



AISLING FOWLER

Meet Twelve.
The Pledge changed
her name.
She will
change the
world.

TEACHER
RESOURCES

FIREBORN

TWELVE AND THE FROZEN FOREST

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TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

COMPREHENSION Pages 157 – 159 Chapter 18

Twelve, Dog, Five and Six are about to follow Seven's trail through a narrow gorge that seemed like a cavern. It is very dark and cold and the home of the cliffcrawlers – vicious creatures who attack and kill those who make a loud noise or smell of blood.

Behind her, Charger snorted loudly and Five muffled a yelp. The rustling above fell silent. Eyes wide, Twelve turned to look back and what she saw chilled her to the core.

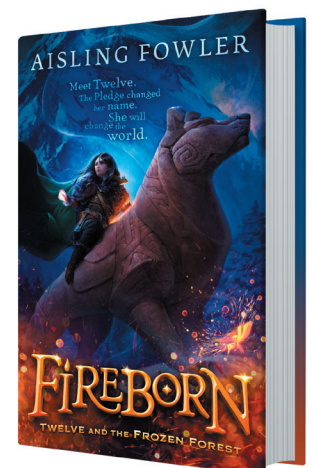
Charger was trying to bolt. He ploughed into Surefoot again, desperate to barge past her, but there wasn't room. Five was hauling on the reins, but Charger tossed his head and slammed Five's legs into the wall, trying to unseat him. Five's face was sheened with sweat, but nothing he did calmed his snagglefoot.

Twelve saw what was going to happen an instant before it did. Charger threw back his head and bellowed his terror into the darkness. Above her, the rustling redoubled.

The cliffcrawlers knew there was something there, but they weren't sure where. They seethed downwards, jaws snapping hopefully.

In an instant, Twelve had her axes in both hands, adrenaline pumping through her. Behind her, Six held his bow and arrow poised and ready. Five wasn't so lucky: he needed both hands just to stay on Charger. Twelve watched with mounting dread, her throat seemingly sealed shut. A cliffcrawler dropped off the wall and landed on Charger's neck. Its jaws snapped once and chaos broke out.

'He's been bitten!' Five yelled, the snagglefoot's blood spattered on his pale cheek.



FIREBORN

TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

VOCABULARY

1. *'Be careful, everyone,' Six said, serious again as they stepped slowly forward. 'In the words of our weaponsmaster: constant **vigilance**.'*

What does the word **vigilance** mean?

2. *Dog's voice was **barely audible** when he next spoke. 'Quickly. Quietly.'*

What does the phrase **barely audible** mean?

3. *Widge, who had poked his head up as soon as the sprites left, gave a tiny **mewl** of terror.*

What does the word **mewl** mean?

4. *From a **splayed maw**, a bright red tongue flickered, tasting the air. Does **splayed maw** mean 'the open mouth of a hungry beast' or 'a large group of creatures.'?*
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RETRIEVAL

1. How were the firesprites keeping Twelve's ears warm?
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2. What two ways could Twelve sense that they were not alone in the gorge?
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3. What thought helped Twelve focus on getting through the gorge?
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FIREBORN

TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

4. What actions did Charger do to show that he was nervous?

5. What part of the cliffcrawlers filled Twelve with fear?

INFERENCE

1. When Twelve made a rude remark at Five he made '*a sound like a kettle boiling over...*' Why?

2. Why was Twelve glad of the firesprites' warmth as she moved further into the gorge?

3. Why do you think Twelve's stomach knotted when Charger caught her eye?

4. In the gorge, Dog was concerned that '*It may become too narrow for the snagglefeet.*' Why would that be a problem?

5. Why do you think the cliffcrawlers did not need sight for capturing their prey?

6. Why do you think the '*rustling above fell silent*' when Charger snorted loudly?

FIREBORN

TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

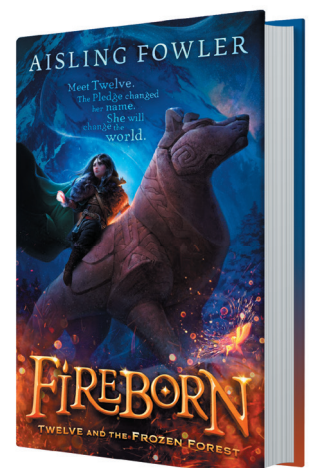
EXPLORING THE AUTHOR'S CHOICE OF LANGUAGE, STRUCTURE AND PRESENTATION

1. Why do you think the author has not used a lot of dialogue between the characters in this passage?

2. The author has chosen to use italics for '*They can only hear, and smell blood.*' Why do you think she has done this?

3. What verbs has the author used in the extract to show that the characters are talking quietly or making quiet sounds?

4. How does the author create a sense of suspense in the last paragraph of the extract? What makes the reader want to continue to find out what happens next?



FIREBORN

TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

PREDICTION

Towards the end of the story, Twelve learns that the uprising and the clan attacks have been ordered by a mysterious character called the 'master'. Morgren the goblin says, *'The more violence, the more chaos and destruction, the stronger he grows.'*

Use evidence from the story to predict what future plans the 'master' may have to cause more violence, chaos and destruction. Who might help him?

Dog thinks the 'master' has a final goal for the Kingdom of Ember. What do you think it may be?

Answers should be clear and plausible and relating to the story events and story characters. Some new characters and events can be included if needed.

Examples could include:

Other clans are turned against each other through attacks, raids, or kidnaps secretly carried out by the master's army of beasts but blamed on different clan members.

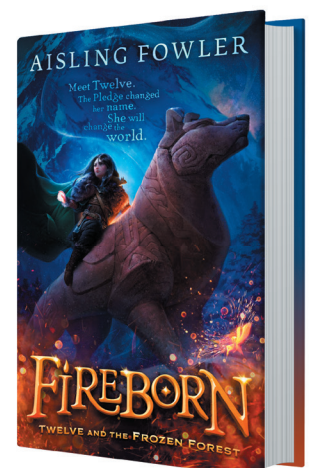
More terrible beasts are unleashed and allowed to take over the kingdom through power and magic.

The Croke and his helpers use mind control on innocent people and leave them with no memories so they can be used to carry out raids.

The master tries to control the different climate elements of the kingdom to cause destruction, e.g. fire, earth, water (ice), air.

Example for final goal:

The master's final goal is to be in charge of the Kingdom of Ember as well as being in control of all the magical powers within it.



FIREBORN

TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

FIREBORN TOPIC MAP

1. DISCUSS AND REFLECT

1. Twelve's father told her to '*think about the person you want to be*'. Discuss what she was like at the beginning and then at the end of the story. Find examples of how she finally became the person she wanted to be. What did she learn?
2. Silver tells Twelve that to be a Hunter '*you need teamwork*'. Discuss different examples from the story of how Twelve, Five, Six and Dog gradually learn to work together as a team. How did it help them when they were in danger?
3. Twelve and her friends are finally made Hunters. Discuss the characters of each of Twelve's friends. How do they change? What Hunter name would you give each one (including Dog)?
4. Widge is Twelve's pet squirrel. Discuss how he helps her. How does he show us what Twelve is really like? Discuss what animal you would like as a companion. Why?

2. INVESTIGATE AND EXPLORE

1. Seven secretly gives Twelve a moonstone. Find out more about moonstones. Why were they given that name? Where are they often found? Why are they believed to be special?
2. Twelve discovers she is an elemental witch. Her element is 'fire'. The Ancient Greeks believed that the world was made up of four main elements: earth, air, fire and water. Find and record some amazing facts about each one.
3. Working as a team is an important part of being a Hunter. Do some team-building activities with three to four other friends/people. Ideas could include charades, solving a treasure hunt, performing a dance, relay races, building a paper cup tower etc.

FIREBORN

TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

3. CREATE AND SHARE

1. Design an eye-catching poster of the Pledge for the Hunting Lodge. Use the back cover of the book to help with the wording and layout. Add your illustrations. Read it out to a partner.
2. The mountain clan chief's wings are made of 'ice-eagle feathers.' Design your own pair of wings and write instructions for Five on how to use them.
3. Work with a partner to construct a large deathspinner web. Use string, scissors, tape and a large, dark board or card. Create the web outline by attaching long pieces of string across the card and twisting them together in the middle. Weave more string in and out of the long pieces to make the web design.

4. WRITING CHALLENGE

1. Write and design your own copy of the book '*A Magical Bestiary*'. Add in descriptions and drawings of the beasts that appear in the story and also two or three of your own beasts.
2. Create a newspaper front-page report about the battle at Hunter's Lodge. Include comments made by one or more of the people involved. Remember the 5Ws and 1H (who, what, when, where, why and how).
3. Discuss the different fantasy features in the story. Use the Fantasy Journey Adventure Planner to plan your own fantasy adventure. It could be a new adventure for Twelve, a story about another Huntling or one set in your own fantasy world.

5. ACROSS THE CURRICULUM

1. Study the map of Ember at the beginning of the book. Locate the different places mentioned in the story. Use it to create a story map of the events in Fireborn. Use it to retell the story to someone who has not read the book.
2. The map of Ember shows the locations of different clans. Hoarfrost has invited the chiefs of each clan for a peace summit. Discuss and list five ways in which the clans can keep the peace between each other.
3. Foxpaw explained that the balance of the Frozen Forest has shifted, making the trees and nature unpredictable. Find out how rainforests on Earth are under threat and why. Create a poster about saving the rainforest and display it.

FIREBORN

TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

FANTASY JOURNEY ADVENTURE PLANNER

Title			
Characters			
Heroes		Villains	
Other characters			
Beginning			
Main setting Introduction of main character/s What is main problem or reason for journey?			
Journey adventures/problems			
1. Setting	Problem	New characters?	How does it end?
2. Setting	Problem	New characters?	How does it end?
Climax: main battle or action with the main villains. Where is it set?			
How does the main battle or action end?			
Ending: How does the story end? Is the problem solved? Is there a cliff-hanger or possibility of another adventure?			

FIREBORN

TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

VOCABULARY

1. 'Be careful, everyone,' Six said, serious again as they stepped slowly forward. 'In the words of our weaponsmaster: constant **vigilance**.'

What does the word **vigilance** mean?

To keep a careful watch for any danger

2. Dog's voice was **barely audible** when he next spoke. 'Quickly. Quietly.'

What does the phrase **barely audible** mean?

To hardly be heard

3. Widge, who had poked his head up as soon as the sprites left, gave a tiny **mewl** of terror.

What does the word **mewl** mean?

To whimper or cry weakly

4. From a **splayed maw**, a bright red tongue flickered, tasting the air. Does '**splayed maw**' mean 'the open mouth of a hungry beast' or 'a large group of creatures.'?

It means 'the open mouth of a hungry beast'. The word 'splay' means 'to spread out' and the word 'maw' can mean the mouth of a hungry animal or beast.

RETRIEVAL

1. How were the firesprites keeping Twelve's ears warm?

They were using their glow.

2. What two ways could Twelve sense that they were not alone in the gorge?

She could feel it in the way her skin crawled and in the soft rustling around her.

3. What thought helped Twelve focus on getting through the gorge?

Seven had come through the gorge and every step forward brought her closer to her.

FIREBORN

TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

4. What actions did Charger do to show that he was nervous?

He rolled his eyes and tossed his horned head.

5. What part of the cliffcrawlers filled Twelve with fear?

The cliffcrawler's mouths.

INFERENCE

1. When Twelve made a rude remark at Five he made 'a sound like a kettle boiling over...' Why?

He was trying to avoid losing his temper with Twelve and not shout and make any noise.

2. Why was Twelve glad of the firesprites' warmth as she moved further into the gorge?

The gorge was very cold and dark.

3. Why do you think Twelve's stomach knotted when Charger caught her eye?

She felt worried that Charger's sounds and movement would alert the cliffcrawlers that they were in the gorge.

4. In the gorge, Dog was concerned that 'It may become too narrow for the snagglefeet.' Why would that be a problem?

The snagglefeet would be stuck and could be attacked and killed by the cliffcrawlers. The group might also have to move on without the two snagglefeet which would mean the rescue of Seven would take even longer.

5. Why do you think the cliffcrawlers did not need sight for capturing their prey?

They lived in total darkness so they did not need the use of eyes.

6. Why do you think the 'rustling above fell silent' when Charger snorted loudly?

The cliffcrawlers were listening to hear where Charger was so they could attack him.

FIREBORN

TWELVE AND THE FROZEN FOREST

TEACHER RESOURCES

EXPLORING THE AUTHOR'S CHOICE OF LANGUAGE, STRUCTURE AND PRESENTATION

1. Why do you think the author has not used a lot of dialogue between the characters in this passage?

The characters knew they had to be quiet in the gorge so any dialogue between them was short.

2. The author has chosen to use italics for 'They can only hear, and smell blood.' Why do you think she has done this?

To highlight what Twelve is saying in her mind to herself instead of saying the words to the other characters.

3. What verbs has the author used in the extract to show that the characters are talking quietly or making quiet sounds?

She has used: murmured, breathed, whispered, mewl, muffled.

4. How does the author create a sense of suspense in the last paragraph of the extract? What makes the reader want to continue to find out what happens next?

The first sentence describes Charger and Five making loud sounds followed by the total silence from the 'rustling' of the cliffclimbers in the second sentence. The last sentence tells us that Twelve has seen something so terrifying that it 'chilled her to the core.' The reader wants to keep reading to find out what Twelve saw and whether Charger and Five are now in danger from the cliffclimbers.

