

CELEBRATING 20 YEARS OF
HOW TO TRAIN YOUR
DRAGON



ACTIVITY
PACK



DESIGN A DRAGON

Dragon Name

Statistics:

Colours

Armed with

Defences

Radar

Hunting Ability.....

Speed

Fear Factor

Dragon Description:

.....

.....

.....

.....

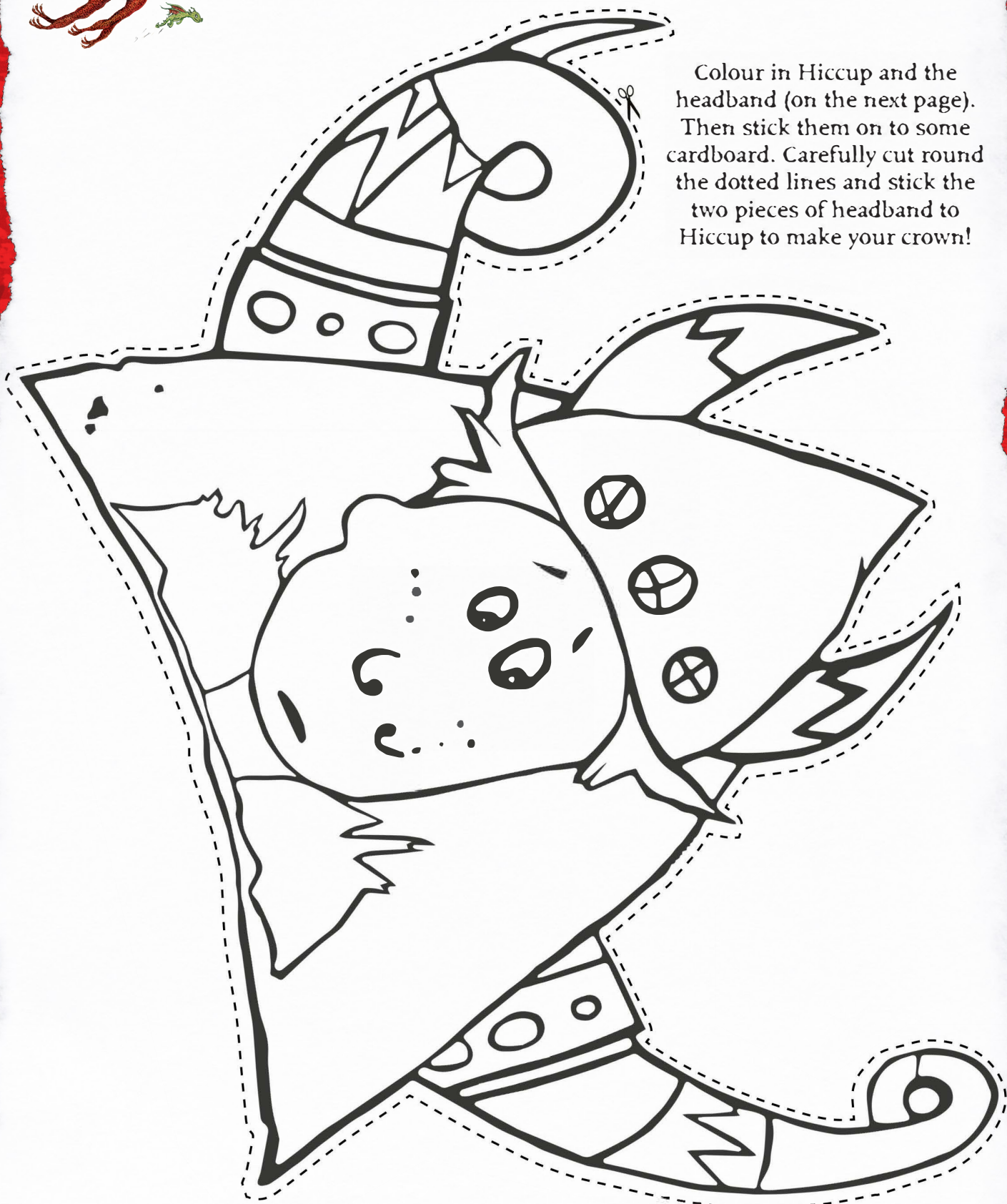
.....

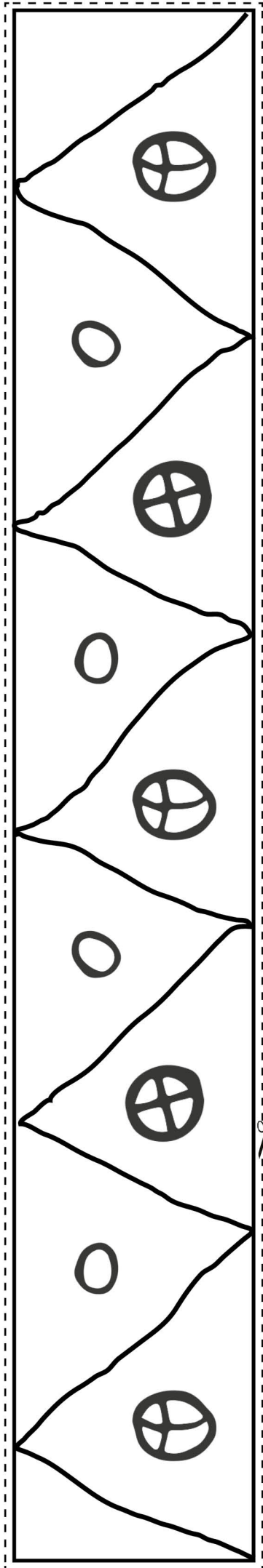
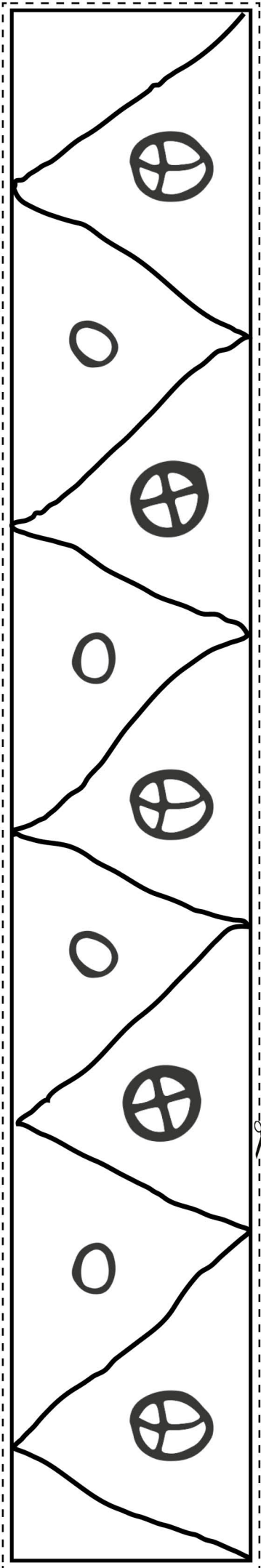
.....



MAKE YOUR OWN CROWN

Colour in Hiccup and the headband (on the next page). Then stick them on to some cardboard. Carefully cut round the dotted lines and stick the two pieces of headband to Hiccup to make your crown!







CAN YOU SPEAK DRAGONESE?

To be a dashing Viking Hero like Hiccup you need to be able to master the forgotten language of Dragonese.

Draw a line and match these Dragonese words with their English translation.

ENGLISH

DRAGONESE

Eat

Pishyou

Disgusting

Thankee

Bottom

Munch-munch

House

Brain Goo

Friend

Doubly Yuck-yuck

Thank you

Botti Bum

Please

Hoosus

Snot

Frieundlee

Thank you = Thankee
Please = Pishyou
Snot = Brain Goo

Bottom = Botti Bum
House = Hoosus
Friend = Frieundlee

Answers:
Eat = Munch-munch
Disgusting = Doubly Yuck-yuck

20 YEARS OF
HOW TO TRAIN YOUR
DRAGON



DRAGON COLOURING IN

The Common or Garden



20 YEARS OF
HOW TO TRAIN YOUR
DRAGON



HOW TO DRAW A VIKING



Step 1: Hiccup's helmet

Take a pencil, and at the top of the page, draw a triangle like this: 

Add two banana shapes and three circles with crosses (make sure the horn on the left has the tip cut off).

You can make your drawing as scribbly as you like.

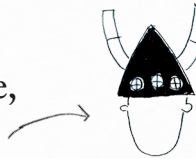
You should end up with something like this:



Colour the helmet in with a thick dark pencil.

Step 2: Hiccup's face

Under the helmet, draw a long 'U' shape, with two little circles for ears, like this:



Add some eyes:  a nose:  and a mouth: 

(changing the shape of these will change Hiccup's expression)

Step 3: Hiccup's body

Next, draw Hiccup's waistcoat with two long hairy lines.

And two arms, as long as the bottom of the waistcoat.

Add some small circles on the arms and body like this: 

to create Hiccup's dragonskin shirt . . .





HOW TO DRAW A VIKING

Step 4: Hiccup's legs

Underneath the waistcoat, draw four long lines to make the legs.

Add some hairy boots at the end.

Fill in the trousers with circles like this: 



Step 5: Add colour

If you want to be REALLY clever, add colour, and a small disobedient hunting dragon.





GRUESOME FACTS ABOUT VIKINGS

The Vikings were a gruesome bunch. See how many of these Viking facts you know the answer to...

True or False?

1. Viking warriors wore helmets with horns on
2. Thursday is named after the Viking god Thor
3. Vikings loved jewellery so much that even their horses wore it
4. Vikings used birds' foot bones as sewing needles
5. Vikings used whale bones for food containers

Answers:

1. False – most wore plain leather or iron helmets. Only special ceremonial helmets may have been adorned with horns

2. True
3. True – Vikings decorated their horses' bridles and harnesses with jewellery

4. True
5. True – they ate whale meat and used the blubber to make oil for fuel

20 YEARS OF
HOW TO TRAIN YOUR
DRAGON



PARTY GAMES

Hiccup Says!

Like Simon Says, but this time Hiccup is in charge and he's using dragon and Viking moves.

Choose one person to be 'Hiccup' to give instructions to the group – e.g. 'Hiccup says roar like a dragon!', 'Hiccup says pretend to be Gobber the Belch!', 'Hiccup says pretend to be Toothless the dragon!'

The rule is that the instructions should be obeyed by the group until one comes without 'Hiccup says' in front of it, when it should be ignored.

Anyone who forgets and moves is out, and the last person left in at the end is the winner.

Viking, Viking, Dragon!

Remember the game Duck, Duck, Goose? This is basically the same but with Vikings and Dragons.

Select one person to be the 'Tapper', then have all the other children sit in a circle on the floor.

The 'Tapper' walks around the outside of the circle and taps each child on the head, saying 'Viking' until they randomly decide to say 'Dragon!'.

The 'Dragon' runs (flies!) around the circle after the 'Tapper', who tries to get to the 'Dragon's' spot in the circle to sit down before the 'Dragon' tags them.

If the 'Dragon' does not catch the 'Tapper', then the 'Dragon' becomes the 'Tapper' and the game begins again. If the 'Dragon' manages to tag the 'Tapper', then the 'Tapper' is 'it' again during the next round.