

BOOK 1

# What is Magic?

AN UNOFFICIAL EXPLORATION OF  
*HARRY POTTER AND THE SORCERER'S STONE*



**THE MAGIC OF PROJECT-BASED LEARNING: A HARRY POTTER THEMED BOOK STUDY**

By Samantha Matalone Cook, M.A.T. & Blair Lee, M.S.



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## How to Use This Book Study

Based on the book *Harry Potter and the Sorcerer's Stone*, this Book Study was designed to be flexible and adaptable for all students in any educational environment. It has been planned out to give students a holistic, multidisciplinary experience. The sheer number of games, activities, and research projects make this an immersive experience. However, there is no wrong way to use it. You can do all the projects or only a few. You can spend a week on each section, or take as long as you need to complete them.

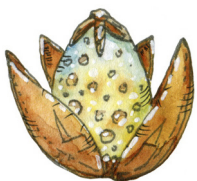
Every project and activity has been thoughtfully created and explained so that anyone can do them. There are even multiple levels for many projects to meet the needs of a diverse range of ages and abilities. What is most important is the joy and connection students will feel when studying a beloved book in new and exciting ways.

Finally, this Book Study can be used to provide a foundation for project-based learning (PBL), preparing students to research, discuss, and answer the driving question: What is Magic? See the accompanying Teacher's Guide for guidance and information about how to do this.

And now, to quote from the book,

*Welcome to a new year at Hogwarts! Before we begin our banquet, I'd like to say a few words. And here they are: Nitwit! Blubber Oddment! Tweak!*  
*Thank you!*

~ Professor Dumbledore, *Harry Potter and the Sorcerer's Stone*





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## Introduction

In a world full of logic and reason, what is magic? Do you have a ready answer for that question? Have you ever asked another person what they think magic is? Do you think they would answer it the same way you would? Sometimes people say things are magical. Parents often think it is magical watching their children play. Laughing and hanging out with friends can feel magical. But, do you think either of those is magic? Or does magic only happen if you wave a wand and make something unexpected and scientifically unexplainable happen? Do you think that magic is good or bad? There have been times during human history when people thought magic was bad, like at the Salem Witch Trials. Do you think the people who were punished for being witches really had practiced magic? If you answered yes, what did they do that was magic?

Hello and welcome to the first Harry Potter Book Study, based on the book *Harry Potter and the Sorcerer's Stone* by J.K. Rowling. Whether it's your first time reading this book, or your tenth, this book study is designed to help you explore magic in many ways, through many different subjects and skills. It is an immersive experience, full of questions and research projects written to help you think more deeply about and connect with the story. It's also full of amazing experiments and projects! You can do all of them or just a few.

Through this book study, you are asked to ponder the answer to the question, "What is Magic?" This question is open-ended, with no right or wrong answer. After you have completed the sections, you will present your conclusion based on research, experience, critical thinking, and your imagination.

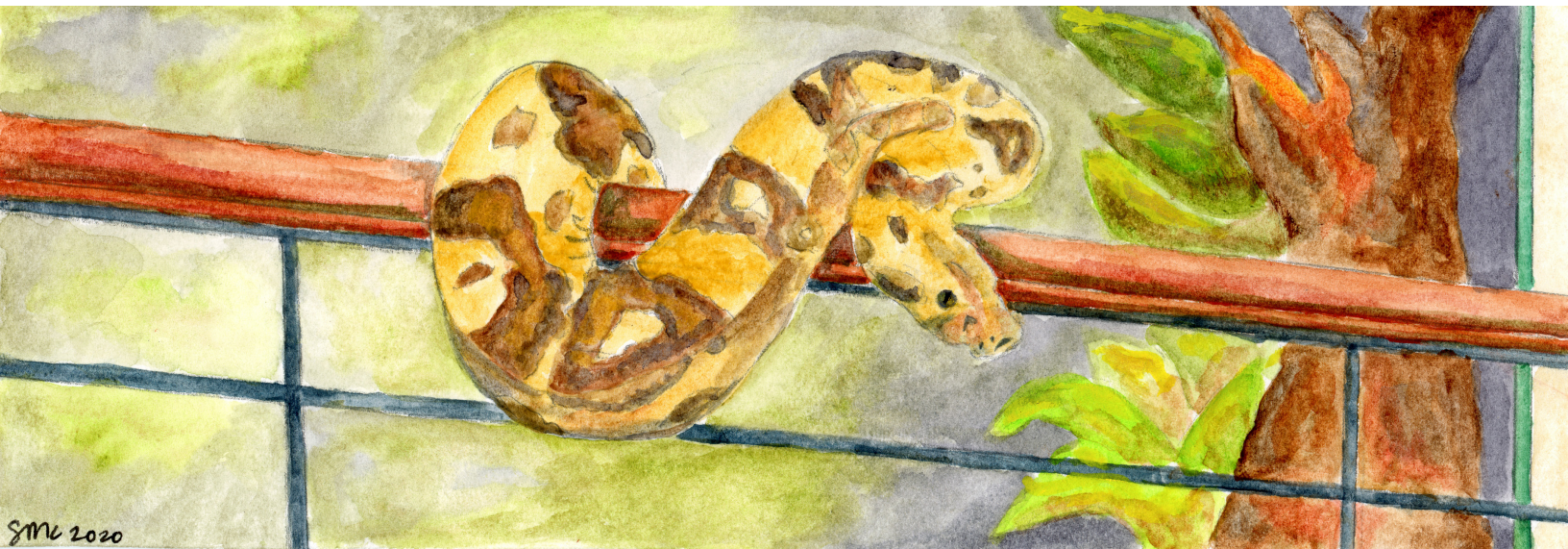
We hope you enjoy doing this Book Study as much as we did creating it!

Sincerely from the Ravenclaw Common Room,

Samantha Matalone Cook, MAT, and Blair Lee, MS



# Book Study



Section 1: Chapters 1-3

Section 2: Chapters 4-6

Section 3: Chapters 7-8

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Section 5: Chapters 12-14

Section 6: Chapters 15-17

Section 7: Finishing Up



# Section 1: What is Magic?

## Chapters 1 - 3



### Reading

Chapters 1-3

### Hogwarts Homeroom

Vocabulary

Flash Fiction Freewrite: What is Magic?

Exploratory Questions

### Magical Tools and Supplies

Hogwarts Trunk

### Potions

Dyeing T-Shirts

### Charms

Put-Outer (Deluminator)

### Transfiguration

What's the Matter with Disappearing Glass?

Animagus Quiz

### Care of Magical Creatures

Owl Mobile

### Cooking Magic

Knickerbocker Glory

### PBL Driving Question

Research Bootcamp

"What is Magic?" Assignment

Optional Research Assignment





## Procedure

1. Either cut out images of owls, free-hand draw, use copies of the template, or by tracing copy the silhouettes of several owls onto watercolor paper. You can decide how many you'd like in your flock.

2. Cut your owl silhouettes out carefully. Save the watercolor paper scraps!



3. Look up different species of owls (or specifically the ones you chose for your silhouettes if you know which owls they are). Sketch the details onto your cut-out owl silhouette.

4. Using your watercolors, paint your owls on both sides.



5. Use the watercolor scraps to make small Hogwarts letters. Pay attention to scale. Remember to create the same image on both sides! To make the letter, cut a small rectangle. With watercolors or a pen, draw a "V" starting at the top left corner, down to the middle, and then back up to the top right corner. With your watercolors, make a small red circle at the apex of the "V" to represent the Hogwarts seal. Some kids like to personalize the letter with their name and/or address in tiny print. (Example images on next page).



11. Add facial details. Use small round pieces to create the muzzle part of the dogs' faces. Cut triangles and attach to the top of the head for ears. You can also draw where the nose is to add texture and see if the facial proportions look right.



12. Gently test the heads on the points to see how they fit. You may need to reshape the points after doing this, since they are still soft and may bend. If you need to adjust the relationship between the heads and the points, so that the heads are able to move freely, now is the time. You can do this by shaving some clay off the heads to make them a bit smaller, or changing the heights of the points. Play around until you have three freely-moving heads.



13. Take the heads off the points, make any last-minute touch-ups. Set all pieces aside to dry for 24-48 hours.

Pro-tip: If the clay is too wet, the paint won't lay on the surface well.



14. When all your pieces are dry, assemble the heads on the points to see if the fit is still good. If two heads are slightly touching, you can use sandpaper to file down those areas that touch. If the muzzle is large and pulling the head forward, add a bit of clay to the backside of the head to balance. In fact, this art project is a great lesson in spatial relationship and balance!

Note: If any pieces came off in the drying process, you can either reattach them with more clay and wait another day, or you can glue them back on.

15. Time to paint! Paint the body and then add the details such as fur, eyes, whiskers, nose, even the teeth if your Cerberus is snarling!

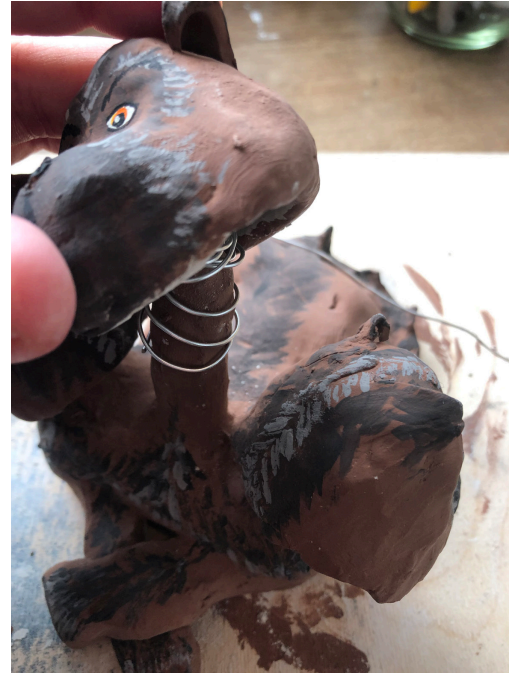


#### 16. Optional: Varnish

You can finish your clay bobblehead with a coat of varnish, which may help seal the paint and prevent the paint from eventually chipping.

#### 17. Optional: Wire and Glue

For more springy bobblehead action, coil some wire around your finger or a paintbrush and attach on end to the point and set the head on top. If needed, you can glue the spring to the top inside of the head for a more secure connection.



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Projects With Us!  
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Post Your Pictures  
on Social Media Using  
#HarryPotteratSEA





### Cerberus Report

Fluffy the three-headed dog is based on the mythical creature Cerberus. In this activity you will research and write about Cerberus to go along with the bobblehead you made.



#### Procedure

1. Use the internet, books, and resources at your local library to research and learn about Cerberus.
2. Use the lab sheet to write a report about it.
3. Possible answers can be found in the Answer Key in the Teacher's Guide.

## Cerberus Report

Which Greek God was Cerberus a servant to? \_\_\_\_\_

What was that Greek God the God of? \_\_\_\_\_

What is Cerberus' job? \_\_\_\_\_

<p>What were the two ways Cerberus could be put to sleep?</p> <p>1.</p> <p>2.</p>	<p>What do the three heads of Cerberus represent?</p> <p>1.</p> <p>2.</p> <p>3.</p>
<p>There are some similarities (parallels) and differences between Cerberus and Fluffy. Write a paragraph where you compare and contrast the two.</p>	

## Potion to Cure Boils & Other Skin Ailments

When the first years show up for potions class, Snape has them make a potion to cure boils. Boils are infected bumps people get on their skin. They can be painful, so it is always nice to have something to make them go away.

### Ingredients

- 6 stingers from a billywig
- 2 t bobotuber juice
- 1/2 t ground Hungarian horntail spines
- 1/4 t dried nettles
- 10 drops stinksap oil

### Instructions

1. Mix the bobotuber juice with the stinksap oil until it is well mixed.
2. Add the ground Hungarian horntail spines and dried nettles to the oil and mix well.
3. Roll the back of a spoon over the billywig stingers to release the pungent venom.
4. Add the billywig stingers to the mix and stir gently so as not release too much venom.
5. Let sit for 20 minutes exactly to make the ointment.
6. Slowly circle your wand three times over the ointment saying, "demolio ulcus," each time.
7. Add this potion you made for curing boils as the first entry when you make your grimoire!



### Instructions for Use

Apply this ointment to the boil two times a day until the boil is gone. When you first apply it, put a warm damp washcloth on top of the ointment and the boil.

*Notes: (The section below is for you to write notes about this potion.)*

Most spells in the Harry Potter books are derived from Latin. This is not a surprise since many of these spells were invented by Roman witches. What does demolio ulcus mean in Latin?

Demolioulcus: \_\_\_\_\_



## Section 2: What is Magic?

### Chapters 4 - 6



#### Reading

Chapters 4-6

#### Hogwarts Homeroom

Vocabulary  
Flash Fiction Freewrite: Hag  
Exploration Questions  
Hogwarts Acceptance Letter

#### Magical Tools and Supplies

My Wizarding World Quiz for Choosing a Wand  
Making Wands  
Magical Supplies Logic Puzzle

#### History of Magic

Wizard Cards

#### Study of Ancient Runes

Wizard Math  
Making Magical Money: Repoussé Coin Instructions  
Coins, Cloaks, & Cauldrons Board Game

#### Care of Magical Creatures

My Pet's Care Report  
Pocket Pet Sewing Project

#### Muggle Studies

The Magic of Steam Engines

#### Cooking Magic

Roast Sausages  
Birthday Cake  
Chocolate Frogs

#### PBL Driving Question

"What is Magic?" Assignment  
Optional Research Assignment

## Summary Chapters 4-6

Section 2 focuses on the material in chapters 4 through 6. There is a lot that happens in these three chapters. Harry receives his Hogwarts letter and learns that he is a wizard. Then he takes an exciting trip to Diagon Alley to buy school supplies. After that he journeys on the Hogwarts Express where he meets Ron and eats lots of candy. Finally, Harry arrives at Hogwarts for his first year of magical education.

This section's exploration questions and research projects include critical thinking and writing opportunities to enhance your exploration of the text and connection with the story. The projects relate to important moments in these chapters, including learning about famous witches and wizards, choosing a pet to take to Hogwarts, learning about the currency used in the magical world, exploring Diagon Alley, obtaining one of the most important magical tools a witch or wizard has – a wand, and more! You'll also cook some roast sausages and make Harry a birthday cake like Hagrid did!

Section 2: Suggested Schedule				
Monday	Tuesday	Wednesday	Thursday	Friday
Read Chapters 4-6				
Vocabulary for Chapters 4-6				
Chapters 4-6 Questions; Optional Research Assignment; PBL Driving Question Assignment				
Recipe: Roasted Sausages & Birthday Cake	Recipe: Chocolate Frogs	Choose Wand at Wizarding World	Make Pet's Care Report	Steam Engine
Hogwarts Acceptance Letter	Coins, Cloaks, & Cauldrons Board Game	Make Wand	Pocket Pet Sewing Project	Wizard Card: Merlin
Making Magical Money: Repoussé Coin Instructions	Wizard Card: Dumbledore	Magical Supplies Logic Puzzle		
Math Worksheet: Magical Money		Flash Fiction Freewrite: Hag		

## In the Next Section

Section 3 will cover chapters 7 and 8, as Harry gets sorted and adapts to life at Hogwarts!



### Vocabulary Chapters 4-6

**Names and Wizarding Words this Week:** The names of people and places in the Harry Potter series can tell you a lot about the character. Use the internet to learn where J.K. Rowling got the inspiration for the names below.

Find the root word of Gringotts and what it means.

Hogwarts

Cornelius Fudge

Professor Quirrell

Diagon Alley

Quidditch

Hedwig

Ronald Bilius Weasley

Vincent Crabbe

Gregory Goyle

Draco Malfoy





## Vocabulary Chapters 4-6



Clout:

Apothecary:

Emporium:

Spleen:

Totter:

Swarthy:

Heed:

Ravine:

Scruff:

Infernal:

Gawk:





# Book Study Questions & Research Chapters 4-6

To get you thinking about the text and your own relationship to the story of *Harry Potter and the Sorcerer's Stone*, analyze, discuss, and write on the topics below.

- Exploration Questions for Chapters 4-6
- Research Project (optional)
- PBL Driving Question Assignment
- Bonus Exploration Questions (Optional, In the Teacher's Guide)

## Exploration Questions

1. When Hagrid shows up at the shack, he brings Harry a birthday cake (likely his first ever), lights a fire, prepares sausages and feeds Harry, protects him from the Dursleys and gives him the gift of the truth. To someone, like Harry, who hasn't been shown much generosity in his life so far, do you think Hagrid's generosity might have felt magical to Harry?
2. "We swore when we took him in we'd put a stop to that rubbish," said Uncle Vernon, "swore we'd stamp it out of him! Wizard indeed!" The Dursley's attitude towards magic means that Harry grew up without the knowledge of where he came from, who his parents really were, and a significant part of his own identity. How does Harry feel when he finds out? How do you think it will affect him long-term?
3. Harry trusts Hagrid almost immediately, and accepts what Hagrid has come to say as truth. Would you be open to accepting all this new information so quickly? What would it take for you to believe you are a witch or wizard?
4. Diagon Alley exists in London, hidden from the non-magical world, almost like an alternate reality. Do you think there are worlds we can't see or do not know about?



5. Foreshadowing is a technique used by writers to give hints about what is to come later in the story. When Harry visits Ollivander's wand shop, the wand that chooses him is a holly and phoenix feather. Mr. Ollivander remarks that the phoenix whose tail feather is in that wand gave only one other feather, which is in the wand that gave Harry his scar. Why does Mr. Ollivander find this curious? Do you think there is a magical connection between the two wands and possibly Harry and Voldemort? How might this event in Ollivander's Shop foreshadow events to come?

6. Wands in the magical world channel the energy of the witch or wizard as they perform spells. What do we have in the non-magical world that channels energy from one thing to another?

7. In the magical world, people move in photos. What mediums do we have in our world that "mimic" this magic?

8. Ron attempts to use a spell on the rat that his brother gave him, which doesn't work. Hermione questions the authenticity of the spell while talking about all the "real" magic she's either read about or tried. How does she differentiate between real magic and fake spells? How do we decide what is real or fake in the non-magical world?

9. When the students arrive at Hogwarts, the first-years are ushered into boats to approach the school from the lake. This is a ritual done every year for first-year students, as they enter the school for the first time. What rituals do you have, or have you taken part in when you have done something for the first time? Did those rituals feel magical? If yes, what made them feel that way?

10. As the story moves along, you learn what magic means in the wizarding world of Harry Potter. At this point the definition for magic is fairly rigid. Definitions are important. Discuss with one or more people if they have ever experienced something that made them feel magical, and if yes, what made them feel that way. Does their experience fit in with the definition for magic that has been used in the book up to this point?

### Bonus for older students

Research and write an essay or do a project based on the history of magic. Specifically, trace the way magic and witchcraft have been treated by society throughout history, especially in different regions of the world. Make sure this project includes present day attitudes.

### Main project driving question: What is Magic?

This week you will take the work you did from last week and create outlines based on your FFF and research. By the end of the week, you should have research notes, with credible resources listed, on at least three ways you would like to explore and research magic. You can record this information in the Student Workbook, which can also help you keep your project on "What is Magic?" organized.



## Hogwart's Acceptance Letters

### Materials

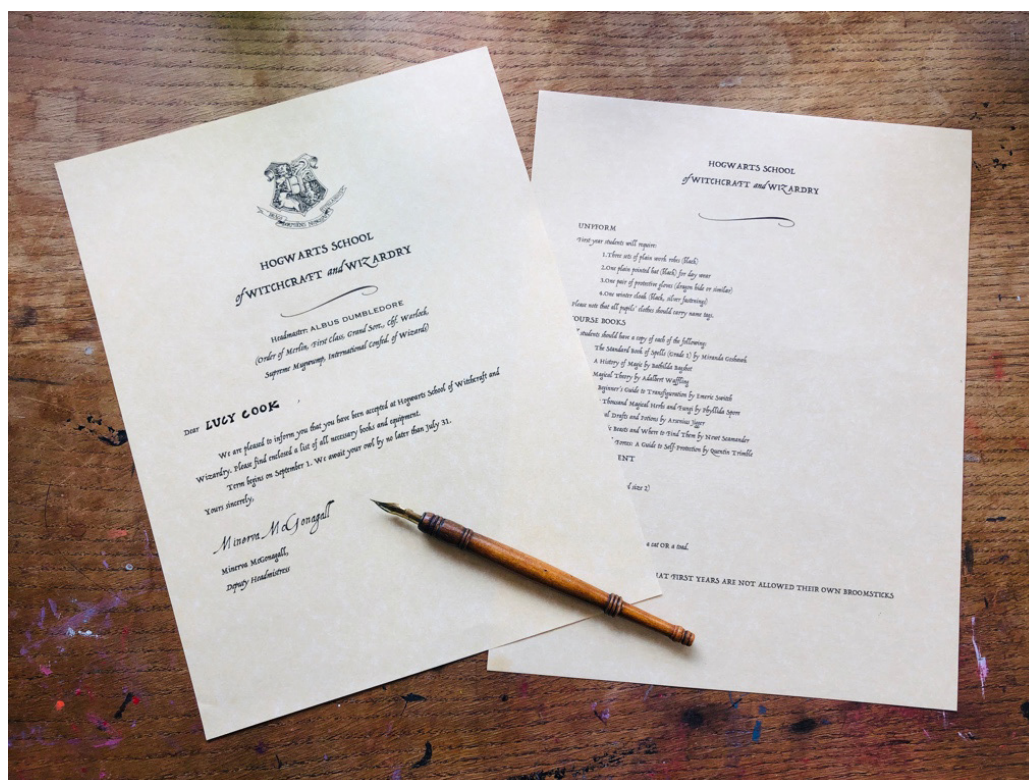
- Hogwarts Letter Template (found in the Student Resource Section)
- Printer
- Parchment Printer Paper OR regular printer paper
- Ink pen OR calligraphy pen OR quill and ink (Optional)
- Envelope and Wax Seal (Optional)

### Procedure

1. Print out the Hogwarts letter on parchment paper. If you don't have parchment paper, you can use regular printer paper. To tint regular printer paper, wait until the ink has dried and then submerge the paper into a tray of strongly brewed black tea or coffee. Only dip it for about 10-15 seconds and then let dry. Repeat the process until you have the shade you'd like.

2. Using an ink pen, calligraphy pen, or quill, enter your name in the blank space after "Dear."

Note: If you'd like to make a simple quill, you'll need a large goose or turkey feather. You'll cut the end at an angle and then dip into ink. Write with the pointed end of the quill. Notice that the inside structure of the quill acts as a reservoir for the ink while you write!



3. If desired, address an envelope for your acceptance letter. You can seal it with a wax seal in one of two ways. Use wax pastels to draw one on, or use hot wax and a metal seal. There is even a wax seal kit with the Hogwarts crest available for sale online!





## Making Magical Money: Repoussé Coins

Harry has had quite a week. He meets Hagrid. He learns he is a wizard. He is accepted into a special school far away from the Dursleys. He also learns that he has a bank account with money in it! The money his parents left him has been kept safe for ten years in Gringotts Bank. Located in Diagon Alley, Gringotts Bank is managed by Goblins and protected by charms and magical creatures, including dragons.

Today you are going to make your own magical money! There are three kinds of magical coins: Galleons, Sickles, and Knuts.

Galleon: Largest coin, gold.

Sickle: Medium coin, silver. 17 Sickles = 1 Galleon

Knut: Smallest coin, bronze. 29 Knuts = 1 Sickle

The primary project for making coins uses the ancient art form of repoussé, which means “pushed up” in French and is derived from the Latin *pulsare* which means “to push.” The technique of repoussé has been used since Ancient times. It is a method of hammering a soft or malleable metal on the reverse side to make a relief image. Objects made from using this technique can be found all over the world. Today, you’ll be using a simple form of repoussé to make your own wizard coins.

If, however, you find the repoussé level of this project too difficult or tedious, there are three levels for making the coins:

- Basic: Cut out the coins from template and glue directly onto cardboard.
- Intermediate: Use glue, cardboard, and foil to create a relief design.
- Advanced: Use the repoussé method to make your coins.

Directions for all three levels are on the following pages.

Note: The coins you make in this activity will be used in a board game later in this section. If you skip this project, you’ll still need to have something to represent coins for the game. You can use game markers or buy a supply of plastic coins instead.



## Basic Method for Making Magical Money

### Materials

- Template (Optional- found in the Student Resource Section)
- Cardboard
- Glue
- Colored Pencils, Markers, or Paint (Gold, Silver, Bronze or Copper)

### Procedure

1. Cut out the template images or design your own coin images.
2. Cut cardboard circles to match size of coin templates.
3. Glue the cut-out coin image, or draw a coin design, directly onto the cardboard circle.
4. Paint and then touch up design as needed. (Galleons are gold, Sickles are silver, Knuts are bronze/copper in color.)



## Intermediate Method of Making Magical Money: Relief

### Materials

- Coin Design (your own or from the template)
- Hot glue gun and glue sticks
- Cardboard
- Aluminum foil
- Paint (gold and bronze or copper)

### Procedure

1. Cut out coin circles from the cardboard.
2. Draw the coin design (copied or your own) as best you can with the hot glue directly onto the cardboard and let dry.





### Ingredients

- Chocolate Frog Mold
- 6 to 12 oz. Chocolate, can be white, milk, or dark
- Microwave-safe bowl
- Fork
- Microwave

- Storage container
- Knife or spatula

One of the most iconic sweets from the book are the chocolate frogs that come with the collectible wizard cards. Fortunately, you can make your own chocolate frogs! You should make a minimum of 10 chocolate frogs to eat while creating your wizard cards each section. Each card should come with a chocolate frog, after all! You will also need to make chocolate frogs to go with the math game this week, as each player receives a chocolate frog for completing the game, and the winner receives two!

### Instructions

1. Pour chocolate into the bowl.
2. Put the bowl in the microwave at 50% power for 30 seconds. Take this out and stir the chocolate. Do this repeatedly until the chocolate is melted.
3. Put the chocolate into the molds. Slide the knife or spatula across the mold, to make sure the frogs have a flat bottom.
4. Put in the refrigerator for 1 hour.
5. At the end of the hour, touch the frogs to make sure they have hardened. If they have not hardened, put them back into the refrigerator.
6. When they are hard, gently twist the sides of the mold and flip it over onto a plate. The frogs should start to fall out. Keep doing this until they have all popped out of the mold.
7. In the refrigerator, store all the chocolate frogs to be used later.



Oven Temp.

Servings

Dietary  
Information

Milk





## Coins, Cloaks, & Cauldrons Board Game

A game for 2 to 8 players

You just received your supply list from Hogwarts. There's only one place to go to get everything you need—it's time to visit Diagon Alley! You step into the Leaky Cauldron and make your way through the "dark and shabby" pub to the back, where an enchanted brick wall serves as the entrance to your destination. As it opens up you see a cobblestone street lined with all kinds of magical shops, busy with witches and wizards doing their own shopping. Do you have your list ready? Good, now you'd better get going; you don't want to miss The Hogwarts Express!

### Supplies Needed

**Board** – The board represents Diagon Alley with the entrance point, **The Leaky Cauldron**, in the right corner and the wizarding bank, **Gringotts**, in the center. Seven stores are represented on the board: the book seller, **Flourish and Blotts**, the wand seller, **Ollivanders**, the robe store, **Madame Malkin's**, the **Apothecary** for potion supplies, **Quality Quidditch Supplies** for all your Quidditch needs, the **Magical Menagerie**, a Diagon Alley pet store, and **Floean Fortescue's** Ice Cream Parlour. In between the stores are spots marked with an **S** – these are spell card spots. Spells can help or hinder you along your way!

*You can either print out the board or make a larger copy on a piece of poster board. We recommend you enlarge this to fit on a poster board.*

*We also recommend printing all the cards and pieces on cardstock, for durability.*

**16 Character Cards** – 8 for the Basic game and 8 for the Advanced game.

**8 Character pieces** - To use as tokens to move around the board. Alternatively, you can use any tokens, coins or chips you have around the house.

**Money** - For the Basic game you will need a supply of Galleons. For the advanced game you will need Galleons, Sickles, and Knuts. There are 29 Knuts to a Sickle, and 17 Sickles to a Galleon. (Don't you love prime numbers?!) Each player should act as their own banker. We recommend having a large amount of each coin per player.

**4 Exchange Rate cards** – These are used only for the Advanced game and will help you keep track of those odd prime numbers.

**Spell cards** – There are seven sheets of spell cards. Sheets 2 - 5 are used in both the Basic and Advanced games. Sheet 1 has a Basic and Advanced version. Sheet 6 is blank to allow you to create your own spell cards. Experiment with these. What cool spells can you come up with?

**A die or dice tokens** – Either use a die or you can cut out the numbers 1 to 6 provided and draw them from a cup each time you play.







### Wizard Cards: Chapters 4-6

The Wizard Cards are famously collected by purchasing boxes of Chocolate Frogs in the magical world. They depict famous witches and wizards throughout history, with a portrait on the front and information on the magical figure on the back.

In the Harry Potter series, the Wizard Cards are one of the first objects Harry encounters that suggest a wizarding pop culture. Pop(ular) Culture is the most popular ideas, things, or activities that appeal to the majority of a particular society, especially to young people. Ron tells Harry that he should start collecting Wizard Cards, like he does. Can you think of any examples of pop culture in the non-magical world? Do you collect cards of any kind?

The Wizard Cards are a great example of people who are a part of and influenced the magical and non-magical worlds. Over the course of this book study, you'll study famous witches and wizards of the past and present. You can design your own card template or use the card template. There are two figures to learn about in each section. You can choose one of them to learn about, or you can learn about both of them. As you work through this assignment in each section, you will build your own collection. Maybe you will even have cards that Ron doesn't!

For these chapters, you'll make cards for Albus Dumbledore and Merlin.

### Wizard Card Instructions Materials

- Wizard Card Template
- Printer
- Paper (we like to use cardstock)
- Colored pencils, markers or paint
- Pencil or pen
- Internet or Library Access
- 1 chocolate frog for each completed Wizard card (optional)

Note: Wizard Card Templates can be found in the Student Resource Section.



# Mars is Bright Tonight

According to Ronan and Bane, the centaurs, “Mars is bright tonight.” That might be the case at Hogwarts, but what about where you live? Have you ever observed the planet Mars? Mars is the next planet out from Earth, going away from the Sun. Like Earth, it has a rocky surface. Unlike Earth, it has little surface water. Mars is covered in reddish dirt and rocks which is why it has been nicknamed The Red Planet.

Mars isn’t the only planet you can view in the night sky. There are eight planets. Going from the Sun outward. The order of the planets is: Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, and Neptune. How well they can be seen from Earth depends on their size and distance from Earth. Mercury, Venus, Mars, Saturn, and Jupiter can all be seen with your eyes alone. To see Uranus and Neptune you need binoculars or a telescope. Even for those planets that can be seen without binoculars or a telescope, how well they can be seen changes throughout the year and from year-to-year. That has to do with how planets orbit the Sun. Using Mars and Earth as an example, Mars and Earth both orbit the Sun, but they do not orbit it as a pair. Their orbits are independent from each other. Which is why sometimes they are closer to each other, and sometimes they are farther away. That affects how bright Mars looks in the night sky. When Mars is close, it is bright. When Mars is not close, it is not as bright. In this activity you will try to find Mars, and the other planets too, in the night sky. Once you learn to recognize Mars in the night sky, when it is easy to see, you can look up at the sky and say, “Mars is bright tonight!”

## Materials

- Lab sheet, pencil
- Colored pencils: Orange-reddish-yellow, brownish-gray, pale yellow, blue, red orange with white bands, pale gold, pale blue
- Comfortable chair (optional)
- Sky Viewing App on your phone (optional)
- Binoculars (optional)
- Telescope (optional)

## Procedure

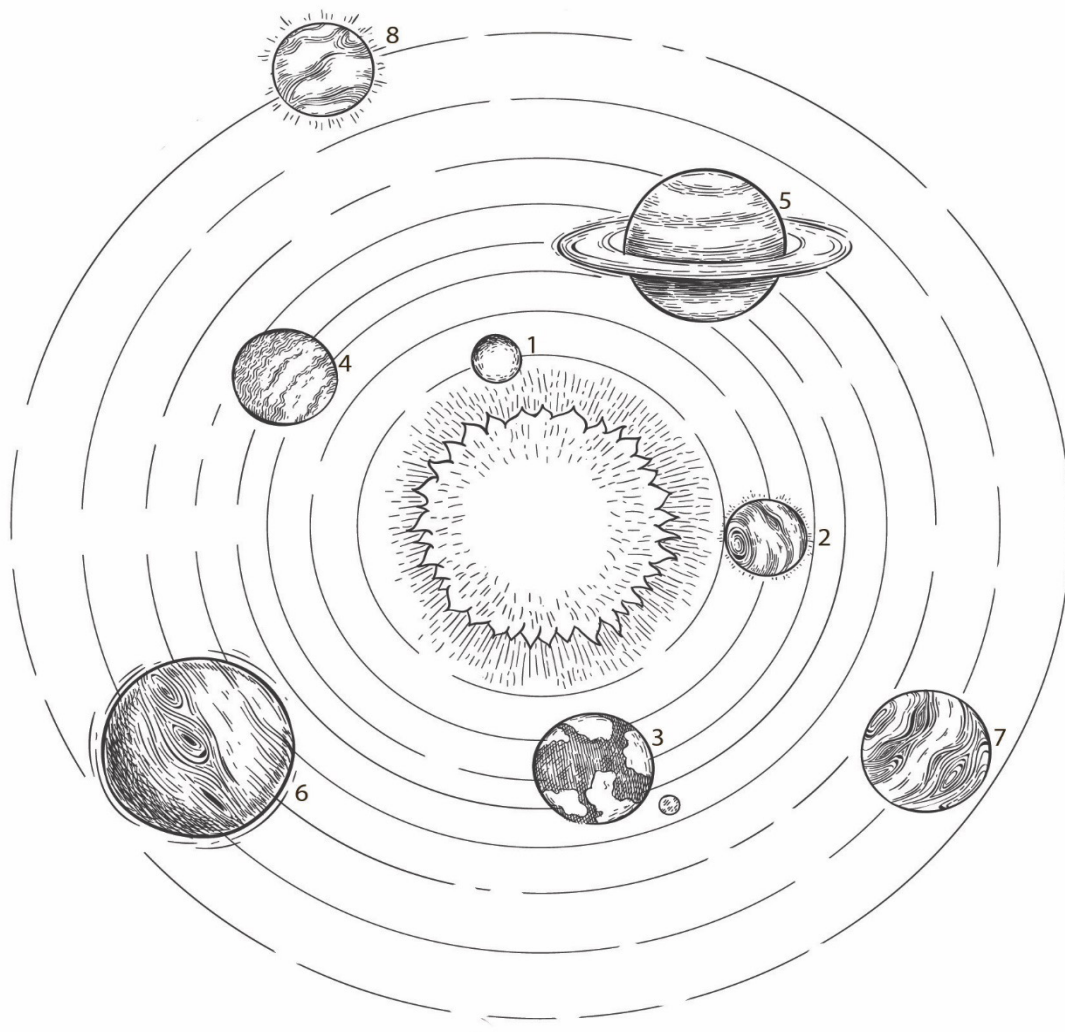
1. Use the matching colored pencils to color the planets on the picture, the scientific model, of the solar system. Use the orange-reddish-yellow pencil to color the center image showing the sun.
2. Color the Moon next to Earth gray.
3. Use the internet to fill in the dates for the best time to view each of the planets.
4. On those dates, go outside make yourself comfortable, and view the planets. Use of a Sky Viewing App is helpful. Binoculars and a telescope are optional.

Instructor’s Note: A nice accompaniment to this would be to visit your local planetarium or stargazing club.



## Lab Sheet

This is a poster of a scientific model showing the planets and their positions from the Sun. The distances are not to scale.



Planet	Color	Best Date to View
1. Mercury	brownish-gray	
2. Venus	pale yellow	
3. Earth	blue	
4. Mars	red	
5. Jupiter	orange with white bands	
6. Saturn	pale gold	
7. Uranus	pale blue	
8. Neptune	pale blue	



## Wizard's Chess

*Ron also started teaching Harry wizard chess. This was exactly like Muggle Chess except that the figures were alive, which made it a lot like directing troops in a battle. Ron's set was very old and battered. Like everything else he owned, it had once belonged to someone else in his family — in this case, his grandfather. However, old chessmen weren't a drawback at all. Ron knew them so well he never had trouble getting them to do what he wanted.*

*Harry played with chessmen Seamus Finnigan had lent him, and they didn't trust him at all. He wasn't a very good player yet and they kept shouting different bits of advice at him, which was confusing. "Don't send me there, can't you see his knight? Send him, we can afford to lose him."*

~ Chapter 12, The Mirror of Erised, *Harry Potter and the Sorcerer's Stone*



From the Collection of the National Museum of Scotland.

Chess has been played for almost 1500 years in some form as a way to learn and display skills in strategy and warfare. Most historians think its precursor (Chaturanga) was developed in India by the 7th century CE and then made its way around the world by trade routes. A form of this game was found both in Medieval China and the Islamic Empire, from there the game spread to Europe. Chess gradually changed to reflect European medieval culture and it became an essential part of courtly education in elite and noble society. The modern form of the game, like the one we play today, comes from changes made in Europe in the 15th century. By the 19th century, chess had continued to gain popularity and was seen as a game of strategy and creativity, to be played by everyone. It was at this point that chess sets, rules, and competitive play were standardized. When you think about this long and interesting history, it's exciting to realize you are playing the same game other kids also enjoyed during the past 1500 years.

8. Let dry, and then use your new chess set to play a game of wizard's chess!

Note: If you've never played chess before or want to improve your game, there are many great websites and books to learn from. One of our favorite books for young learners is *Usborne's Starting Chess*. For slightly older beginners or mixed ages, *Usborne's Complete Book of Chess* or *DK's Chess for Kids* are both helpful in getting started. For middle and high school students, *Great Moves: Learning Chess Through History* by Sunil Weeramantry, Alan Abrams and Robert McLellan will be interesting for many. There are more recommendations for books in section 6, when we take on a challenge involving chess theory and strategy.





## Flash Fiction Freewrite: Poltergeist

Make a quick sketch of your version of a poltergeist.

Take 2 to 3 Minutes to Write Words or Descriptions about This Topic.





## Descriptive Essay

Take 10 minutes and use the words from your freewrite to write a short descriptive essay. One point to your house for the use of a vocabulary word. Only one point total per word.





### Making Your Wand

The concept of a wand for use in magic has been around since Ancient times. In the Harry Potter books, obtaining and using a wand plays an important role in the story. Wands are one of the most important tools in the magical world, channeling the energy from the witch or wizard as they perform spells. Each wand contains a magical core element of unicorn hair, phoenix feather, or dragon heart-string, and the unique combination of this core element plus type of wood and size make each wand special and destined for the specific witch or wizard they are best suited for. In fact, magical wands seem to have a life of their own! As Mr. Ollivander says, "The wand chooses the wizard!"

Before you do this activity, take the quiz at [my.wizardingworld.com](http://my.wizardingworld.com) to learn which wand has chosen you! Don't take any of the other quizzes until instructed to do so. Once you have that information, you can create a wand that matches your wand. You may need to do a little research on what color the wood of your wand is and make sure you have your core element. These wands are fun to make, and are beautiful to display. You may want to make many wands at once, in addition to your own, and set up your own wand shop!

There are two levels to choose from to make your wand. The more basic version uses a wood dowel as the base for the wand while the more advanced version uses a technique that allows students to incorporate a wand core.

#### Basic/Intermediate Materials

- Note card
- Internet access
- Dowel (approx. 7/16 in x 12-14 in)
- Ruler that measures in inches
- Paintbrushes of various sizes
- Paint (black or brown for wand base, metallics or other colors for embellishment)
- Hot glue gun
- Glue stick

#### Basic/Intermediate Procedure

1. Register for an account at [my.wizardingworld.com](http://my.wizardingworld.com).
2. Go to "Discover Your House." But do not take this test. They should skip this for now.
3. On the right side of the computer screen there are four small circles. Go to the third circle down. Take the quiz to learn what your wand is. Do not take the rest of the quizzes. It is much more fun to wait and take these along with Harry and his friends.
4. Write the length, wood, and core your wand is made of on the note card. If you'd like, you can use this information to make a wand that matches your results.

5. Measure and cut the dowel to match the length of the wand as told to you when you took the test.
6. Skip steps 1-10 of the Intermediate/Advanced procedure below. Start with step 12 and continue on.
7. This way of making wands does not include using a magical wand core. It's much harder to include a magical element, though technically it can be done by using a hand drill to hollow out a hole on one end of the large dowel, inserting your phoenix feather, unicorn hair, or dragon heartstring, and sealing it back up with hot glue.



## Intermediate/Advanced Materials

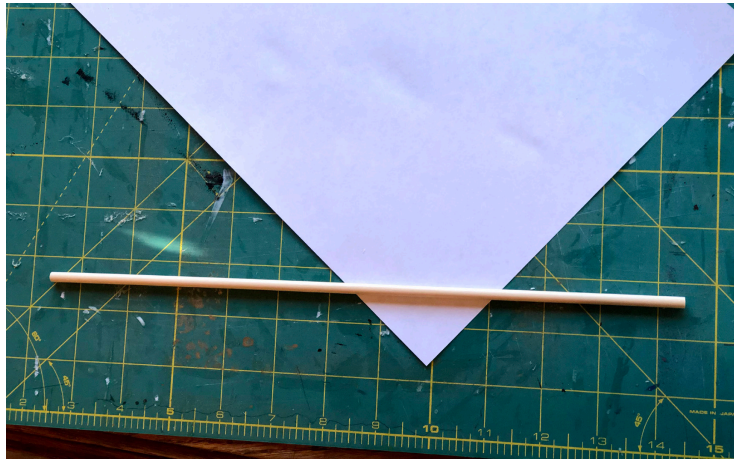
- Note card
- White copy paper
- Chopsticks or dowels (approx. 3/16 in x 12 in)
- Ruler that measures in inches
- Modge Podge (matte preferred) glue OR regular glue will work as well, but is not as strong or long-lasting.
- One of the following for the wand core: small feather (phoenix), horse hair or embroidery floss (unicorn), guitar string, fishing line, or waxed string/cord (dragon heartstring)
- Paintbrushes of various sizes
- Paint (black or brown for wand base, metallics or other colors for embellishment)
- Hot glue gun
- Glue sticks
- Scissors



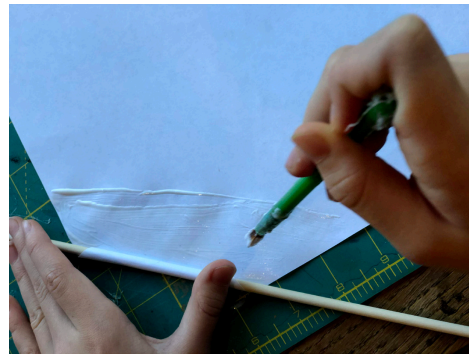
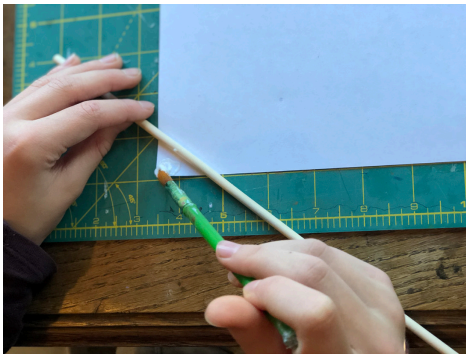
## Intermediate/Advanced Procedure

1. Register for an account at [my.wizardingworld.com](http://my.wizardingworld.com).
2. Go to "Discover Your House". But do not take this test. They should skip this for now.
3. On the right side of the computer screen there are four small circles. Go to the third circle down. Take the quiz to learn what your wand is. Do not take the rest of the quizzes. It is much more fun to wait and take these along with Harry and his friends.
4. Write the length, wood, and core your wand is made of on the note card. If you'd like, you can use this information to make a wand that matches your results.
5. Lay a piece of the white copy paper on a flat surface. Put the dowel diagonally across the bottom left corner. The corner of the paper should be a bit right of center of the dowel. This should ensure that as you wrap the dowel with the paper, it remains centered with no ends sticking out.



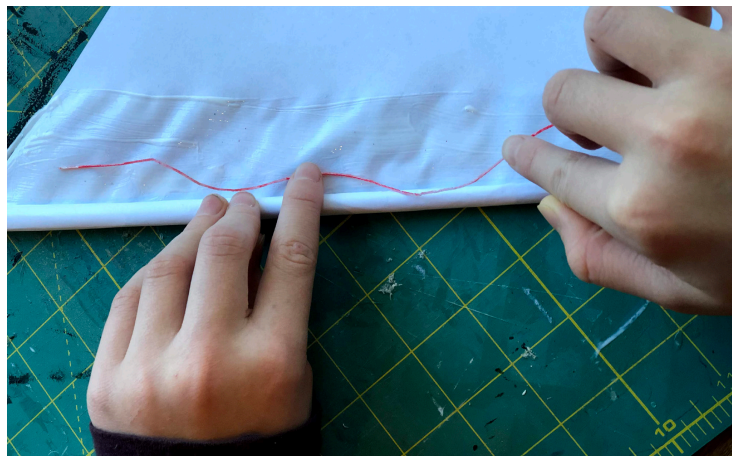


6. Coat the corner of the paper with the glue and start rolling the paper around the dowel. Make sure to keep the paper nice and tight as you roll. Coat more glue on the paper as you roll. It is tempting to just coat the whole paper with glue first, but that is not recommended for two reasons: the glue may dry faster than you are rolling and it becomes harder to make corrections.



7. Keep coating and rolling. About halfway, if the dowel isn't lined up correctly, you should be able to unroll a bit and slide it to the correct position. If or when your dowel is in place at this point, add the core element from the test you took (unicorn hair, phoenix feather, or dragon heartstring). The unicorn hair and dragon heartstring are easy to add, but if your feather is too big or bulky, just trim the edges to get a slimmer feather.

8. Measure your wand at this point to make sure it is longer than or matches the length of the wand from the online test you took. (Optional)





9. Once the entire paper has been rolled around your dowel and core, trim both ends flat to remove the points from the paper and to make the wand the correct length for you.



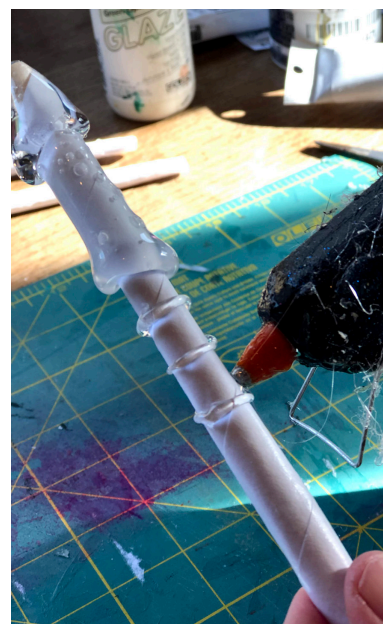
10. Coat the entire wand with glue and let it dry. If one side of your wand ends up with a part of the dowel sticking out, do not worry! Tips on how to deal with this are in step 12.



11. Once your wand is dry, fill both ends of your wand with hot glue to seal.



12. Using the glue gun, you can add designs like a handle, vines, or ridges to your wand. It's important to do this before painting!



## Tips

- If you have a wand that has a dowel sticking out at one end, you can correct this by making a handle or thicker design on this end.
- Go slow.
- Rotate the wand, not the glue gun, as you apply the hot glue.
- Turn the wand regularly as the glue is drying, especially when you are doing handles and knobs, so that all sides dry evenly and one side doesn't droop,
- It's ok if your design is messy or not exactly what you envisioned. Once you add paint, it will look wonderfully organic!
- Be creative and try new designs!





13. After you've added your design (if any), coat the wand with your base layer of paint. You may need a few coats, depending on the paint. Browns and black work well for wand base colors.

14. After your base layer is dry, you can go back with secondary colors and metallics to age your wand or highlight the designs you created with hot glue. Make sure wand is fully dry before performing magic.



15. Go on, give it a wave!



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### Magical Supplies Logic Puzzle

#### Basic

Four new students (two witches – Mandy and Miri and two wizards – Danny and Josh) purchased supplies for their first year of school. First each purchased the wand that selected them from the wand store. Each wand had a core from a different magical creature (a dragon scale, a strand of gryphon hair, a phoenix feather, and a strand of unicorn hair). Then their parents allowed each of them to choose an animal familiar to accompany them to school (cat, owl, rat or toad).

From the clues below can you determine which items each student ended up purchasing?

1. The four students were Miri, the one whose wand had a gryphon hair in its core, and the one who selected the cat as their familiar, and Josh in some order.
2. The two witches were the one who selected a toad and the one with the phoenix feather core in their wand.
3. The two wizards were the one with the unicorn hair core in their wand and the one who chose a rat.
4. Both Josh and the student who chose the rat familiar bought wands with some kind of hair inside them.
5. Both Mandy and the student with the gryphon hair in their wand chose mammals for their familiars.