

An Introduction to the Nevermoor series



For Ks2 teachers and librarians

Invite your class of KS2 children, recommended ages 9–11, to join Morrigan Crow and her gang of Wondrous friends on their adventures in Nevermoor!

This introductory pack is for use alongside the first two books in the magical series by Jess Townsend: *Nevermoor: The Trials of Morrigan Crow* and *Wundersmith: The Calling of Morrigan Crow*.

The aim of the pack is to get children thinking about the themes in the books and to explore the various elements of the world that has been created by Jess Townsend, immersing them in magic and wonder of the series – and encouraging them to read on.

The four activities included here can be completed before, after, or during reading, at the teacher's discretion. We hope you enjoy them – don't forget to create lots of wondrous magic in your classrooms – and remember, step boldly . . .



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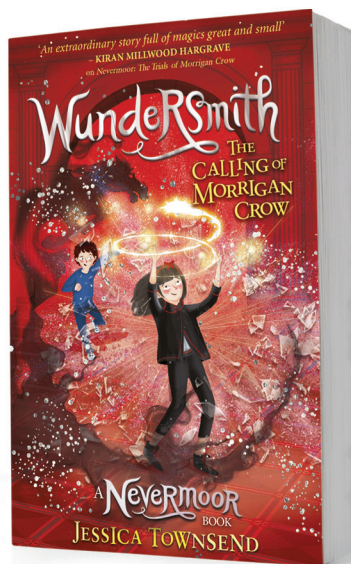
About the books



Morrigan Crow is cursed, destined to die on her eleventh birthday. But, as the clock strikes midnight, she's whisked away by a remarkable man called Jupiter North and taken to the secret city of Nevermoor.

There she's invited to join the Wondrous Society. Mystery, magic and protection are hers – if only she can pass four impossible trials, using an exceptional talent. Which she doesn't have . . .

Perfect for fans of the Harry Potter series and His Dark Materials, this series takes readers into an extraordinary world, setting hope and imagination alive.



Imagination, discovery and friendship await Morrigan Crow when she escapes her deadly curse and joins the Wondrous Society. It promises her protection and belonging for life – but then Morrigan doesn't receive the welcome she hoped for . . .

Morrigan is a much-feared WunderSmith. So, instead of the Society helping Morrigan to embrace her power, she is only taught that all WunderSmiths are evil and she must suppress her mysterious ability at all costs.

To make things worse, Nevermoor is quickly turning from a place of safety into one of danger. Society members are going missing, someone is blackmailing Morrigan's new friends, turning them against her. And Ezra Squall, the evillest man who ever lived, is determined to lure Morrigan from the Society by promising to reveal the true nature of the Wunder that calls to her, which is becoming ever harder to resist . . .

Has Morrigan's dream of escaping her cursed life ended before it truly began?



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Activity 1: A Nevermoor Glossary

- Invite children to start thinking about the incredible world building in the Nevermoor series by asking them to complete a Nevermoor Glossary.
- Either ask pupils to work in pairs to define one or two of the terms below and then pull all of the definitions together to create a classroom display, or ask pupils to define all of the terms together in groups:

Nevermoor

Wundersmith

The Gossamer Line

Wunsoc

Knack

High Council of Elders

Brolly Rail

The Stink

The Stealth

Wunimals

Magnificats

Hometrain

Wunder

The Black Mail

- If pupils haven't started reading yet, ask them to guess what they predict each term could mean. If completing this task during reading, ask pupils to write each term in their exercise books or on a sheet of paper and to make notes when they can add information to their glossaries. If after reading, this serves as the perfect test of reading comprehension!
- Encourage children to get creative and to draw pictures or to create collages for each of the terms – they could even act them out in groups or use scenarios from the books to show how they are used.



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Activity 2: What's Your Knack?

- Each member of Unit 919 has his or her own unique 'knack' or talent. Read the extract below with your class to introduce the different members of Unit 919 and their knacks:

'Lambeth Amara – short-range oracle,' the woman called out, consulting her paper. 'Cadence Blackburn, mesmerist. Morrigan Crow, Wundersmith. Francis Fitzwilliam, emotive gastronomist. Mahir Ibrahim, linguist. Anah Kahlo, healer. Thaddea Macleod, fighter. Hawthorne Swift, dragonrider. Archan Tate, pickpocket.' She looked happily around at the nine faces staring back at her. She hadn't flinched or grimaced when she'd said the word 'Wundersmith'. She hadn't even blinked. Morrigan liked her already. 'What a mix. All here?'

- Ask children to create a table showing all of the different members of Unit 919 and their knacks. Can they use a dictionary to guess what some of the knacks might be? What powers does each member have? How do they complement each other?
- Ask children to come up with their own 'knacks' or special talents. If they could have any magical power that they wanted, what would it be and why?
- Create a display of all of the knacks in your classroom – discuss as a group how they complement each other. Do children promise to memorise and obey the all-important Wunsoc oath?

Sisters and brothers,
loyal for life,
Tethered for always, true as a knife.
Nine above others, nine above blood,
Bonded forever through fire and flood.
Brothers and sisters,
faithful and true,
Ever together, the special
and few.

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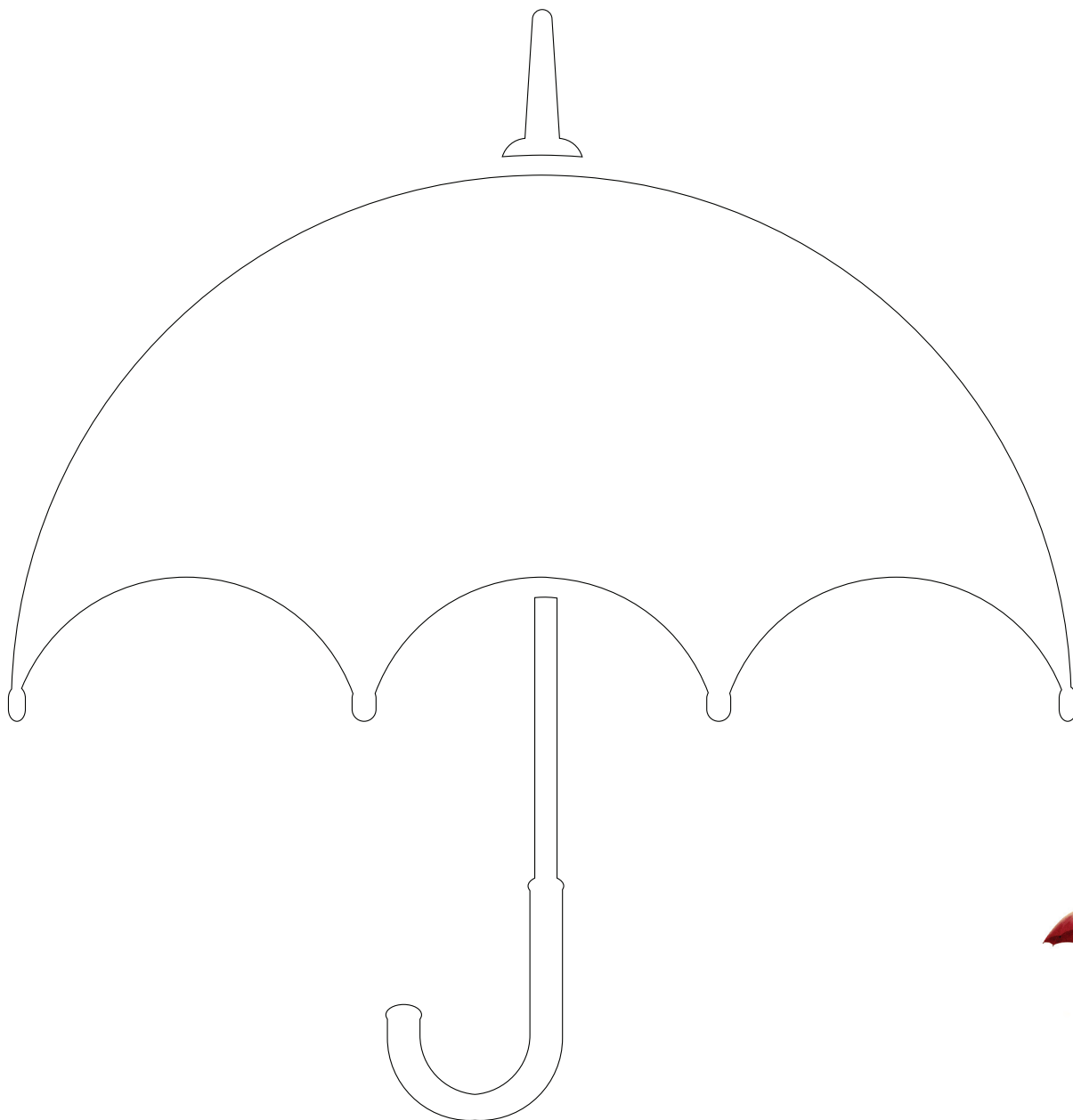


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Activity 3: Brolly Rail

- In the Nevermoor series, the Brolly Rail is a unique transport system that the characters use to travel from A to B. Invite pupils to create their own brollies to carry around Nevermoor with them – how can they create a design that reflects their personalities and unique talents? How can they create a design that gives a clue to their special knack?
- Ask children to fill in the Brolly Rail template below (or to design their own template from scratch!). Invite them to be as creative and imaginative as possible in order to produce this VERY important (and magical) object for their adventures in Nevermoor.
- Remind pupils: use lots of different colours and materials to make your brollies instantly recognisable! You might need to travel in a hurry . . .



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Activity 4: Book Cover Comparisons

- Ask children to look at the front covers already revealed in the Nevermoor series: for *Nevermoor: The Trials of Morrigan Crow* (Book 1) and *Wundersmith: The Calling of Morrigan Crow* (Book 2).
- Ask pupils to consider: what is different about the covers that have been created so far?
- Ask pupils to consider: what is similar about the covers? How has the designer made it easy for the reader to see that the books are part of one series? Consider also the titles of the books – do they have a similar format?
- Ask students to create a possible title and front cover for the third adventure in the Nevermoor series.
- Once children have created a title and design for the cover of Book 3, ask them to write a blurb for the back of the book. What magical and wondrous events await Morrigan in the next chapter of her Nevermoor adventure? . . .

