



The *Wizards of ONCE* SERIES

Resources for KS2 Teachers & Librarians

Cressida Cowell's aim as [Waterstones Children's Laureate](#) is to encourage EVERY child to read for fun and get something out of books. Her latest series, *The Wizards of Once*, will certainly achieve that in your classroom! It is full of [magic](#) and [wonder](#), [adventure](#) and [danger](#), [friendship](#) and [family](#) ... and lots more!

Cressida has a passion for developing the creative intelligence of children and she believes that reading allows the reader to grow three superpowers:

- Creativity
- Empathy
- Intelligence

Cressida explains that the magic of books is partly about the words, but also, importantly, what happens in the reader's imagination.

These classroom ideas aim to focus on those three superpowers and to explore and enjoy the reader's own imagination.



The *Wizards of ONCE*
CRESSIDA COWELL

About The *Wizards of ONCE* Series

The Wizards of Once is an exciting high-adventure series set in an ancient, magical time, full of Wizards, Warriors, Giants and Sprites from the author of *How To Train Your Dragon*, Cressida Cowell.

The Wizards of Once (Book 1)



Once there was Magic, and the Magic lived in the dark forests. Until the Warriors came ...

Xar is a Wizard boy who has no Magic and will do anything to get it. Wish is a Warrior girl, but she owns a banned Magical Object, and she will do anything to conceal it.

In this whirlwind adventure, Xar and Wish must forget their differences if they're going to make it to the dungeons at Warrior Fort. Where something that has been sleeping for hundreds of years is stirring ...

The Wizards of Once: Twice Magic (Book 2)

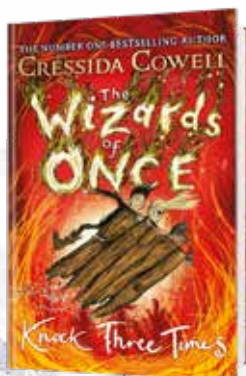


Witches are creating havoc in the Wildwoods and danger lurks behind every tree trunk.

Wish is in possession of a powerful, Magic Spelling Book; Xar has a dangerous Witchstain on his hand. Together they can save the Wildwoods from the curse of the Witches but they are separated by the highest wall imaginable, and time is running out ...

It was unlikely that these heroes should meet in the first place. Is it possible they are destined to meet TWICE?

The Wizards of Once: Knock Three Times (Book 3)



Wish and Xar are now outlaws on the run, hunted by Warriors, Wizards and worst of all, by WITCHES ...

Can they find the ingredients for the Spell to Get Rid of Witches before the Kingwitch gets his talons on Magic-that-Works-on-Iron?

Their next Quest is the most terrifying and treacherous of all ... And someone is going to betray them ...

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Intelligence

Noun: the ability to acquire and apply knowledge and skills.

As we read, we can gain all kinds of knowledge. The following activities draw on opportunities to grow knowledge and develop skills linked to the books. They aim to build engagement and a deeper understanding of the text, as well as a keenness to read more of the story.

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A Wizard of Words

This activity can be linked to all three books in *The Wizards of Once* series.

With a broad and rich vocabulary, children can understand better and express themselves better too. Develop a keenness for words in your class; let them know that a great vocabulary helps them be successful. They are masters of their own fate!

All three books are dripping with wonderful and great words for children to enjoy, learn and use. Collect them as a class or in children's own word collections.

I'M A Wizard OF WORDS

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A Wizard of Words

Activity Sheet

I'M A Wizard OF WORDS

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Spelling Book

Alphabetical Order

This activity can be linked to all three books in *The Wizards of Once* series.

Xar's Spelling Book is very wonderful. To find a spell, you just tap the letter it begins with. In the real world, we have to manually navigate non-fiction books ourselves!



Part 1: Give each child a few small pieces of paper or sticky notes. They should create a spell name on each piece. The crazier the better!

Part 2: In groups, children can collate all their spells. The first task is to sort them into alphabetical order. This could prove tricky if all the spells start with 'Spell to ...' or 'How to ...', so children will need to decide on which main word they use to order alphabetically.

Secondly, children can group the spells. This will then lead into a contents page, as spells will fit into categories.

Finally, encourage children to think of how we use an index page. Highlight all the key words in the spell name, then create a group index section. This one will be a tricky task that requires communication, patience and focus.



etirW ekiL a hctiW

This activity can be linked to all three books in
The Wizards of Once series.

In the books, witches use the same words as humans, but they say them backwards. There is lots of fun to be had with this. Here's a few to try:

- Challenge children to create a message in witch speak. Then get the class to decode each child's word.
- Write a message in witch speak on your board for children to decode after a break or lunchtime.
- Teach them a word of the day in witch speak. It's a nice way to focus on the spelling of a new word.
- Create witch labels for items in the classroom e.g. sriahc, srossics, kcolc, rood, srelur.



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Your Own Enchanted Sword

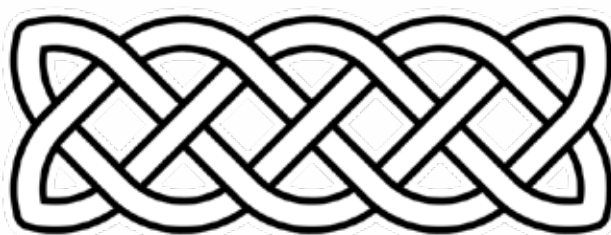
This activity can be linked to all three books in *The Wizards of Once* series.

The Wizards of Once series is inspired by the Bronze to Iron Age era of history. You may wish to find out more about the weapons of that age if you are studying this period in history.

This video shows how a bronze sword would have been made:

<https://www.bbc.co.uk/programmes/p00fcwbg>

Part 1: The Droods are key characters in the series, and they are modelled on Druids, who were around during the Iron Age period. Druids were esteemed leaders of the ancient Celts. Check out some Celtic artwork with your class to inspire their own sword designs. If helpful, get them to use the activity sheet on the next page - simply photocopy as many as you require.



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Once there were.....

But I them.

Get children to be creative with the message on their swords. Below are some alternatives to fill in the blanks and feel free to photocopy the activity sheet a couple of pages along for them to use to come up with their messaging - get them to be as creative as they can!

NB – witches is a plural so the synonyms need to be plural too. A nice opportunity to sneak in a bit of grammar!

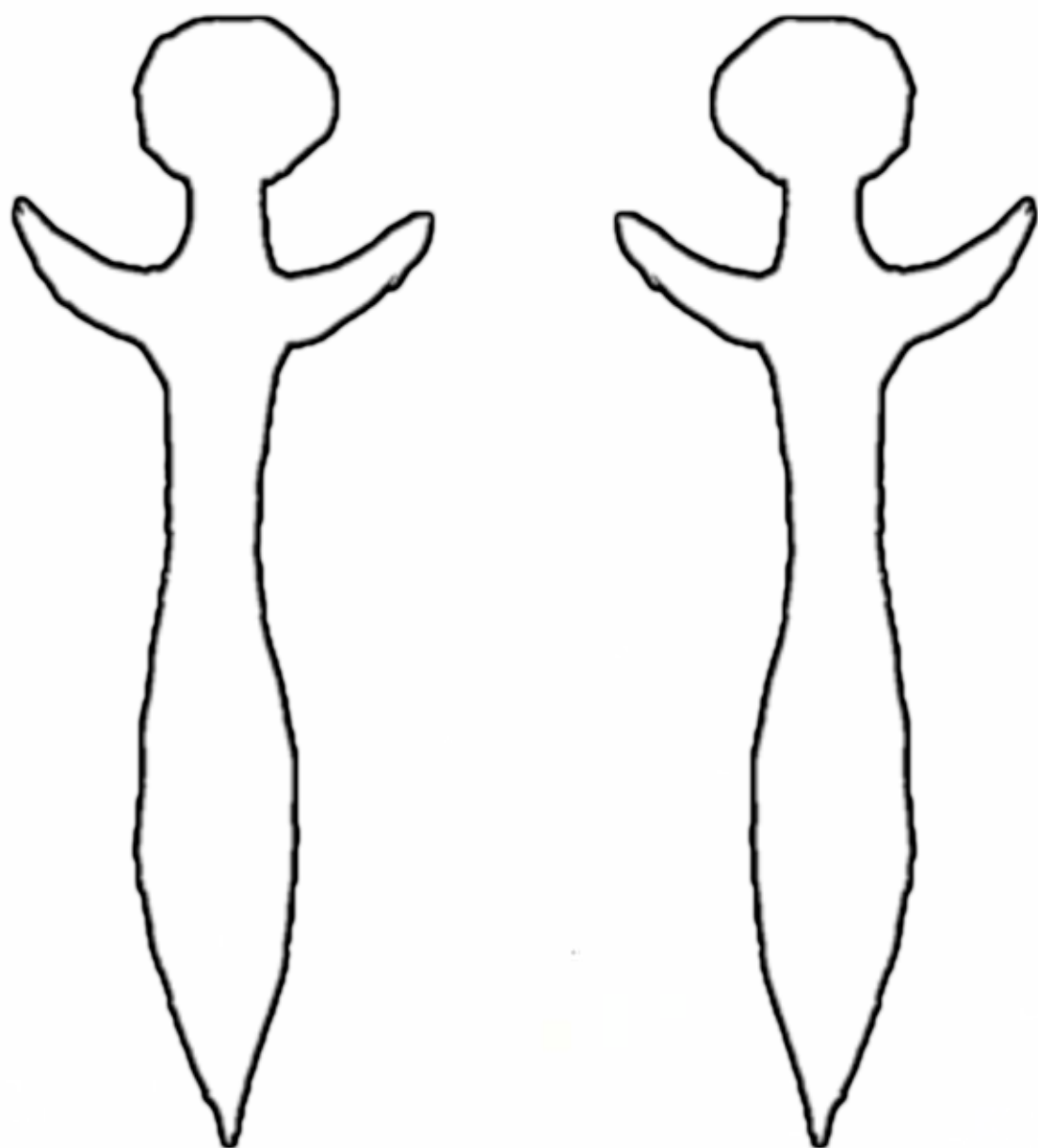
WITCHES	KILLED
<ul style="list-style-type: none">• enchantresses• sorceresses	<ul style="list-style-type: none">• slayed• charmed• freed



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Your Own Enchanted Sword Activity Sheet (Part 1)

Design your very own Bronze Sword fit for The Droods!



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Your Own Enchanted Sword Activity Sheet (Part 2)

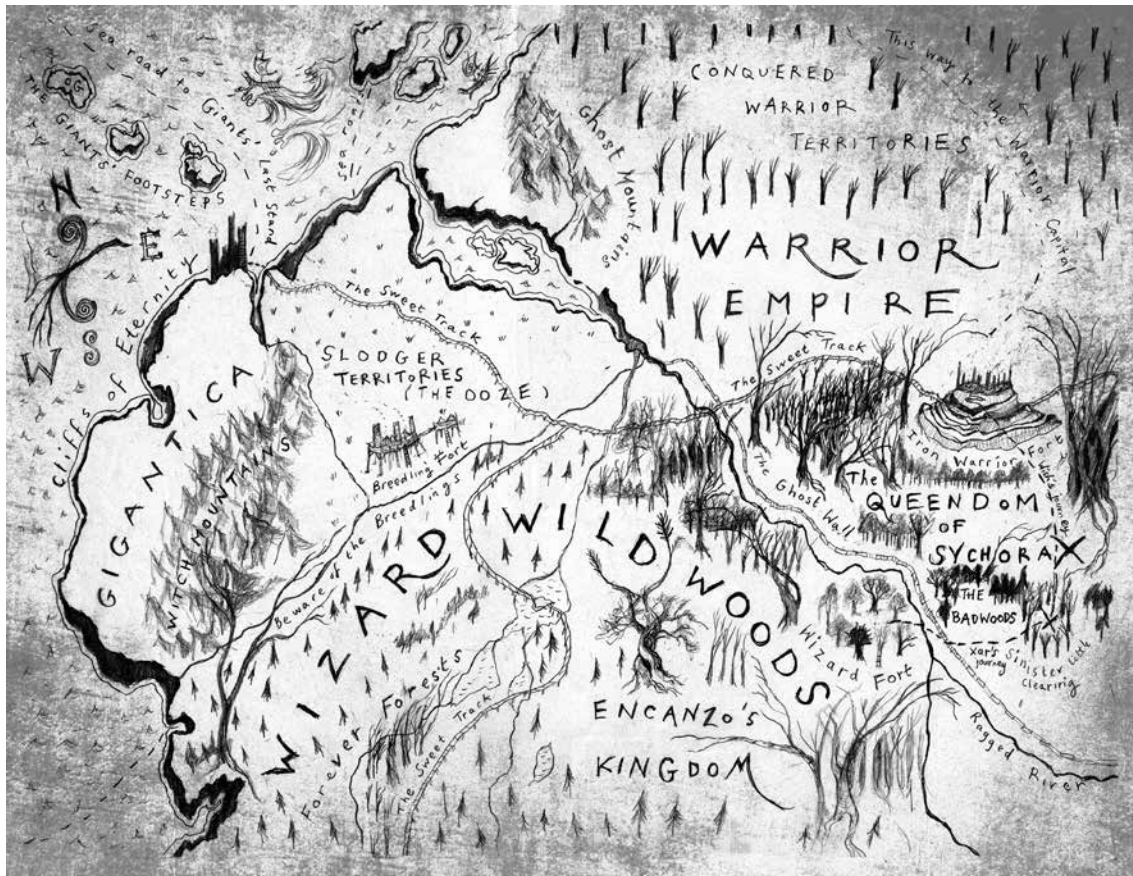
Use the below table to brainstorm message ideas to go on your sword.

WITCHES	KILLED
<ul style="list-style-type: none">• sorceresses•••••••••••	<ul style="list-style-type: none">• slayed•••••••••••

Iron Hill Forts

This activity can be linked to all three books in *The Wizards of Once* series.

The Wizards of Once series is set in the pre-history period, including the Iron Age. Cressida has used this time period to inspire many parts of the story, including the brilliant Iron Warrior Fort.



Living in Iron Age Britain was pretty tough as there was a lot of fighting. People lived in tribes or clans, each on a fort built for protection. They had a leader or Warrior King in charge of each group.

In our story, Cressida has altered history a little by having a Queen in charge of the Fort – Queen Sychorax. You may wish to discuss why Cressida chose to do this.

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Part 1: Hill forts were very cleverly designed to keep danger out, using walls, ditches and weaponry. Encourage children to take a close look at the drawing of the Iron Warrior Fort to see if they can spot all the ways it is designed to keep others out.

Here's a great video to learn a little more about Hill Forts:

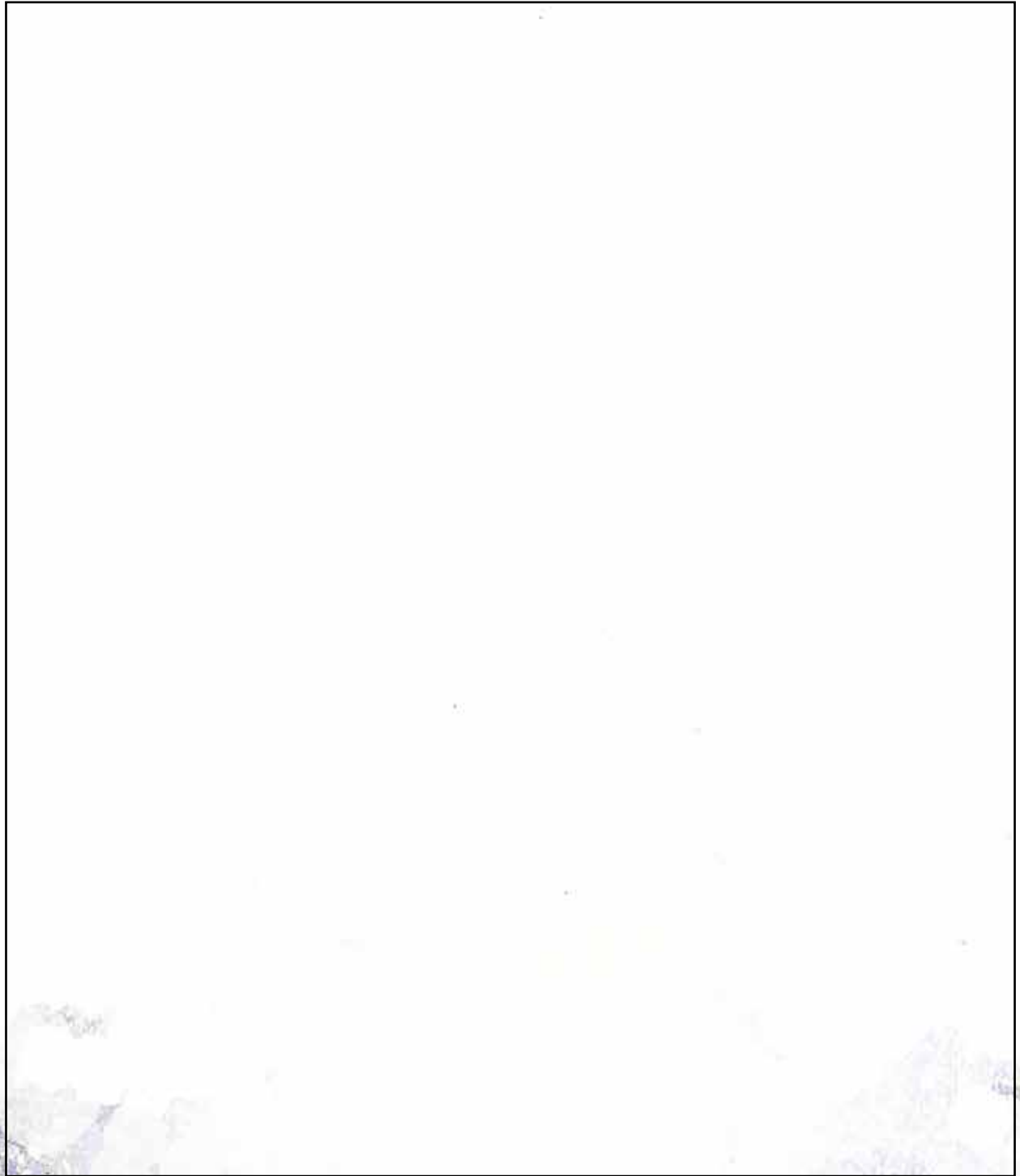
<https://www.bbc.co.uk/bitesize/articles/z8bkwmn>

Part 2: Now, challenge children to create a Warrior Fort of their own using the activity sheet on the next page, with the purpose of keeping others out in as many ways as they can. They can take their own name to give it a king or queen. To extend this activity, turn these designs into models.

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My Warrior Fort Activity Sheet



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