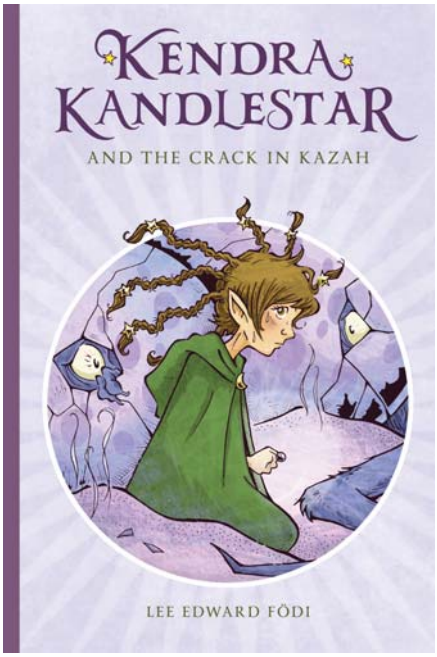
KENDRA KANDLESTAR

AND THE CRACK IN KAZAH

TEACHER GUIDE



Kendra Kandlestar and the Crack in Kazah

Book IV
The Chronicles of Kendra Kandlestar

Written & Illustrated by
Lee Edward Födi

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The story

According to Een legend, a Kazah stone grants a wizard the power to catch an echo of the past—and a glimpse of the future. Only full-fledged wizards wear rings made of Kazah stone, but while continuing her search for the fabled City on the Storm—and her brother— young apprentice Kendra Kandlestar winds up with her own mysterious gem.

Cracked and broken, Kendra's Kazah stone seems void of power, until she discovers that its rupture is the source of its true power. Now, with her faithful companion Honest Oki at her side, Kendra is sent on an unimaginable journey across the cosmos, finding herself amidst worlds that are strange and bewildering—and at the same time, all too familiar.

With the power of the Kazah stone at her disposal, Kendra is faced with the strange predicament of being able to travel to any time she can imagine, and yet at the same time being trapped by her predicament. She can use the power of the ring to unravel the mysterious history of her people . . . but her choices may also destroy their entire future.

About the author and illustrator

Growing up on a farm in the Okanagan Valley, British Columbia, Lee Edward Födi was subjected to various horrible chores such as cleaning up after chickens, pigs, geese, and younger siblings. After "flying the coop", he was able to pursue his love of art, mythology, and storytelling.

When he is not chronicling, "Mr. Wiz" (as he is so often called by his students) spends his time teaching kids how to daydream through his fun-filled creative writing workshops. He has taught programs in Canada, the United States, England, South Korea, Thailand. In addition, he is a co-founder of Dream Workshop, a Vancouver-based not-for-profit program in which children's authors, illustrators, and performers help kids publish their own books.

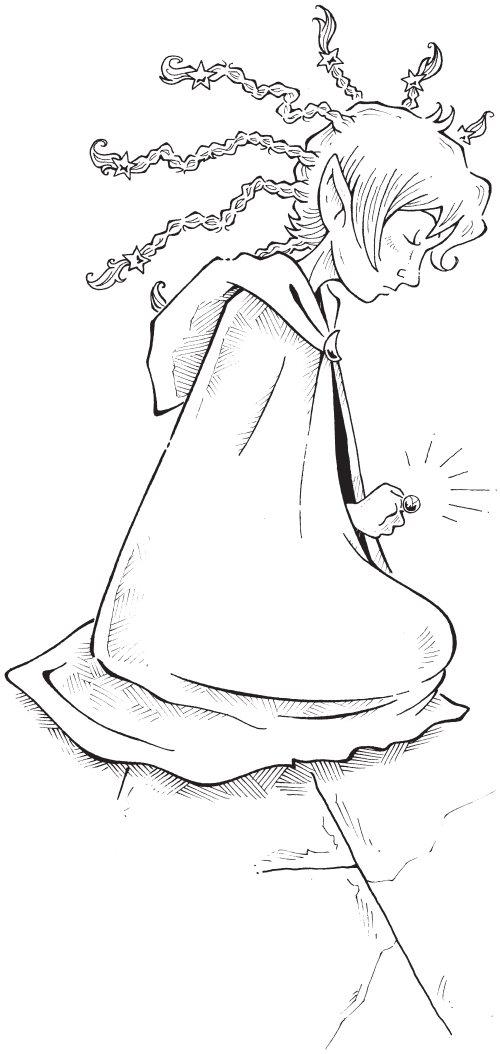
He enjoys traveling, and especially exploring castles, mazes, tombs, and temples around the world—not to mention tiny places hidden between the cracks of here and there.

General themes and connections

1. The power of imagination
The ability to imagine with emotion and to connect with the five senses not only makes us great storytellers—but also gives us great power, as Kendra learns when she draws on the power of Kazah. As Kendra herself says: "A thought without feeling is like a bird without wings; it simply won't fly."

2. The strength of weakness
The things that we may consider the weakest part ourselves, even disabilities, may actually serve to make us stronger and more powerful, as is the case with the blind sorceress who counsels Kendra.

3. Choice and consequence
Every choice we make has an outcome, perhaps one we didn't even suspect, just as Leerlin Lurk discovers when he tries to use the magic of Kazah, or as Kendra discovers when she alters the future of the Land of Een.



4. The danger of a lie
As Gayla learns, when we lie, we weaken the trust that others have in us and damage not only our community, but our position in it.

5. Compassion
Many of the characters in Kendra's world are "different." Leerlin Lurk, for example, is horribly disfigured and Kendra learns to find a measure of compassion for him—especially after she herself is deemed a "freak" and interred in Ringmaster Ratbaggio's circus.

6. Truth versus fact
Legends can be an important way of connecting to the past; even though they may not be factually correct, they contain important truths.

7. Living in the present
As Leemus Longbraid tells Kendra, "Fret not the future, nor pine for the past." When we focus on the present moment, we are ultimately more successful.

Curriculum connections include Language Arts, Science, Geography, History and Visual Arts.

Pre-reading activities

This book connects well to studies in mythology and literature. A variety of movies, books, and myths about time travel can be explored prior to reading *Kendra Kandlestar and the Crack in Kazah*. Some famous time travel devices are briefly described below.

Strange Brew

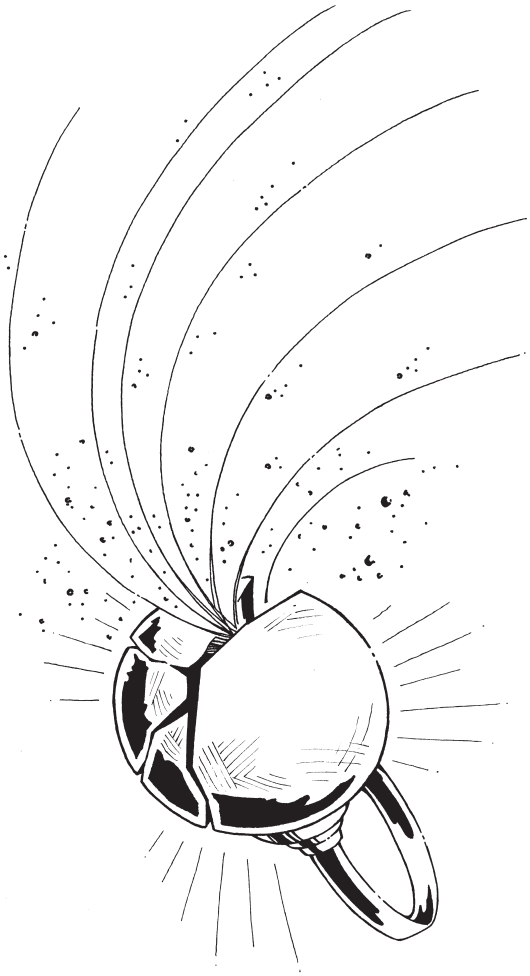
In *Rip Van Winkle* by Washington Irving, a man takes a drink from a keg that is owned by some strangers he meets in the mountains. He then takes a nap, only to wake up twenty years in the future, where he has been forgotten, his wife deceased, and his daughter grown up.

The Time Machine

In H.G. Well's 1895 book, an inventor uses a device that takes him to the year 802,701, where he meets the Eloi, a society of small, elegant, androgynous, and childlike people. The book has been made into countless TV shows and films, so the "device" has been imagined many times.

Gareth the Cat

In *Time Cat* by Lloyd Alexander, a boy discovers that his cat has the ability to travel through nine different points in time. In this story, the cat IS the time machine.



Tesseract

In *A Wrinkle in Time* by Madeline L'Engle, a group of children travel via a tesseract, which is like a space warp or a wormhole, from one area of space to another.

The Time Turner

In *Harry Potter and the Prisoner of Azkaban*, Hermione receives a time-turner from Professor McGonagall so she can attend more classes than time normally allows. Hermione's increased schedule leaves her exhausted by year's end, but she and Harry use the time-travelling device to save Sirius and Buckbeak.

The Tardis

In the television show, *Dr. Who*, a mysterious, humanoid alien known as "the Doctor" travels through time and space in a spacecraft called the TARDIS. It normally appears from the exterior to be a blue 1950s police box—so it looks inconspicuous on a London street!

Suggested questions to promote discussion

1. In Chapter 1, what skill does Uncle Griffinskitch describe in order to explain to Kendra how to use Een magic? Can you think of any other skills that work the same way?

2. In Chapter 3, what is revealed about Agent Lurk? How and why has Kendra's attitude changed about him by the end of the book?

3. In Chapter 4, Uncle Griffinskitch says, "The greater is not always good." What do you think he means by this? Can you think of any examples from your own life that support this statement?

4. Which one of the Jamboreen games is your favorite? Why? If you could invent one more game and add it to the Jamboreen, what would it be? Make sure you clearly explain its rules.

5. What do we learn about Gayla in Chapter 13? Why is she so desperate to escape her life?

6. In Chapter 17, the blind sorceress says "a thought without feeling is like a bird without wings; it simply won't fly." What exactly does she mean by this? Do you think it's better to keep your thoughts and feelings connected or separated? Why?

7. When confronted by Captain Rinkle in Chapter 18, what action does Gayla take? How does this fit her character?

8. What significant role do Clovin Cloudfoot and Prospero play in the escape from the Wizard Greeve's trap? What impact do you think this has on the role of animals in the Land of Een?

9. What important decision does Kendra make in Chapter 26? How does this impact her future?

10. Who does Kendra share a prison cart with in the circus caravan? How has this character changed?

11. What do you think happens to the characters in the alternate time line after Kendra and Oki escape it? Is it a happy situation or a sad one?

12. Can you think of any time travel devices from other books you have read? How are these devices similar to the Kazah stone? How are they different?

Multiple-choice questions

1. **To what skill does Uncle Griffi nskitch compare using Een magic?** a.) Playing a musical instrument.
   b.) Listening to music.
   c.) Painting a picture.
   d.) Carving a piece of wood.

2. **Why was the cloud ship in danger?**
   a.) A terrible storm was approaching.
   b.) An army of dragons was on its way.
   c.) A swarm of skarm was on its way.
   d.) The ship had lost its wings.

3. **Why is Kendra so shocked when she sees Agent Lurk's face?**
   a.) He is incredibly handsome.
   b.) He has a gentle expression.
   c.) He's blind.
   d.) He's close to her own age.

4. **What is Kendra Kandlestar thinking of when the Kazah ring first starts to glow?**
   a.) She's thinking about her brother.
   b.) She's thinking about her mother.
   c.) She's wishing that Agent Lurk would go away.
   d.) She's wishing she could master Een magic.

5. **What reason does Gayla give for telling Kendra and Oki to abandon their search for the Kazah ring?**
   a.) She said it was getting too dark.
   b.) She said Goojuns might find them first.
   c.) She said they were expected for dinner.
   d.) She said the ring would turn up later.

6. **Why doesn't Oki want Kendra to tell Gayla that she is her daughter?**
   a.) He says it could disrupt the timeline.
   b.) He says the situation is too strange.
   c.) He's worried that Gayla will get angry.
   d.) He says Uncle Griffinskitch warned against it.

7. Who is the final winner of the Magicians' Match?

a.) Roompa Ringtail.
b.) Gayla Griffinskitch.
c.) Winter Woodsong.
d.) Burdock Brown.

8. Why does Gayla want to run away from home?

a.) She doesn't want to marry Krimson.
b.) She doesn't want to marry Burdock Brown.
c.) She doesn't want to become a gardener.
d.) She wants to seek adventure.

9. Who is running the Council of Elders in the future?

a.) A blind old mouse.
b.) A blind sorceress.
c.) A deaf old mouse.
d.) A lady bug.

10. What does the blind sorceress say is the key to using Kazah?

a.) Connecting thought to feeling.
b.) Closing your eyes.
c.) Working together.
d.) Blocking out all distractions.

11. Why does Agent Lurk want revenge against Kendra and Oki?

a.) Because they didn't let him study Een magic.
b.) They were the reason is he is so disfigured.
c.) They stole Kazah from him.
d.) They turned his master against him.

12. Why does Leemus think Kendra, Oki and Gayla have come?

a.) To help him find the Door to Unger.
b.) To help him and his brothers against the wizard Greeve.
c.) To teach Clovin how to speak.
d.) To help him in his magical studies.

13. How does the group escape Greeve's temple?

a.) The peryton carries them away
b.) Through a secret tunnel in the maze.
c.) On the backs of owls.
d.) Kendra's mother sacrifices herself.

14. What gift does Kayla give to Kendra?

a.) A picture of her and Kendra together.
b.) An enchanted egg.
c.) A new wand.
d.) A toy rabbit.

15. How do Kendra and Oki travel from the hatchery to the Rumble Pit?

a.) They sneak aboard Queen Krake's tail.
b.) They sneak through a ventilation shaft.
c.) They ride on the backs of baby Krakes.
d.) Kendra uses her wand to make them invisible.

Multiple-choice answers

1. a.) Playing a musical instrument.

2. c.) A swarm of skarm was on its way.

3. d.) He's close to her own age.

4. b.) She's thinking about her mother.

5. b.) She said Goojuns might find them first.

6. a.) He says it could disrupt the timeline.

7. d.) Burdock Brown.

8. b.) She doesn't want to marry Burdock Brown.

9. c.) A deaf old mouse.

10. a.) Connecting thought to feeling.

11. a.) Because they didn't let him study Een magic.

12. b.) To help him and his brothers against the wizard Greeve.

13. c.) On the backs of owls.

14. d.) A toy rabbit.

15. c.) They ride on the backs of baby Krakes.

Activities

Below is a brief description of various activities that can be introduced to students. An appendix of handouts to aid these activities is also included.

Language Arts: Write a silly word poem
In the spirit of Honest Oki, encourage students to invent their own silly words, then use them in a poem or song.

Science: Create an eggs-citing creature
Taking inspiration from the Krakeling eggs, have students design, model, and paint their own eggs. They should record all of the various aspects of the eggs (color, pattern, weight, smell, and so forth) and then imagine what type of creatures would hatch from them.

Science: Invent a time gadget
Using clay or other craft supplies, students can design their own time machines. As part of this activity, they should draft a detailed blueprint of their invention and then write a manual that clearly explains how to use the device.

Geography: Design a travel brochure
Students can design and create their own magical land. Using the provided template, they can draw a map of this land, and provide a list of reasons why would-be vacationers should choose their land for their next holiday.

History: Create a portrait of the past
Ask students to pick three historical time periods and then, using the provided worksheet, draw pictures of themselves in those eras.

Social Responsibility: One path / two choices
Using the worksheet provided, lead students in writing a story in which a character is faced with a fork in the road. Then have them write two endings, one for each choice. This is great activity to use for discussing choice and consequence.

Just for Fun: Word search puzzle
Clues and answer key are attached.

Activity Handouts

Write a silly word poem

In *Kendra Kandlestar and the Crack in Kazah*, Oki, Leemus Longshanks, and Gayla all invent silly words to express their feelings. Now it's your turn!

PART 1

Invent at least three silly words. Make sure they aren't actually REAL words! Write a definition for each word in the space below.

Word 1: _____
Definition: _____

Word 2: _____
Definition: _____

Word 3: _____
Definition: _____

PART 2

You can also find some REAL silly words to add to your poem. Here's just a few for you to look up: foofaraw, snollygoster, snarf, fizgig, crambazzle, snirtle, gazump.

PART 3

Now, on a separate piece of paper, write you own silly poem. The poem itself should make sense! And, of course, you should try to make it rhyme.

Here's Leemus Longbraid's own silly word poem:

Toodlewitches, fabullation, gindly ~ oh my!
Sometimes words just make me want to fly!
What do they mean? What do they say?
Well, figure it out and we'll shout hooray!
Now, don't be dismayed, don't be so fickle,
With words we can escape any ticklewickle!
Whisper them quietly or shout 'em out loud!
Tell them to your friends and sing them proud!
Give them to a boy, give them to a girl,
Why you can even give them to a squirrel!
Toodlewitches, fabullation, gindly ~ I say!
Thank you all, for just making my day!

Create an egg-citing creature

Set-up instructions for teachers:
This activity works best if the eggs are prepared in advance and ready to be painted. There is a bit of set-up required, but the results are spectacular.

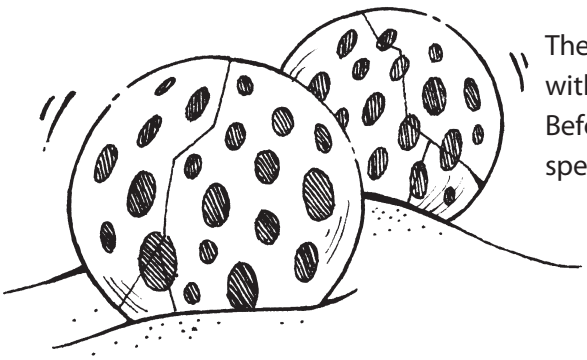
For this project you will need:

- Hollow eggs
- Acrylic paint
- Paint brushes
- Glitter
- Styrofoam stands
- Wooden skewers
- Low-temperature hot glue guns, and hot glue sticks

Egg preparation:
Start by pricking a small hole with a sewing needle at the narrow end of the egg. Then, at the bottom of the egg make a larger hole. Standing over a sink, blow through the smaller hole, clearing out all the yolk through the bottom hole. Next, rinse the egg out with warm water. You can then bake it in an oven at 350˚ for ten minutes.

Stand preparation:
While the eggs are cooling, create the stand by taking a 1.5-inch styrofoam ball and cutting it in half. This makes two half-spheres—or two stands. You can then make a small depression at the top of the sphere, perfect for holding an egg. By using a short wooden skewer or rod, you can further support the egg. Just insert the wooden skewer in the styrofoam and then slide the egg, bottom first, on top.

Egg decoration:
After the eggs have cooled down, use the hot glue guns to create wavy lines across the surface of the egg. The patterns can be quite random; the main purpose is to make a design that makes the egg look less natural.



The glue will dry quickly. Next take acrylic paint and begin coating the egg with broad strokes. Metallic paint will give it a particularly interesting look. Before the paint is still dry, you can add glitter to make the egg even more spectacular.

Eggs-citing Creatures

In *Kendra Kandlestar and the Crack in Kazah*, Kendra and Oki fall into the Krake hatchery, where hundreds of eggs are about to hatch with monstrous creatures. Your task is to design your own magical egg and then scientifically study it to imagine what creature would hatch from it.

PART 1

With the help of your instructor, create your own magical creature egg.

PART 2

Complete the form below. If someone (or something) happened upon your creature's egg, he or she would . . .

SEE:

What color is your egg? Is it dull? Shiny? Spotted? Striped?

_____
_____
_____

HEAR:

What sounds you're your egg make? Cracking? Hissing? Chirping?

_____
_____
_____

SMELL:

What does the egg smell like? Sweet? Smoky? Burning?

_____
_____
_____

FEEL:

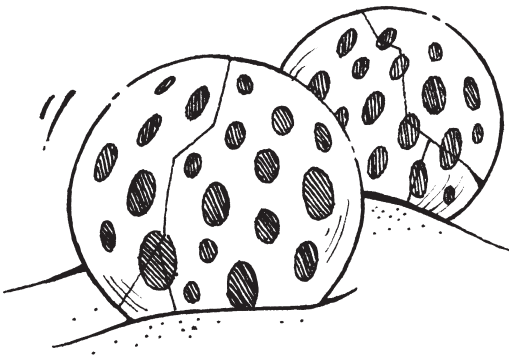
What does it feel like to touch the egg? Bumpy? Is it heavy or light? Is it moving, as if it's about to hatch?

_____
_____
_____

TASTE:

What would it feel like to eat the egg? Bitter? Sweet? Delicious? Would the egg be poisonous or healthy to eat?

_____
_____
_____



PART 3

On a separate piece of paper, draw the creature that you imagine would hatch from the egg.

Invent a time gadget

In *Kendra Kandlestar and the Crack in Kazah*, Kendra travels across time through the power of a ring. What is your idea for a time traveling device?

PART 1
Using the provided template, draw a blueprint of your device. Label all the parts clearly. While drawing your device, keep in mind that you may want to build a prototype, so think of the items that you might use to build it.

PART 2
Construct your device. You can use cardboard, foam core, pipecleaners, and recycled household items such as coffee cans, water bottles, and corks.

PART 3
Write a manual for your time travel device, using the format below:

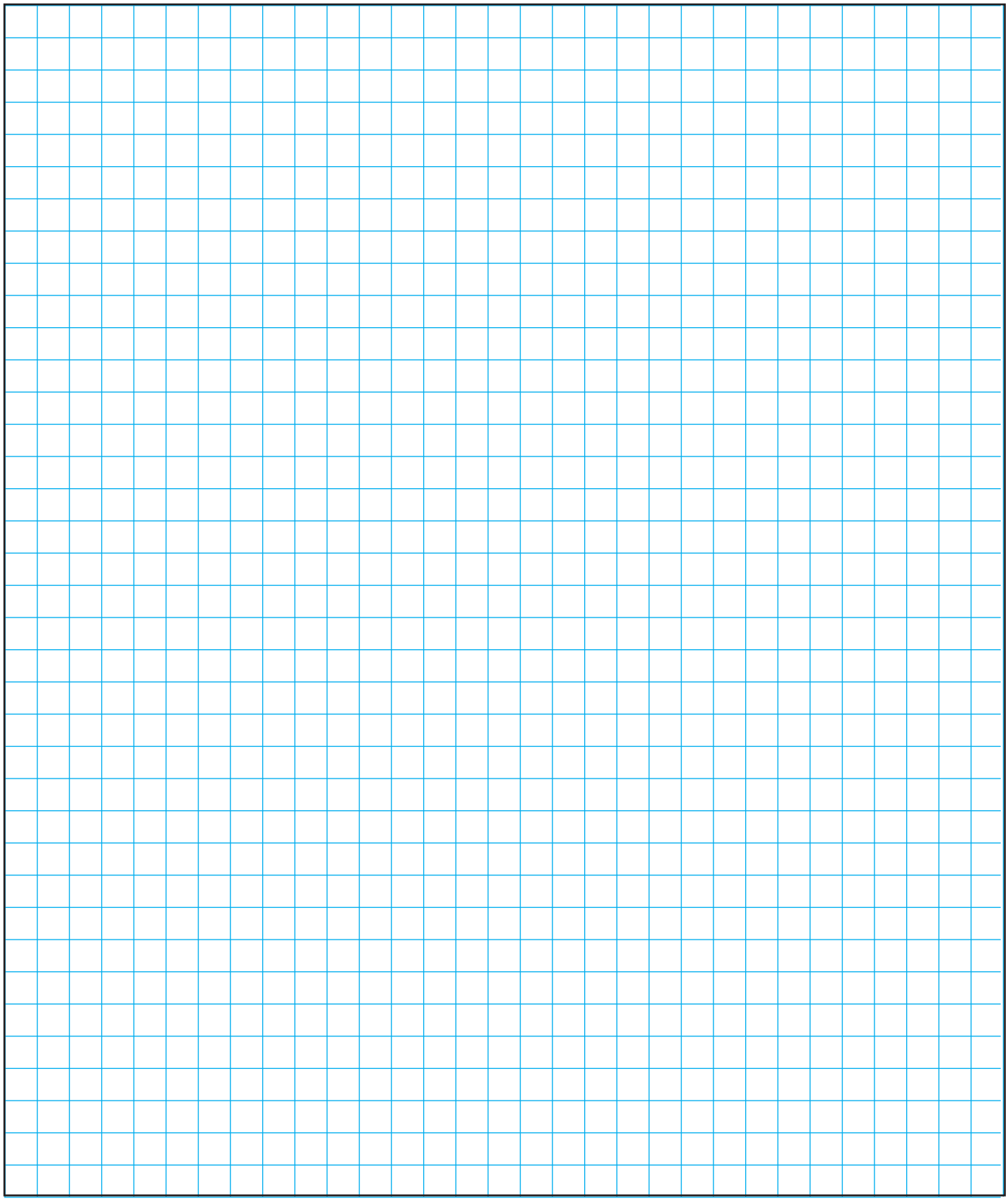
> *Congratulations! You are the owner of a brand new (NAME OR MODEL OF YOUR DEVICE]. Please follow the steps described below to activate and begin using your time travel device.*

Now, list the step-by-step instructions to use your device, such as:

- How to turn on (activate) your device and how to turn it off.
- How your device gets power (batteries, power cord, solar power).
- How to program it to take it to the time you want to visit.

Next, make a list of any warnings that the owner of the device should know.

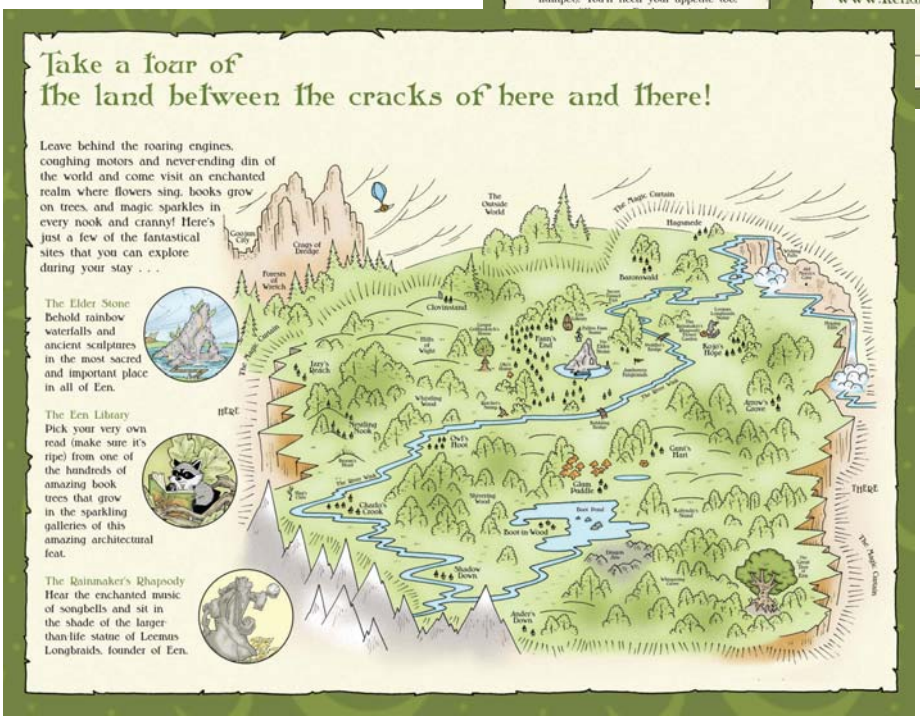
My time gadget blueprint



Design a travel brochure

Where do you want to go for your next vacation? Well, now you can design your very own imaginary world—and a brochure to entice travelers to come visit it.

Using the provided templates, begin writing and illustrating. Just follow the instructions to fill in the information in the appropriate columns. When you are done writing and illustrating, you can fold it twice, and you'll have your very own three-panel travel brochure.



Did you know?

>>> In this column, write some interesting facts about your imaginary land. Think of holidays, customs, traditons, and foods that are associated with your kingdom.

Remember to add some tiny "snapshots" of these items.

Fold along dotted line

For more information, contact:

>>> Think about how potential visitors might contact your magic kingdom. It may be an email—or it may be by a messenger moth!

Fold along dotted line

Come visit

Your Kingdom Name Goes Here

>>> In this space, illustrate a scene from your magic kingdom that will attract visitors

Take a tour of

>>> In this space, write a brief description of your magic kingdom that "sells" its best features.

Points of Interest

>>> In this space, focus on three or four key special areas in your land that visitors won't want to miss! Think of natural spectacles (like volcanoes or waterfalls) as well as beautiful examples of architecture (like castles)

>>> In this space, draw a map of your magic kingdom, emphasizing points of interest.

Did you know?

For more information, contact:

Come visit

Take a tour of

Points of Interest

Draw portraits of the past

In *Kendra Kandlestar and the Crack in Kazah*, Kendra travels backwards and forwards through time. Along the way she sees how the land of Een has changed since the days of old—and how it will change in the future. Taking inspiration from Kendra's adventures, pick three different eras from history and imagine yourself in those periods by drawing portraits of yourself. You can use the worksheet provided.

Some eras you might consider:

Prehistoric
Early humans wore clothes made out of tiger skins and bison skins. They first tied and wrapped the skins around themselves, then later learned to stitch. They used crude spears made of bone and stone.

Ancient Civilizations (Egypt, Greece, Rome)
Ancient Egyptians wore material—linen—woven from the flax plant. Most clothing was simple. Loincloths for men, sheath dresses for women. Long wigs were worn by wealthy Egyptians. Linen was also prized in ancient Greece and Rome. The toga is thought to be the most popular Roman garment, but in fact it was the tunic. The toga was worn over a tunic and the woman's equivalent was the palla, a large woolen shawl.

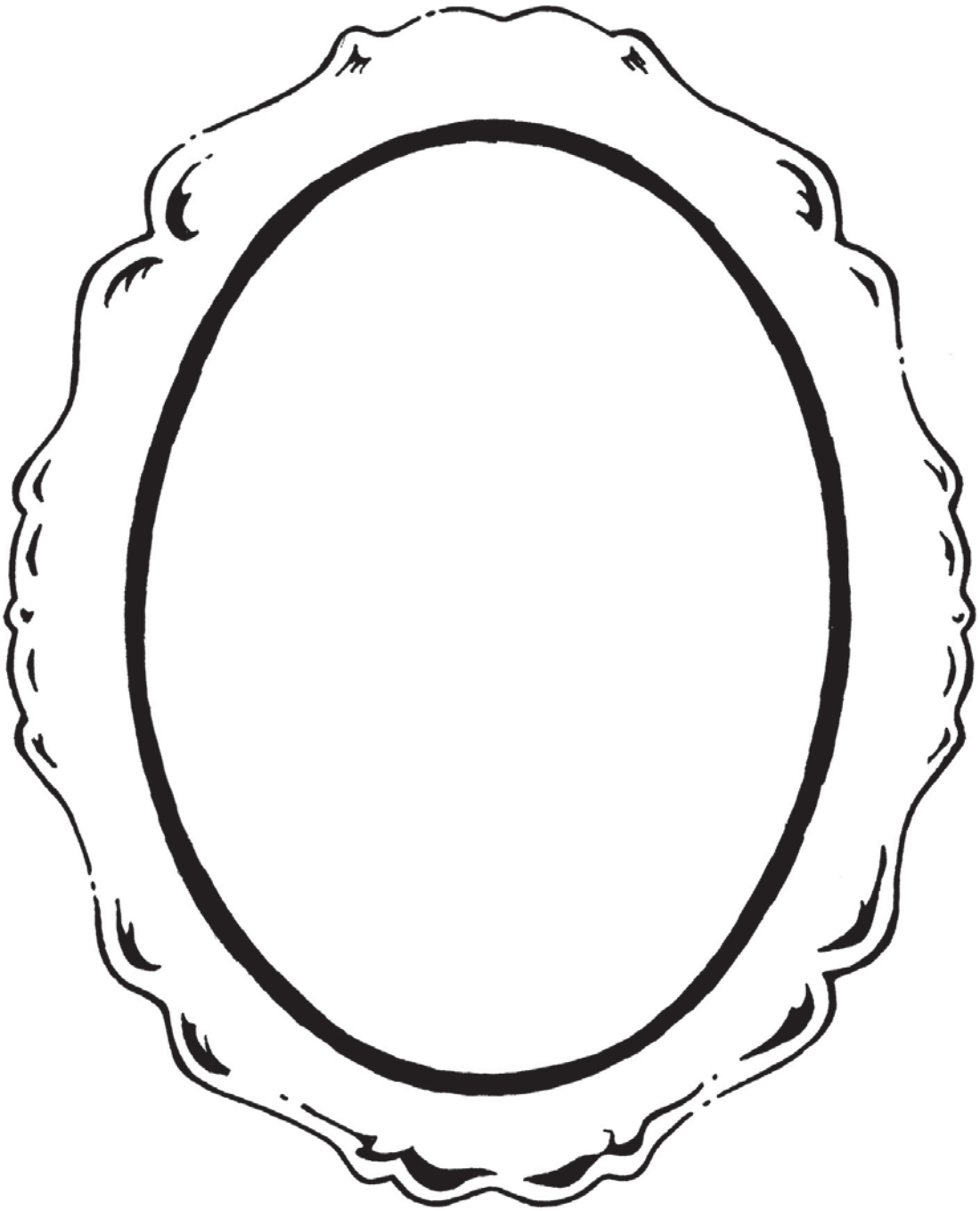
Vikings
Living in colder regions meant that Vikings had to wear more layers of clothing. A rank-and-file Viking wore trousers, a long-sleeved shirt, and a belted tunic. If he wore a woolen cloak rather than a fur wrap, it was fastened to his tunic by a brooch on his right shoulder. Most Vikings wore simple helmets, or snugly fitting hats made of leather, wool or fur.

Medieval
Aristocracy wore rich, trailing garments, pointed shoes and elaborate headdresses for women, and short tunics with wide sleeves and long, pointed shoes for the men. The peasants were spinning and weaving their own fabrics in colorful designs. Knights were known for their brightly colored garments as well, such as plumes and fabrics to decorate their horses. They were often known as their color, such as the "green knight."

Renaissance
Wealthy people in the Renaissance (14th – 15th centuries) loved to display their dress. Common items of clothes included doublets and frilled neck collars. In contrast the peasants would have been wearing practical clothing.

Remember to be accurate! For example, if you decide to draw yourself in Ancient Rome, you should not be wearing a wristwatch or holding a cellphone! It's helpful to do some research first before drawing your portrait.

Portrait of the past



ERA:

_____

Key items of clothing:

_____

_____

_____

Pick a path

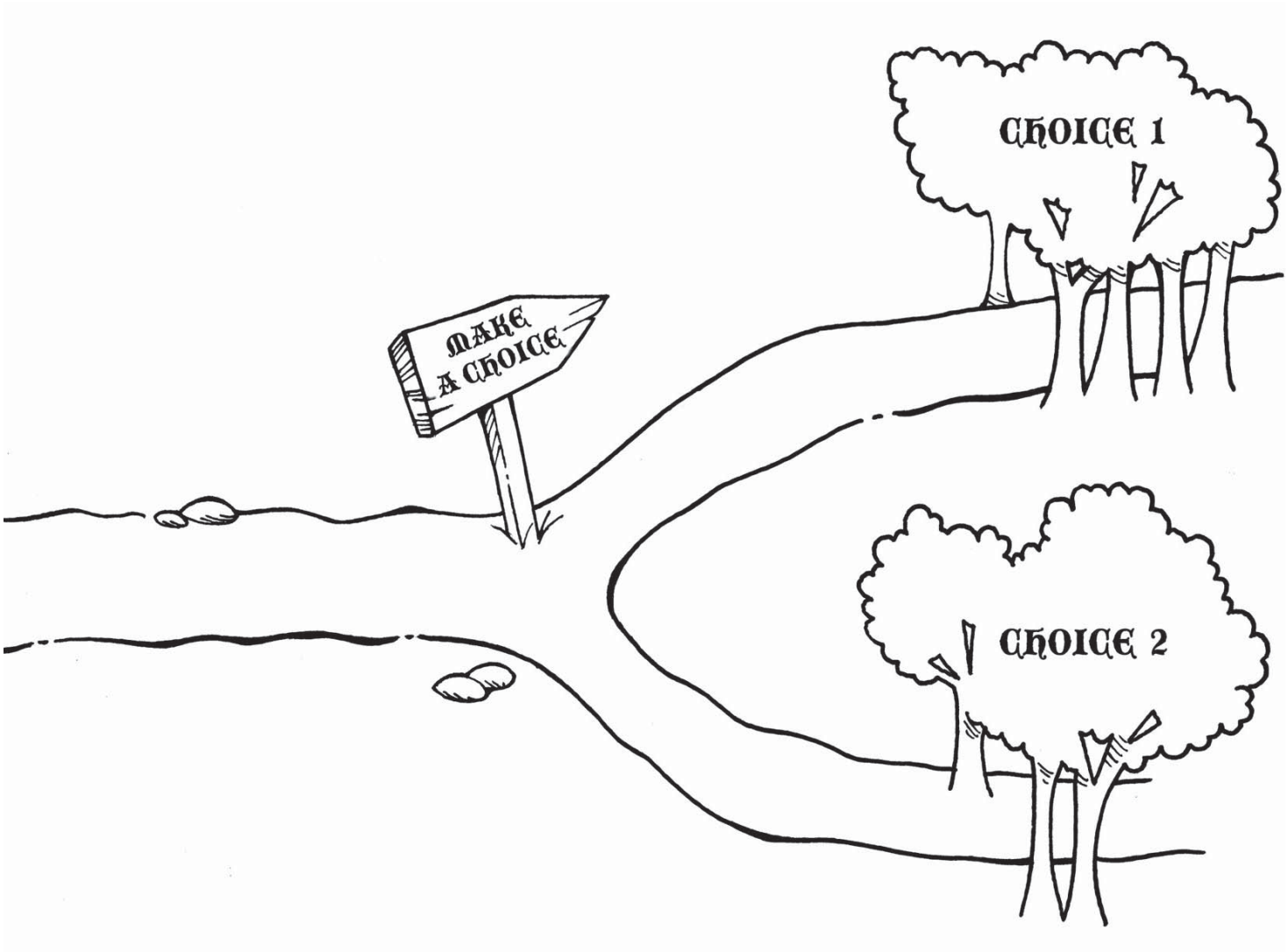
In *Kendra Kandlestar and the Crack in Kazah,* Kendra makes a decision that completely changes the future of the Eens—and not in a good way. So how important is choice? What are the consequences of our choices?

In all good stories, characters are faced with choices. In so many cases, the protagonist makes the right choice, leading to a satisfying ending. But what if a character made a different choice?

Take a story that you are working on and write an alternate ending by having your character make a different choice. You can use the provided worksheet to plot the outcomes of the two choices.

My character's path

DIRECTIONS: Draw your character walking along the path of adventure and then think of the different outcomes that would occur, depending on which path he or she chooses!



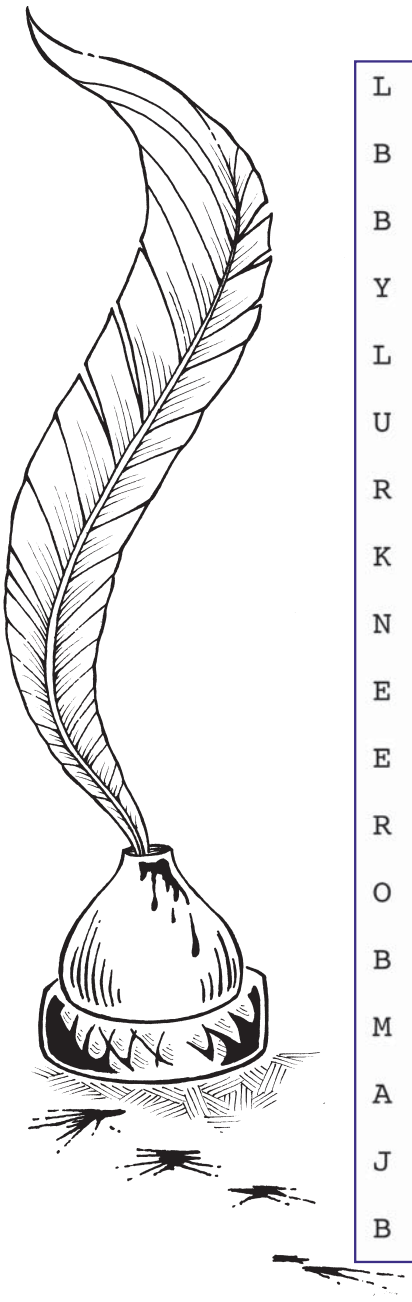
Outcomes:

Outcomes:

Find the words

Find the following words from *Kendra Kandlestar and the Crack Kazah* in the puzzle below. Words can be found horizontally, vertically, diagonally, and even backwards.

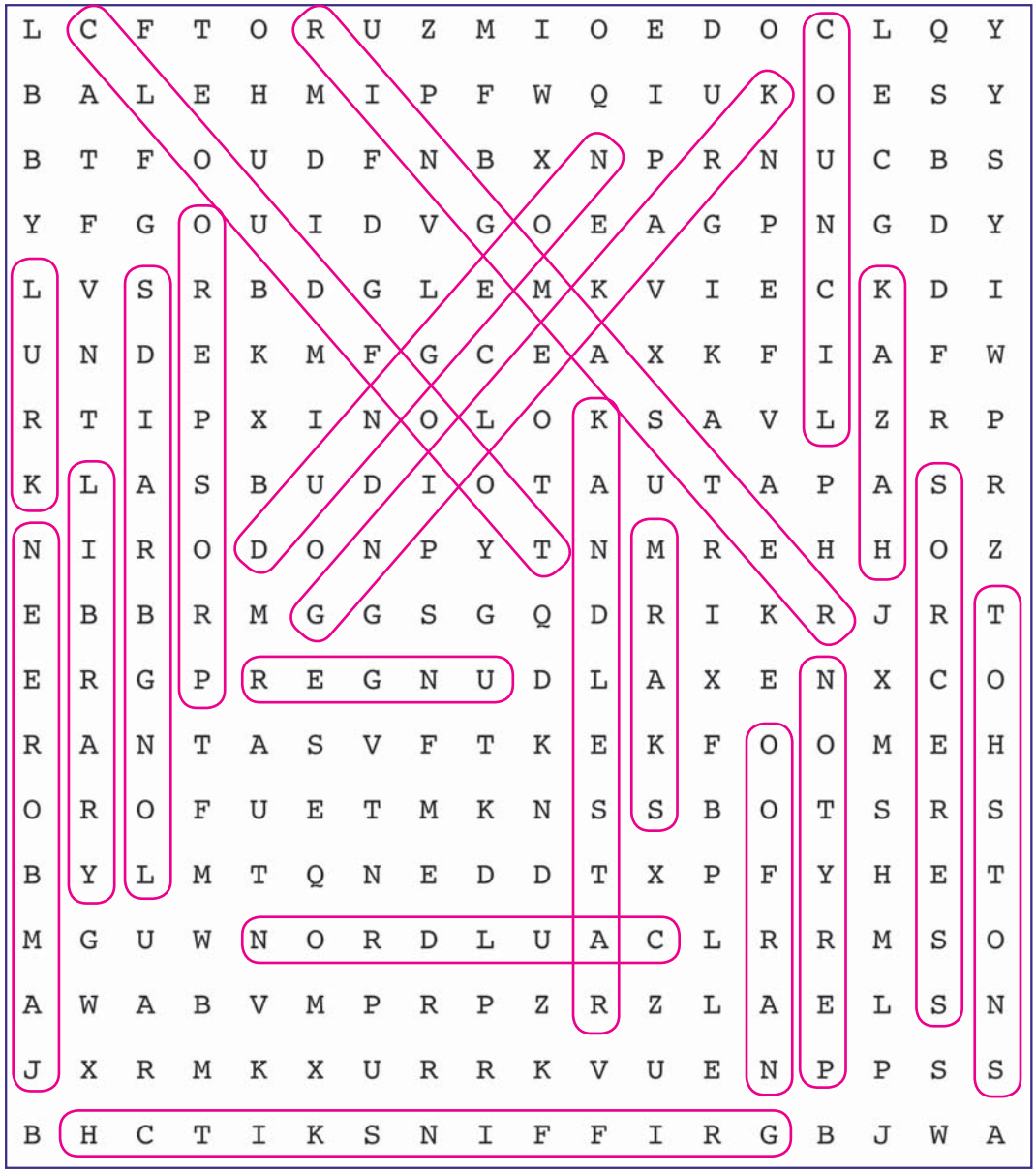
Cauldron	Griffinskitch	Krakeling	Narfoo	Skarm
Cloudfoot	Jamboreen	Library	Peryton	Snotshot
Council	Kandlestar	Longbraids	Prospero	Sorceress
Dungeon	Kazah	Lurk	Ringmaster	Unger

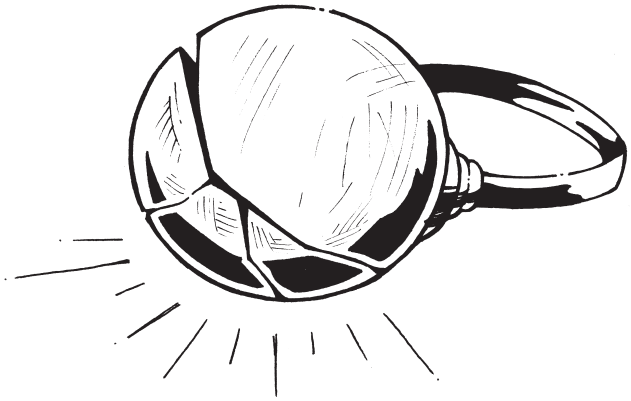


L C F T O R U Z M I O E D O C L Q Y
B A L E H M I P F W Q I U K O E S Y
B T F O U D F N B X N P R N U C B S
Y F G O U I D V G O E A G P N G D Y
L V S R B D G L E M K V I E C K D I
U N D E K M F G C E A X K F I A F W
R T I P X I N O L O K S A V L Z R P
K L A S B U D I O T A U T A P A S R
N I R O D O N P Y T N M R E H H O Z
E B B R M G G S G Q D R I K R J R T
E R G P R E G N U D L A X E N X C O
R A N T A S V F T K E K F O O M E H
O R O F U E T M K N S S B O T S R S
B Y L M T Q N E D D T X P F Y H E T
M G U W N O R D L U A C L R R M S O
A W A B V M P R P Z R Z L A E L S N
J X R M K X U R R K V U E N P P S S
B H C T I K S N I F F I R G B J W A

Word search - answer key

Cauldron	Griffinskitch	Krakeling	Narfoo	Skarm
Cloudfoot	Jamboreen	Library	Peryton	Snotshot
Council	Kandlestar	Longbraids	Prospero	Sorceress
Dungeon	Kazah	Lurk	Ringmaster	Unger





THE
CHRONICLES
OF

KENDRA KANDLESTAR

WRITTEN AND ILLUSTRATED BY
LEE EDWARD FÖDI

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