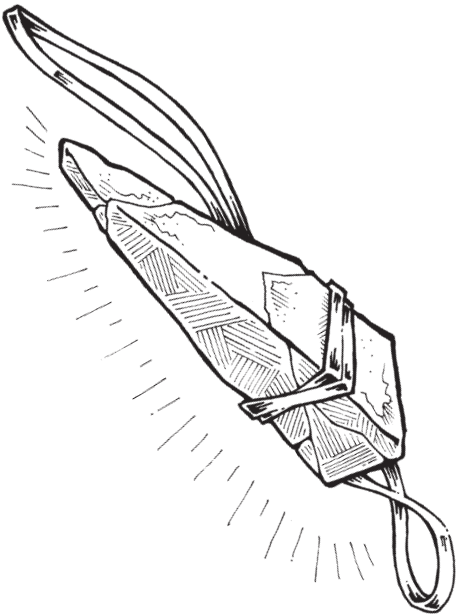
Suggested questions to promote discussion

1. In Chapter 1, what worries the great tree of Een about Kendra? What does it tell Kendra about herself? What do you think the tree means?
2. In Chapter 4, what gift does Uncle Griffinskitch give to Kendra. Who made the gift? What do you think this gift symbolizes?
3. In Chapter 5, Kendra claims that she wants to be a sorceress and Uncle Griffinskitch chastises her by saying, "Do you? Or do you just want to be powerful? There's a difference." What does he mean by this? What do YOU think is the difference?
4. In Chapters 6-7, what surprise does Winter Woodsong reveal to Kendra and her uncle? Why do you think Winter is so calm in telling this story?
5. What does Kendra experience when she first touches the shard in Chapter 10? How does it make her feel physically *and* emotionally? Why do you think she doesn't tell Oki and Jinx about the shard?
6. How does Kendra convince her friends to go with her to Krake Castle? Do you agree with their decision?
7. In Chapter 16, how does Kendra use her wand to help her? How does the shard not help her?
8. In Chapter 20, what character does Kendra meet aboard the pirate ship. How does she react and feel towards this character? Is this character likable? Why or why not?
9. In Chapter 23, Kendra finally breaks down and resorts to using the shard. Do you agree with her decision? What might have happened if she didn't use the shard?
10. Who does Kendra meet again in the dungeons of the Rumble Pit? How has this character changed? Has your opinion of this character changed?
11. If you had to fight in the Rumble Pit, which warrior would you like to be on your side? Why?
12. This is a book of battles, with fights in the tavern, aboard the pirate ship, and in the Rumble Pit. Yet the narrator claims that the biggest battle is inside Kendra herself. Do you agree? What exactly is her battle? Why is it so tough?



Multiple-choice questions

- 1. Why was the great tree of Een worried about Kendra studying magic?**
 - a.) It senses darkness within her.
 - b.) It thinks she is too young.
 - c.) It doesn't want her to disappear, like her mother.
 - d.) It doesn't think she has enough talent.
- 2. What started Ratchet's stump on fire?**
 - a.) A wizard's spell.
 - b.) A magical explosion.
 - c.) A match.
 - d.) A dragon.
- 3. What gift does Uncle Griffinskitch give to Kendra?**
 - a.) Her very own wand of Eenwood.
 - b.) A robe and cloak.
 - c.) A book of spells.
 - d.) A magic cauldron.
- 4. What is the surprising thing that Winter Woodsong tells Kendra and Uncle Griffinskitch?**
 - a.) She says that she knows Kendra has the shard from Greeve.
 - b.) She says Burdock Brown has a new apprentice.
 - c.) She says she has discovered a secret tunnel beneath Een.
 - d.) She tells them that someone is trying to kill her.
- 5. What is so special about Agent Lurk's cloak?**
 - a.) It protects him from magic.
 - b.) It is impossible to damage.
 - c.) It allows him to turn invisible.
 - d.) It can change color.
- 6. How does Kendra feel about the shard after she touches it for the first time?**
 - a.) She likes its powerful magic.
 - b.) She is terrified of its power.
 - c.) She feels empty.
 - d.) She despises it.



- 7. Why do Kendra, Oki, and Jinx have to flee Faun's End?**
- a.) Because they are friends with Ratchet.
 - b.) Because Kendra illegally used magic.
 - c.) Because a war is about to begin.
 - d.) Because an epidemic of Goojun Pox is spreading through the town.
- 8. How is Kendra able to solve the riddles told to the group by the gate?**
- a.) She uses the shard.
 - b.) She talks it over with Jinx and Oki.
 - c.) She tricks the gate into telling her the right answer.
 - d.) She lets her wand guide her.
- 9. How does Oki defeat the Witch of Wastrel Alley?**
- a.) He uses the shard.
 - b.) He "eeks" really loudly.
 - c.) He thinks of pickles.
 - d.) He tries not to think of pickles.
- 10. What nickname does the Peryton give Kendra?**
- a.) Little Star.
 - b.) Braided One.
 - c.) Arinotta.
 - d.) Antler Head.
- 11. What is the surprising thing about Captain Dirtybeard?**
- a.) He likes to bathe.
 - b.) Kendra has met him before.
 - c.) He loves gold.
 - d.) He wants to sail to Krake Castle.
- 12. Where does Kendra first see Queen Krake?**
- a.) In the royal hatchery of Krake Castle.
 - b.) In the dungeons of Krake Castle.
 - c.) In the maiden's mirror.
 - d.) In the Rumble Pit.
- 13. Why did Queen Krake lure Kendra to come to her castle?**
- a.) So that she could take the shard from her.
 - b.) So that she could make her fight in the Rumble Pit.
 - c.) So that she could hold her for ransom.
 - d.) So that she could reunite Kendra with her brother.

14. Who destroyed the peryton's wings and antlers?

- a.) Queen Krake.
- b.) Captain Dirtybeard.
- c.) The scoptacus.
- d.) Kendra.

15. How did Kendra escape the Rumble Pit?

- a.) On the peryton
- b.) In Ratchet's airship
- c.) Troogul carried her out
- d.) Uncle Griffinskitch used his magic

Multiple-choice answers

1. a.) It senses darkness within her.
2. c.) A match.
3. b.) A robe and cloak.
4. d.) She tells them that someone is trying to kill her.
5. c.) It allows him to turn invisible.
6. a.) She likes its powerful magic.
7. b.) Because Kendra illegally used magic.
8. d.) She lets her wand guide her.
9. d.) He tries not to think of pickles.
10. c.) Arinotta.
11. b.) Kendra has met him before.
12. a.) In the royal hatchery of Krake Castle.
13. a.) So that she could take the shard from her.
14. d.) Kendra.
15. a.) On the peryton

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: Proclamations

Burdock Brown loves his proclamations—and now students can too, by creating their own decree, announcement, or wanted poster.

Mythology: Enchanted Trees

Trees play an important role in different world myths. Students can research different trees from world stories, perhaps focusing on their specific heritage, and then be inspired to create their own type of enchanted tree.

Geography: Design Your Own Gladiator Arena

Professor Bumblebean drew a diagram of the infamous Rumble Pit in Krake Castle, where Kendra went to save her brother. Students can design their own gladiator arena or castle.

History: Pirates

Ask students to research famous pirates and then, taking inspiration from their research, to draw their own pirate flag.

Visual Arts: Talismans

Kendra Kandlestar uses two magic objects, her wand of Eenwood and the Shard from Greeve. Students can make their own magic items out of clay, then use them as a prompt for telling or writing a story.

Just for Fun: Cryptology

Students can decipher a secret code.



Activity Handouts

Write your own proclamation

What are proclamations?

- Proclamations and decrees are public announcements. Often they are a call to adventure for the hero or heroine of a story.
- In folklore and fairy tales, proclamations are created by royalty.
- In the past, decrees were communicated via word-of-mouth or written and distributed.
- Today decrees and warnings come in the newspaper or on TV.

What do they announce?

- Proclamations can announce a grand ball, birth of a new prince or princess, death of a King or Queen, a problem in the kingdom, a new law, a search for something, or a warning.

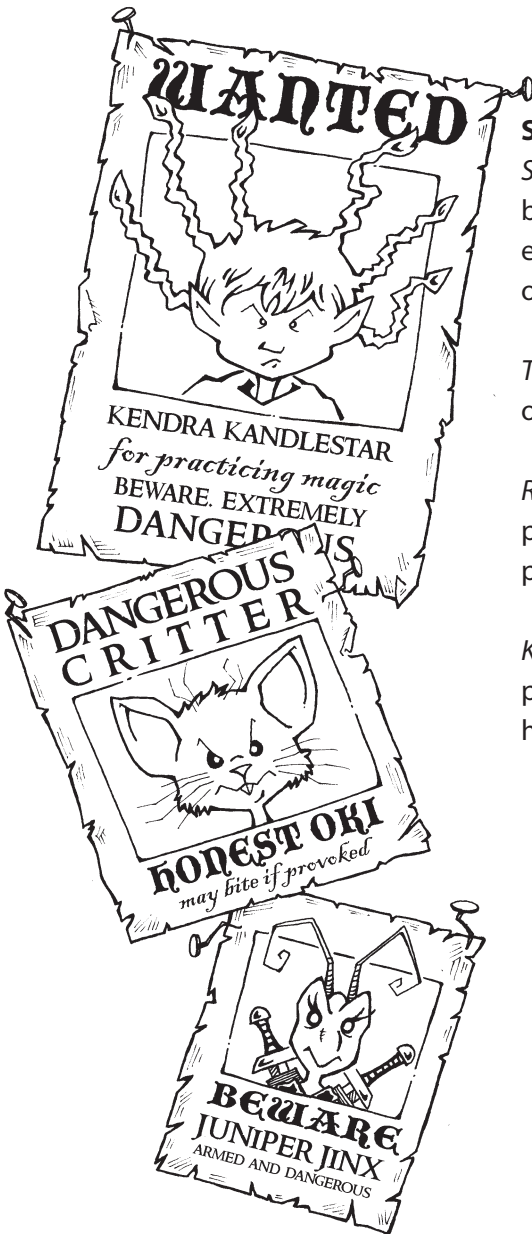
Some Famous Proclamations

Sleeping Beauty: After hearing that his daughter will have her finger pierced by a needle and thus cursed to sleep a hundred years, the King decrees that everybody is forbidden, on pain of death, to spin with a distaff and spindle, or to even own a spindle.

The Spiderwick Chronicles: Thimbletack commands the Grace family to not open and read the Field Guide and leave it alone or suffer a terrible fate.

Robin Hood: A wanted notice is put up for Robin Hood's capture. (Wanted posters are a modern form of proclamation; they are "proclaiming" that a particular individual is dangerous.)

Kendra Kandlestar and the Shard from Greeve: Burdock Brown posts wanted posters throughout Faun's End, warning of the danger posed by Kendra and her friends.



Write your own proclamation

Using the worksheet on the next page, design a wanted poster from the point of view of a famous character's enemy. Think about how that character looks from his or her enemy's point of view.

Some examples:

Star Wars: How would Darth Vader portray a Jedi Knight?

Harry Potter: How would Voldemort portray Harry Potter?

A Series of Unfortunate Events: How would Count Olaf portray the Baudelaire orphans?

Of course, you can choose any hero from your favorite story. You should do a rough copy and then a good copy using a dark, water-proof pen. Then you can "tea stain" your proclamation to make it look old and weathered! Simple soak a tea bag in a cup of cold water and use a sponge to dab your paper. Leave it out to dry overnight.

Word Choice

Since proclamations stem from medieval times and even before that, they are often written in Old English.

Ack / Alack / Alas / Fie: cries of exasperation

Bequeath: to give or leave by will

Beseech: ask

By frith and fell: by a barren or stony place

Cometh: comes/is coming

Durst: dare/ to have the necessary boldness or courage

Forsooth: in truth

Fulsome: rich, plentiful

Hear ye! Hear ye!: Attention all

Mayhap: perhaps

Nary: none

N'er: never

Perchance: possibly

Prithee: please

Thou or Thee: You

Thy: You (For example: "Thy pickles are crunchy!")

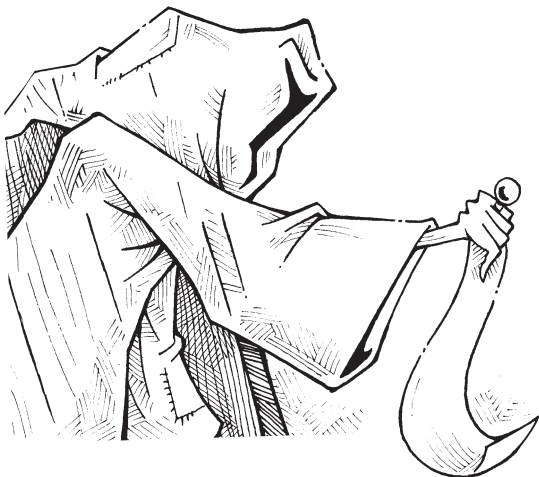
Verily: in truth

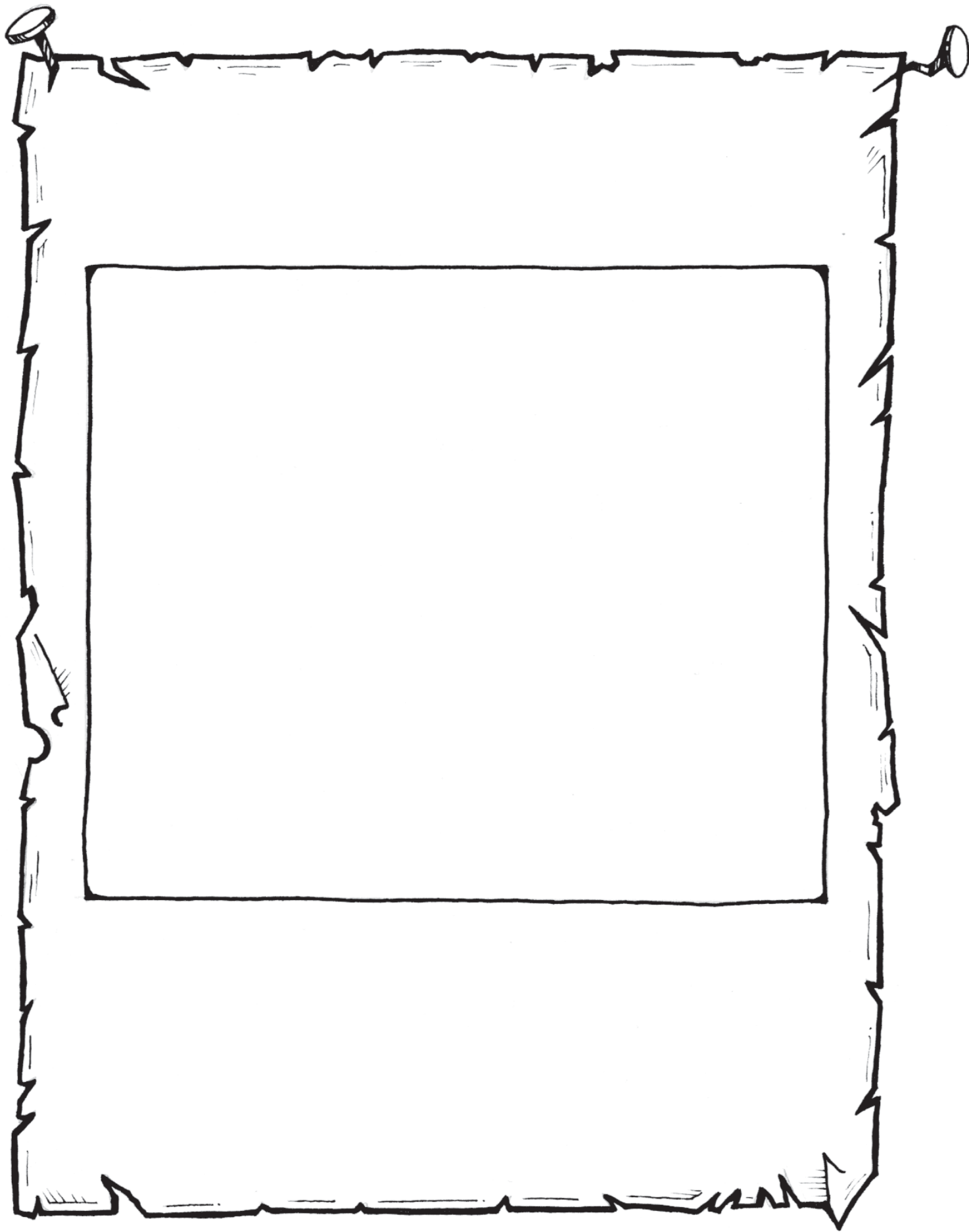
Whereby: Therefore, why, where

Wilt: will

Wrought: done/ made/ created

Yore: years ago





Create an enchanted tree

From the earliest times, people have regarded trees with spiritual awe. Indeed, trees have stimulated our imaginations like no other symbol in mythology. Tree can represent many ideas, including: life, death, peace, tranquility, holiness, challenge, and enlightenment. If nothing else, the enchanted tree or sacred forest has always presented mythology's heroes and heroines with a threshold, which, once crossed, changes their lives immeasurably.

In *Kendra Kandlestar and the Shard from Greeve*, Kendra is granted a wand by the great tree of Een. With this wand in her possession, Kendra begins a life of a sorceress and a study of magic.

Mythology is filled with trees and magical plants. Choose one such tree and write a brief report on its mythology. Remember to describe what the tree symbolized and what role it played in the story. Try to find a tree that connects to your own cultural background. As part of your report, draw a picture of your tree, or construct one out of paper mache.



Suggested mythical trees and plants to research:

Yggdrasil (Norse mythology)

Pipal or Bodhi Tree (Buddhism)

Apollo's Sacred Tree (Greek mythology)

Dryads (Greek mythology)

Ungnyeo (Korean folklore)

Sacred Grove of the Druids (Celtic mythology)

Peach Tree (Chinese mythology)

Leshy (Slavic folklore)

Kodama (Japanese folklore)

Green Man (European lore)

Oak tree (Celtic and Norse mythology)

Design your own gladiator arena

Professor Bumblebean draws a diagram of the infamous Rumble Pit in Krake Castle, where Kendra went to seek her brother. Using a separate piece of paper or the supplied worksheet, design your own castle or gladiator arena.

Remember, even though you might be creating a fantasy setting, your diagram should include important elements such as:

Living Quarters for:

- Royalty
- Servants
- Garrison (soldiers)

Defenses:

- Citadel (main fortress that guards castle)
- Ramparts, walls, look out towers, moats, drawbridges, gatehouse
- Armory (where weapons are stored)
- Vault (for gold and treasure)

Operation and Repair:

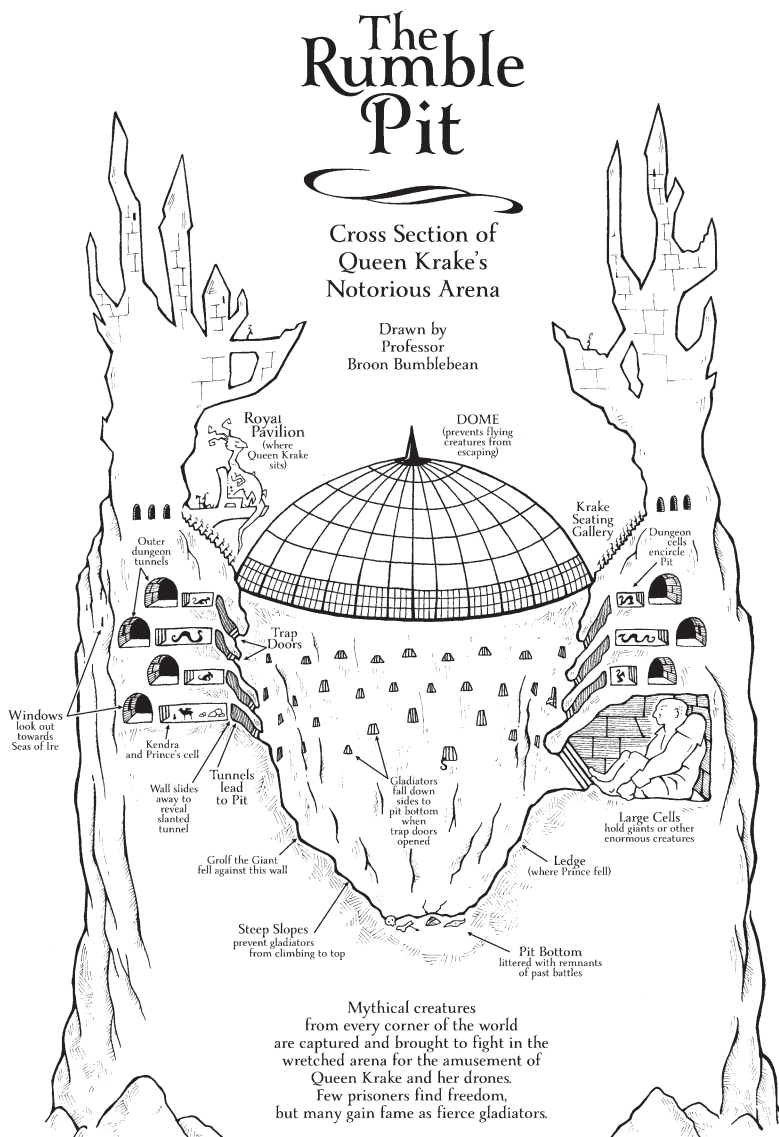
- Kitchen
- Brew house (where ale is brewed)
- Blacksmith and carpentry workshops
- Stables (for horses and other livestock)

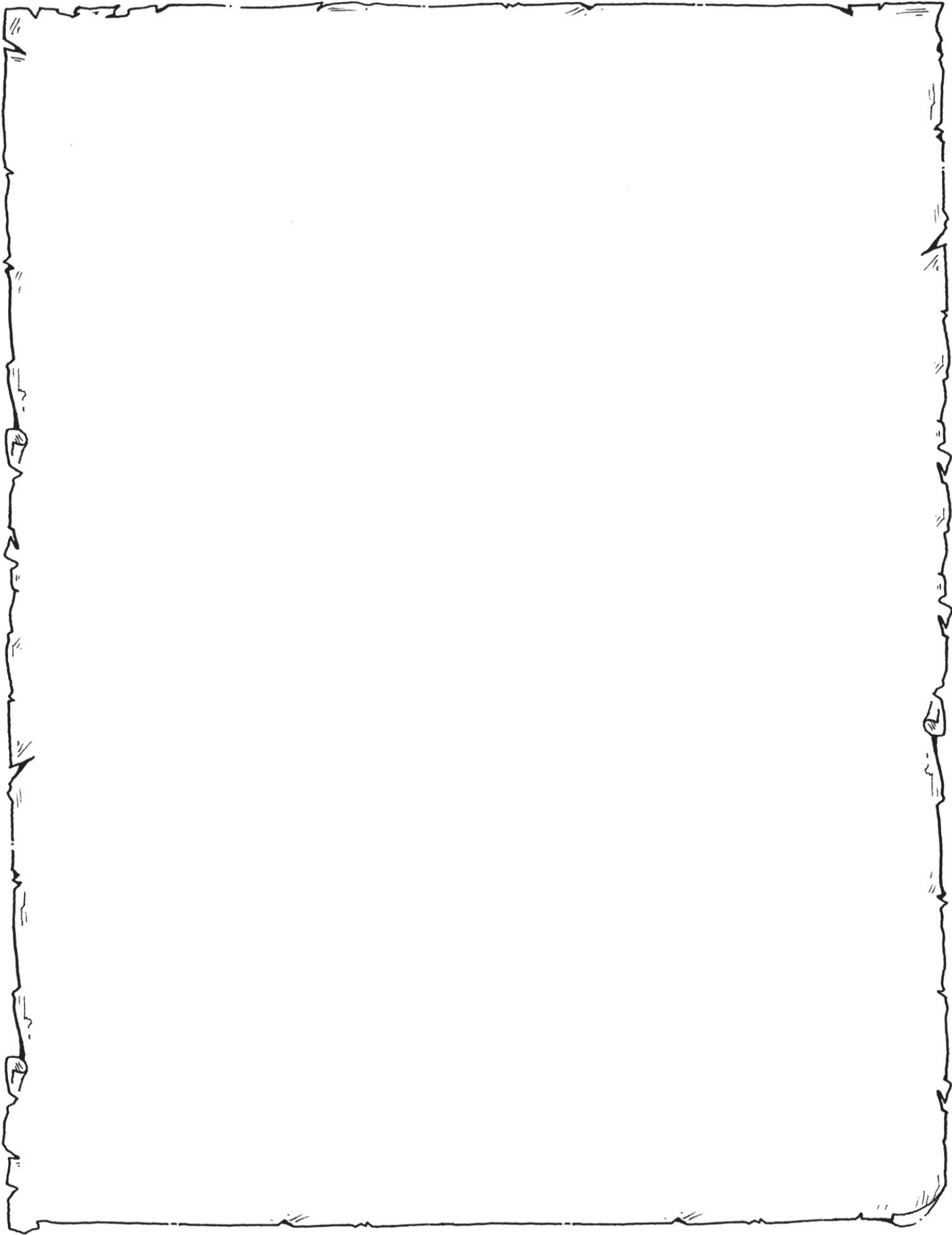
For Ceremony and Leisure:

- Throne room / great hall
- Chapel
- Banquet room
- Jousting field

Gladiators:

- Training areas
- Dungeon cells
- Guard stations
- Infirmary (to treat wounded gladiators)
- Cages and pens, in case beasts are used for the fights





Research pirates of the past

In *Kendra Kandlestar and the Shard from Greeve*, Kendra stows away aboard a Gnome pirate ship called the *Golden Loot*. Here she meets Captain Dirtybeard, Squaggle, and a host of other scoundrels. Of course, history is filled with real-life pirates who sailed the seas and looted ships for riches and other treasures such as food and weapons. Choose a pirate from history and write a brief report on him or her. Remember to include information about the pirate's ship, flag, territory, and death. Was your pirate considered honorable or deplorable?

Suggested historical pirates to research:

Edward Teach (Blackbeard), c.1680–1718: Notorious English pirate known for his brutality.

Henry Every, c.1653–1696: English pirate famous for being one of the few who is said to have retired with his loot and not be arrested or killed in battle.

Stede Bonnet, c.1688–1718: Barbadian pirate who was a moderately wealthy landowner before turning to a life of crime

Bartholomew Roberts (Black Bart), 1682–1722: Welsh pirate who raided shipping off the Americas and West Africa, most successful pirate of his era.

Calico Jack Rackham, 1682–1720: English pirate captain who sailed the Caribbean, known for his Jolly Roger flag, which is now how we think of all pirate flags.

Anne Bonny, 1700–c.1782: Irish-American pirate who sailed in the Caribbean, said to be intelligent, beautiful, and quick-tempered.

Mary Read, 1695–1721: English pirate who served with Anne Bonny and Calico Jack Rackham, famous for her savvy and brutality.

Edward England, 1700s: Famous African coast and Indian Ocean pirate who was known for not killing captives unless it was absolutely necessary.

Edward Low, 1690–1724: Notorious English pirate who was said to be a thief and scoundrel from an early age.

When you are done your report, use the template to design a pirate flag. You can either draw the flag for the pirate you studied, or take inspiration and create your own unique design.





Sculpt your own talisman

Talismans and magic gifts play an important part in fairy tales, legends, and fantasy stories. A talisman is typically a small object worn for protection, while magic gifts can be any object, such as a carpet, stone, tablecloth, pot, that has special properties.

Common Talismans:

- Gems, statues, coins, pendants, rings, plants, horseshoes,
- Leopard's claw, shark's tooth, or eagle's feather are believed to endow the wearer with some of the qualities of the animal from which it came

Potential Talisman Powers:

- Protection
- Good luck (horseshoes, four-leaf clovers)
- Added ability, such as strength, invisibility

Talismans in History:

- Ancient Egypt: many amulets, including the scarab beetle
- Crusades: knights carried bloodstones because they were associated with Mars, the god of war.
- European plague: merchants sold all kinds of objects that supposedly warded off sickness

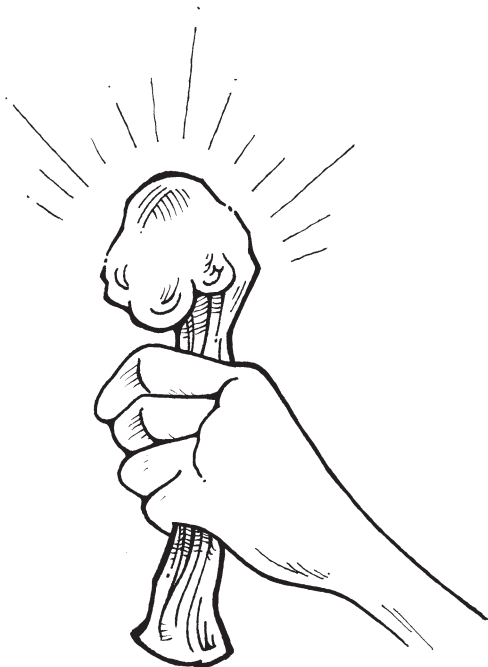
Talismans in Literature:

- *Lord of the Rings*: The "one ring" which turned the wearer invisible
- *The Chronicles of Narnia*: Father Christmas gives Peter a silver shield clad and matching sword, Susan a bow, quiver, and horn, and Lucy a silver dagger and a vial of healing fluid.
- *Kendra Kandlestar and the Shard from Greeve*: Kendra finds herself both with the warlock's shard and her own wand of Eenwood; she is also given Ratchet's Fake Flakes

Magic Gifts:

These can be beans, shells, shoes, clothing, pots, animals, lightsabers, pixie dust . . . YOU NAME IT!

Create your own talisman by molding it out of clay. As you make it, think of its special properties and what powers it will grant the wearer or user. Is your talisman purely benevolent, or does it also have a dark side?

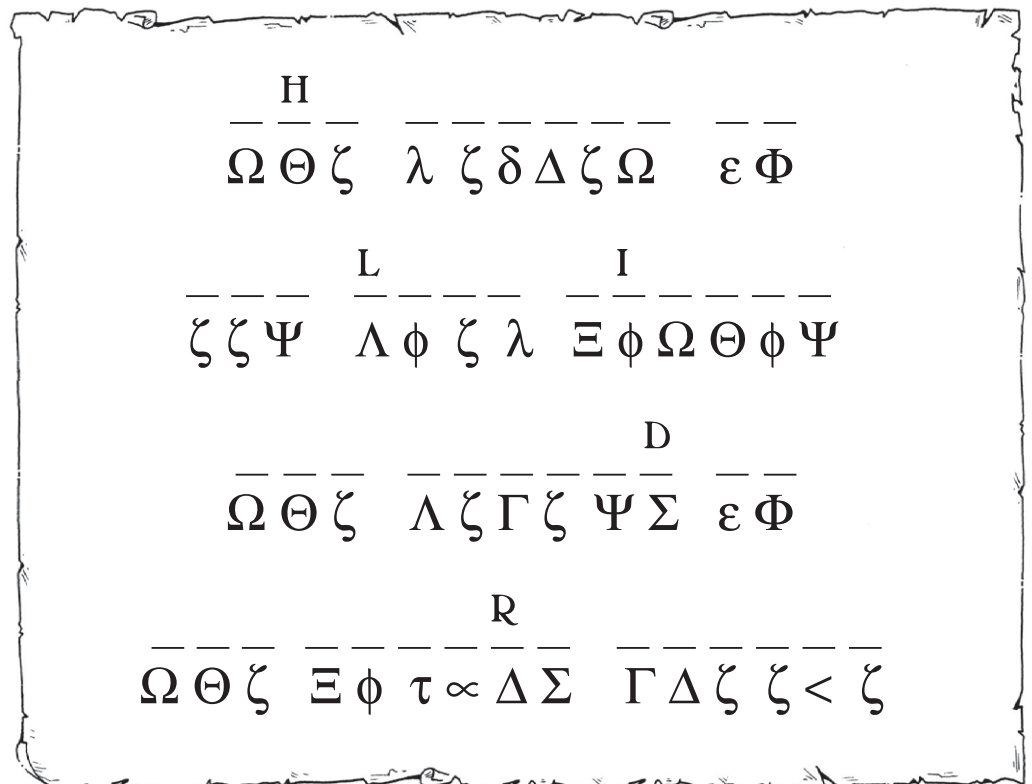


Crack this secret code

Kendra Kandlestar is trying to decode an important message. There's just one problem: It's a cryptogram, meaning that it's written in an unknown language! Can you help her solve this puzzle? She has already decoded some of the letters, but it's up to you to take her hard work and decode the rest.

HINT:

Begin by taking the letters Kendra has already decoded (H, L, I, D, and R) and match them to the appropriate symbols in the puzzle. Then try to identify the most common letters — the vowels, beginning with "e." Then think of the letters "t," "n," and "s."



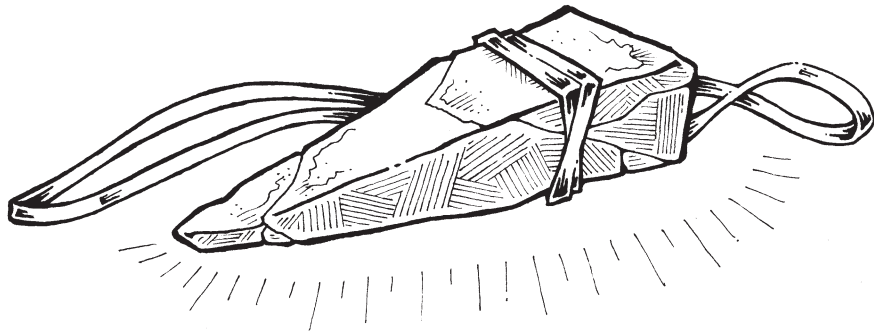
Secret code answer

T H E S E C R E T O F
Ω Θ ζ λ ζ δ Δ ζ Ω ε Φ

E E N L I E S W I T H I N
ζ ζ Ψ Λ φ ζ λ Ξ φ Ω Θ φ Ψ

T H E L E G E N D O F
Ω Θ ζ Λ ζ Γ ζ Ψ Σ ε Φ

T H E W I Z A R D G R E E V E
Ω Θ ζ Ξ φ τ ∞ Δ Σ Γ Δ ζ ζ < ζ



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WRITTEN AND ILLUSTRATED BY
LEE EDWARD FÖDI

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