



MAGIC TREE HOUSE HOME ADVENTURES!

Go on an adventure with Jack and Annie every week!

WAKE UP & THINK! Begin each day with a thought activity. What kind of armor would you want to wear if you were a knight? If you found a pirate's buried treasure map, would you follow it? What is your favorite ninja move? What kind of ship would you sail on if you were a Viking? And what is your favorite kind of warrior?

READ & LEARN! Read, learn, and explore with the Magic Tree House Fact Trackers. Download questions and lessons to help facilitate the exploration.

READ & EXPLORE! Adventure at night with the Magic Tree House fiction stories. Download crafts and activities to celebrate the fun.

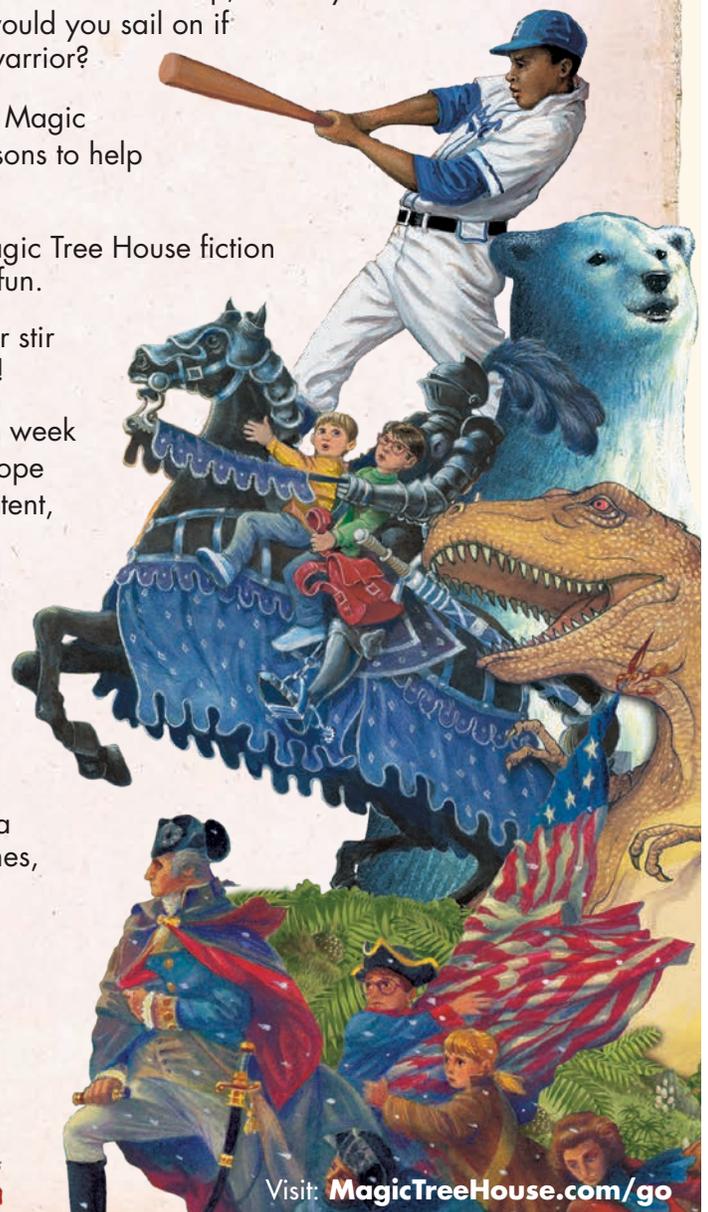
HAVE SOME FUN! Create thematic craft projects or stir up some adventure in the kitchen with a themed recipe!

LISTEN & ENJOY! Grab a snack and settle in each week for readings, viewer Q&A, and trivia time with Mary Pope Osborne! Don't forget to check back for additional content, including how to stage your own Magic Tree House production at home with downloadable sing-along scenes and videos from shows to act out.

DISCOVER MORE! Find everything you need on the Magic Tree House website. You'll find all available books, educational resources, and crafts and activities to explore in any order!

JOIN THE KIDS' ADVENTURE CLUB! Become a member to participate in reading challenges, play games, collect medallions, earn passport stamps, and win exclusive prizes! Visit: MagicTreeHouse.com to enroll.

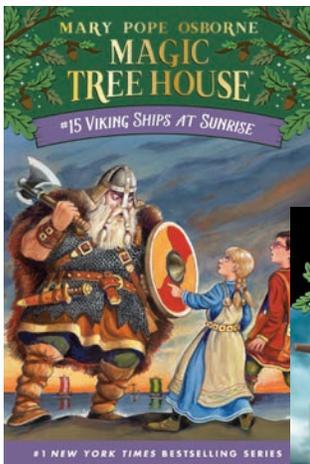
SHARE THIS WITH FRIENDS! Share your Home Adventures using **#MTHAdventures** and tag us at **@RandomHouseKids** on Instagram, and you may be featured on social media!



EDUCATORS' GUIDE

MAGIC TREE HOUSE®

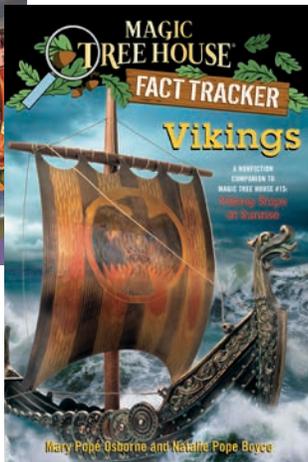
Viking Ships at Sunrise and **Vikings:** *A Nonfiction Companion to Viking Ships at Sunrise*



PB: 978-0-679-89061-4
EL: 978-0-375-89472-5
Grades: 1-4
F&P: M • Lexile: 410L

ABOUT *Viking Ships at Sunrise*

Jack and Annie are off in search of another story in jeopardy, this time at a monastery in ancient Ireland. Trouble arrives when Vikings land, and Jack and Annie must find a way to escape!



PB: 978-0-385-38638-8
EL: 978-0-385-38640-1
Grades: 2-5
F&P: S • Lexile: 780L

ACTIVITIES FOR *Viking Ships at Sunrise*

Make a Viking helmet by applying strips of papier-maché over an inflated balloon. Decorate with tempera paint to achieve a leather and metal look when dry.

Make a Viking shield by cutting large circle shapes out of posterboard or oak tag. Attach a hand grip in center and decorate with paint and/or glued construction paper.

CURRICULUM: *Science • Language Arts*

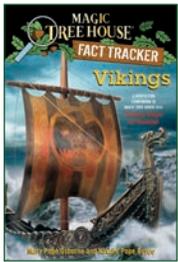
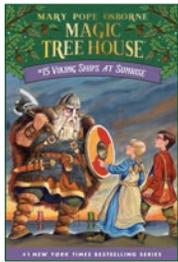
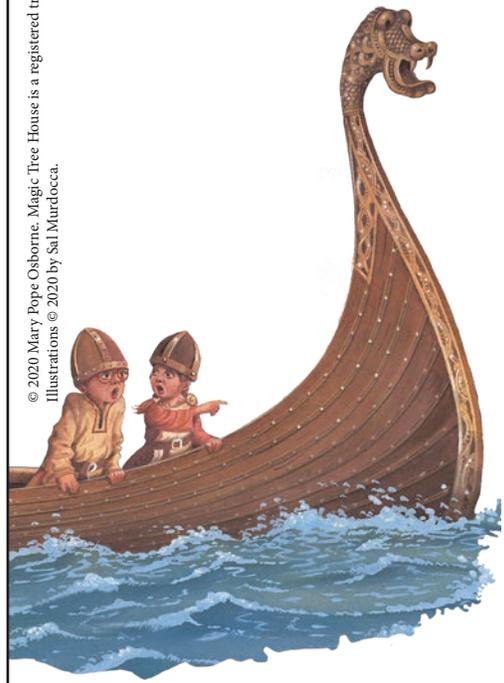
Teaching idea provided by Jamay Johnson, second grade teacher, and Melinda Murphy, media specialist, Reed Elementary School, Cypress Fairbranks Independent School District, Houston, Texas.



BROTHER MICHAEL'S SERPENS MAGNA

Help Brother Michael complete the cover of his handwritten book.
Write the title in your fanciest letters on the line provided.
Then decorate the cover with a border, gleaming jewel shapes, and bright colors.

© 2020 Mary Pope Osborne. Magic Tree House is a registered trademark of Mary Pope Osborne; used under license.
Illustrations © 2020 by Sal Murdocca.

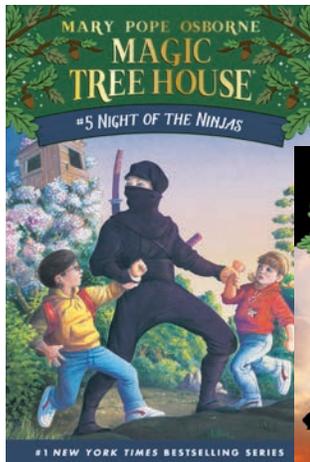


Activity for *Vikings: A Nonfiction Companion to Viking Ships at Sunrise* by Mary Pope Osborne and Natalie Pope Boyce.

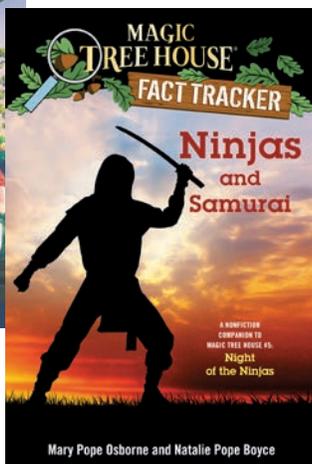
EDUCATORS' GUIDE

MAGIC TREE HOUSE®

Night of the Ninjas and **Ninjas and Samurai:** *A Nonfiction Companion to Night of the Ninjas*



PB: 978-0-679-86371-7
EL: 978-0-375-89422-0
Grades: 1-4 • F&P: M
Lexile: 280L



PB: 978-0-385-38632-6
EL: 978-0-385-38634-0
Grades: 2-5 • F&P: S
Lexile: 830L

ABOUT *Night of the Ninjas*

The search for Morgen le Fay begins as Jack and Annie are transported back to ancient Japan, where they find themselves in the cave of a ninja master. Will the evil samurai warriors get to Jack and Annie before they can learn the secrets of the ninjas?

ACTIVITIES FOR *Night of the Ninjas*

Create a ninja sword, cutting the shapes of a short, straight, single-edged blade and straight hilt out of posterboard. Wrap the blade in aluminum foil and paint the hilt to achieve desired effects.

Have them cut out ninja shapes and mount them on sticks to create shadow puppets for a “behind-the-sheets” demonstration of how these “shadow warriors” slid in nature’s darkness.

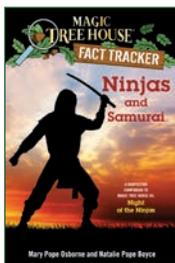
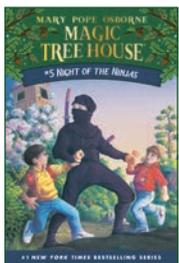
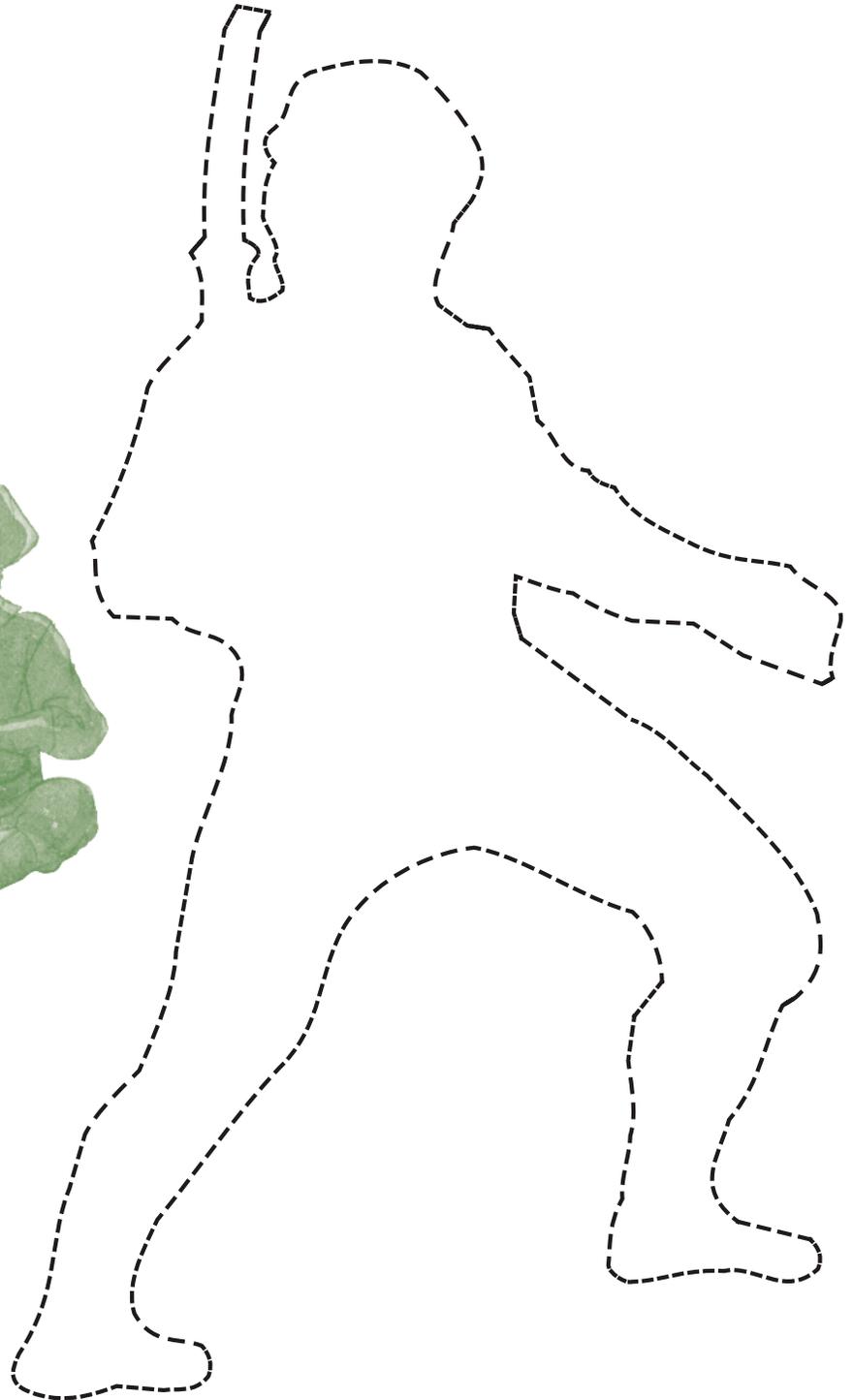
CURRICULUM: *Art • Social Studies*

Teaching idea provided by Jamay Johnson, second grade teacher, and Melinda Murphy, media specialist, Reed Elementary School, Cypress Fairbranks Independent School District, Houston, Texas.

NINJA PUPPETS

MARY POPE OSBORNE
MAGIC TREE HOUSE
ADVENTURE IS WAITING
INSIDE EVERY BOOK!

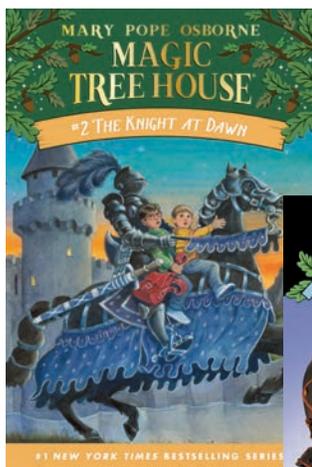
Directions: Cut out the Ninja figure along the dotted lines. Trace and glue onto cardboard. Cut out and attach to popsicle sticks to create Ninja puppets for shadow play. Draw in faces and color in stick figures for puppet performances.



EDUCATORS' GUIDE

MAGIC TREE HOUSE®

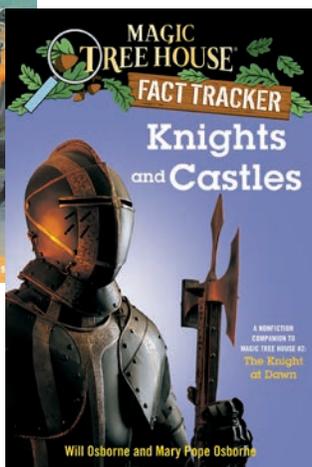
The Knight at Dawn and ***Knights and Castles:*** *A Nonfiction Companion to The Knight at Dawn*



PB: 978-0-679-82412-1
EL: 978-0-375-89419-0
Grades: 1-4
F&P: M • Lexile: 310L

ABOUT *The Knight at Dawn*

Jack and Annie travel back in time to medieval England for an adventure inside a storybook castle, from feasting hall to dreadful dungeon.



PB: 978-0-375-80297-3
EL: 978-0-307-97509-6
Grades: 2-5
F&P: S • Lexile: 690L

ABOUT *Knights and Castles:*

A Nonfiction Companion to The Knight at Dawn

What was it like to wear armor? What was the food like in castles? Find the answers in this Fact Tracker as Jack and Annie explain what life was really like in medieval times.

ACTIVITIES FOR *The Knight at Dawn*

Make a knight's helmet by cutting off the top of a gallon-sized milk jug. Cut and shape the remaining piece and cover with foil cut into strips or scallop shapes. Decorate with scraps of paper or other materials.

Construct a model of a Medieval Castle using cardboard, poster board, paper towel tubes, Legos or other available materials.

ACTIVITIES FOR *Knights and Castles*: ***A Nonfiction Companion to The Knight at Dawn***



Please Pass the Salt!

Discuss the main food groups of today and compare them with the food eaten during medieval times. Also compare place settings and utensils. Then have students design menus illustrating the similarities and differences between a modern and a medieval feast.

CURRICULUM: *Health*

Dressed to Kill!

The system of coats of arms is called heraldry. Ask students to list the characteristics that best describe themselves and to choose symbols or pictures that represent those traits, such as a lion to show bravery. Then have them create their own coats of arms.

CURRICULUM: *Social Studies • Art*

Is Chivalry Dead?

Is Chivalry Dead? Jack and Annie are amazed at the rules that existed during the Middle Ages. Discuss the difference in manners of medieval times and those of today. Which medieval rules should be brought back today, if any?

CURRICULUM: *Social Studies*

Teaching ideas provided by Jamay Johnson, second grade teacher; Melinda Murphy, media specialist, Reed Elementary School, Cypress Fairbranks Independent School District, Houston, Texas; and Rosemary B. Stimola, Ph.D., former professor of children's literature at City University of New York.

THE KNIGHT AT DAWN WORD SEARCH

Directions: Find and circle the following words in this *Knight at Dawn* word search. They can be horizontal, vertical, forwards, backwards, or diagonal.

ARMOR

COURTYARD

DRAWBRIDGE

FANFARE

MOAT

CASTLE

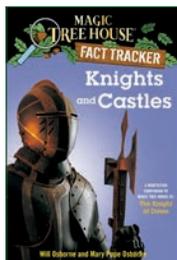
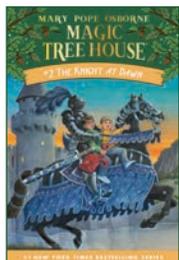
CROSSBOW

DUNGEON

FEAST

SWORDS

F	D	S	K	Q	Y	F	M	D	P	C	H	H	P	D
Q	H	Q	B	C	X	P	R	F	A	Y	X	W	U	K
J	H	L	Z	R	I	Q	G	H	H	I	T	M	E	R
U	S	D	R	O	W	S	J	S	R	F	B	Z	B	O
N	J	R	T	S	B	O	T	G	Z	C	V	O	Z	L
R	H	A	C	S	H	V	Z	P	I	J	Q	G	T	D
O	Z	Y	E	B	L	Q	L	L	Y	T	S	F	E	W
C	W	T	R	O	M	R	A	U	L	M	S	N	L	W
L	D	R	A	W	B	R	I	D	G	E	A	K	W	A
R	L	U	F	S	E	G	W	R	L	L	Z	K	X	H
C	I	O	N	M	S	L	S	T	M	Q	B	X	A	T
S	C	C	A	G	Z	T	S	N	U	X	U	Q	C	J
R	M	G	F	F	E	A	S	T	C	A	Z	G	V	A
U	B	C	K	K	C	O	V	A	Y	Z	B	W	K	A
A	C	N	K	S	J	M	N	S	Y	V	I	J	R	W



KNIGHTS AND CASTLES CROSSWORD PUZZLE

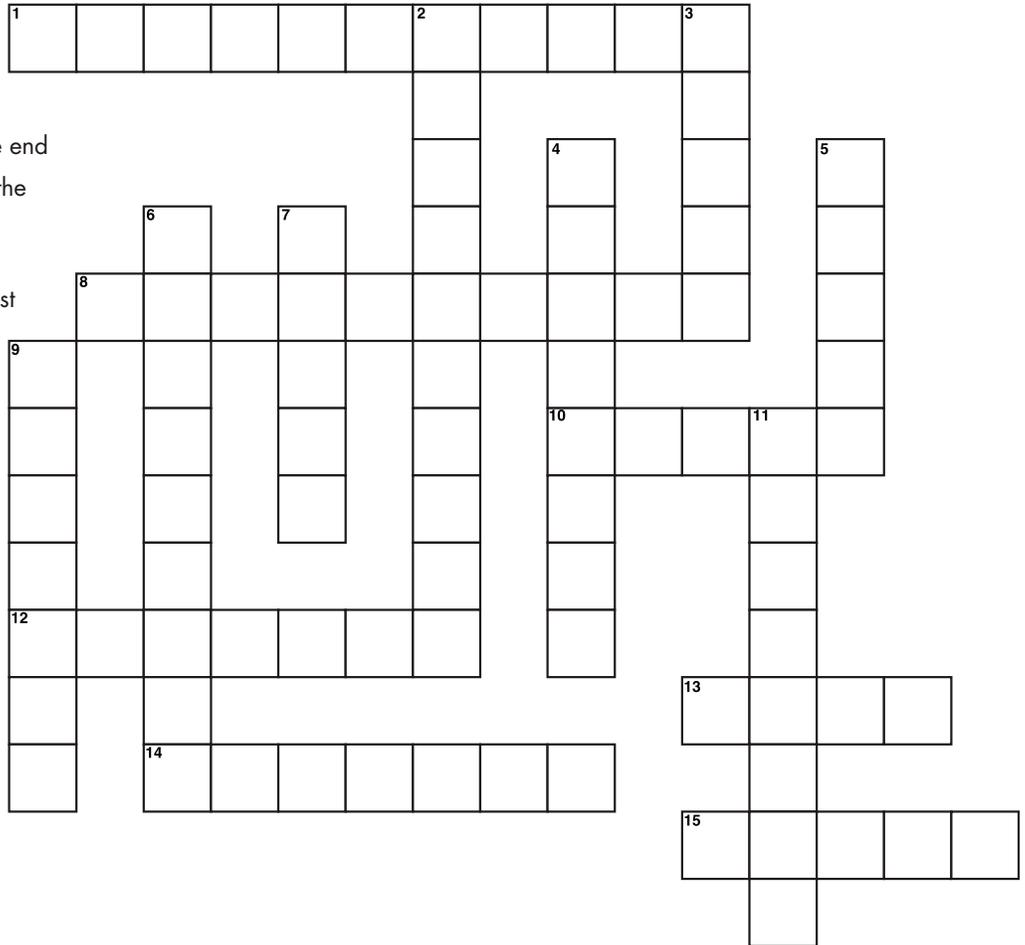
Directions: Use Magic Tree House Research Guide #2: *Knights and Castles* to answer the questions below.

Across

- Began as practice for war
- The Spanish name for knights
- A long pole with a point on the end
- Pieces of armor that protected the knights' heads
- The suit of armor for a horse
- Protection for the knights against enemies' weapons
- The metal covering that protected a knight

Down

- The period in history when knights and castles began
- The people who worked the land for the baron
- The whole system of coats of arms
- Taking over a castle by surprise
- Weapons much like giant slingshots
- The man who ran the land for the king
- Soldiers who protected the kingdom
- The guide for



ANSWER

