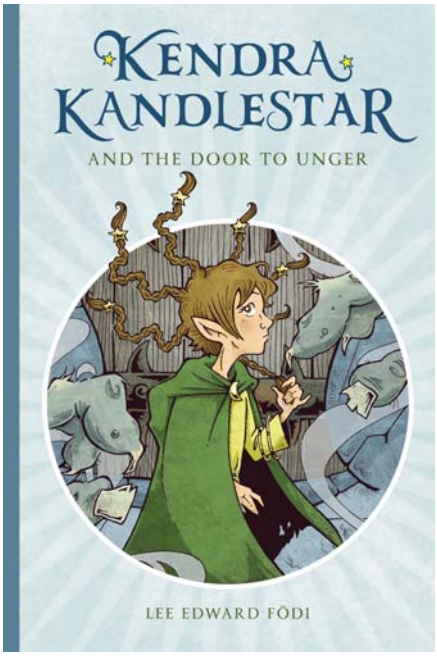
KENDRA KANDLESTAR

AND THE DOOR TO UNGER

TEACHER GUIDE



Kendra Kandlestar and the Door to Unger

Book II
The Chronicles of Kendra Kandlestar

Written & Illustrated by
Lee Edward Födi

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The Story

Everyone knows that the creatures of the outside world are forbidden by magic to enter the Land of Een. That's why eleven-year-old Kendra Kandlestar is so surprised when a giant troll-like creature known as an Unger arrives at her door in the middle of the night. He delivers a cryptic message: If Kendra can find the fabled Door to Unger, she will unlock the truth about what happened to her long-lost father, mother, and brother.

Kendra and her companions soon find themselves on a dangerous journey that leads them to the underground Kingdom of the Dwarves. Here Kendra discovers a nasty secret: the Dwarves have enslaved hundreds of creatures to mine their riches. Amongst these slaves is Trooogul the Unger, a young beast that Kendra once rescued from death. In an indignant revolt against the Dwarf King, Kendra releases all of the monstrous slaves. Her companions are captured by a group of the escaping beasts headed towards the Door to Unger and Kendra is left to strike up a complicated and unlikely friendship with Trooogul.

At last when Kendra faces the Door to Unger and the dangerous maze of monsters harboured behind it, the young girl finds her own belief system under siege. She must decide whom she can trust, whom is on her side, and discover the strength to gate-keep her own truths.

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. Believing in what you know
Just as Kendra must face the lies presented by the Wizard Greeve, It takes courage and conviction to stick to a belief system when others challenge it.

2. The power of trust
Trusting those who come from a different background can take a great leap of faith, as represented by Kendra and Troooguls friendship.

3. Transformation
When we listen to the chatter of negativity and those who would challenge our belief systems, we can lose a sense of ourselves and transform into something horrific.

4. Enslavement
As Kendra learns in the mines of Umbor, when we treat others as lesser beings, it leads down a dark road to a place where rights are taken away and societies are enslaved.

5. Seeing the world
Our interpretation of the world is changed with experience and personal growth, as is illustrated by Kendra's interpretation of the carving in Winter Woodsong's chamber.

6. Manifestation
When we focus our thoughts—negatively or positively—we can affect our reality.

7. Legends and storytelling
Legends are a powerful means of passing down important stories and truths about the past.

Curriculum connections include Language Arts, Science, Geography, Social Responsibility, History and Mythology.

Pre-reading activities

This book connects well to studies in mythology and literature. A variety of movies, books, and myths about secret doors can be explored prior to reading *Kendra Kandlestar and the Door to Unger*. Some famous secret doors or mazes in mythology and literature are briefly referenced below.

The Wardrobe
In *The Lion, the Witch and the Wardrobe*, four children find that an old wardrobe is actually a secret passageway to the magical world of Narnia. In *The Magician's Nephew,* we discover that the wardrobe was built from the wood of a Narnian tree, thus explaining why it served as a portal to that fantastical realm.

The Doors of Durin
In *The Lord of the Rings*, Frodo and his company must enter the underground world of Moria through the Doors of Durin. The inscription above the door states, "Speak, friend, and enter." This is a bit of a trick question, for the clue here is that all the adventurers have to say is the word "friend," and the door will magically open to the dark underworld of the dwarves.

The Chamber of Secrets
The Chamber of Secrets in *Harry Potter* is deep under the dungeons of Hogwart's Castle and was intended to be used to purge the school of Muggle-born students. The entrance is in Moaning Myrtle's bathroom on the second floor, which leads down into a dark, slimy stone tunnel. To unlock the passageway to the Chamber of Secrets, one must be able to speak Parseltongue (the language of snakes and dark magic).

The Bat Cave
Batman's secret cave beneath Wayne Manor can be accessed several different ways. When the hands on the grandfather clock in the Mansion are set to the time that Bruce Wayne's parents were murdered (10:47), a secret door to the cave is revealed. There is also a secret button that, when pushed, reveals the bat-poles. In other cases, the cave is accessible through a secret door disguised as part of a large display case and unlocked by pressing a sequence of keys on the nearby piano.

Greek Mythology: The Labyrinth of King Minos
Ariadne gave the hero Theseus a ball of thread that helped him solve this complicated maze where the deadly Minotaur fed on human sacrifices.

Suggested questions to promote discussion

1. In Chapter 2, what does Kendra learn about her family's disappearance?

2. What reason does Burdock Brown give for firing Captain Jinx? Do you agree with this decision?

3. In Chapter 6, Uncle Griffinskitch says, "A tree will rot for fifty years—then suddenly it falls." What do you think he means by this statement?

4. How does Oki discover the secret door to the outside world? How does this contradict the advice given to him by Professor Bumblebean?

5. What do Kendra, Ratchet, and Oki discover in the mines of Umbor? What does Kendra decide to do, even though Ratchet and Oki don't want her to? Why do you think she makes this decision?

6. What important object does Kendra discover in the underwater cave? How does this affect her trust of Trooogul?

7. Who do Kendra and Trooogul meet in chapter 22? How would you describe this character? Do you think he is a trustworthy character?

8. In Chapter 24, Effryn Hagglehorn tells Kendra, "You have to believe what you know, not what they tell you." What do you think he means by this? Do you think this advice helps Kendra in the maze?

9. In Chapter 27, what happens to the face on the Door to Unger? What clue does this give the reader about what will happen inside the maze?

10. The ghost of the Wizard Greeve does his best to confuse Kendra inside the maze, and does his best to convince her to listen to his negativity. How is Kendra able to stand up to him? Who does she end up trusting over the Wizard Greeve?

11. When Kendra visits Winter Woodsong in Chapter 32, the old woman tells her that the carving on the wall has not changed, but in fact it's Kendra herself who has changed. Why do you think Kendra now looks at this picture differently? How has Kendra changed?

12. Doors are a powerful symbol in mythology and fantasy books. Can you think of any other doors in books or myths that you have read?

Multiple-choice questions

1. **What was so unusual about the arrival of an Unger at the Door of Kendra and Uncle Griffinskitch's place?**
   a.) Ungers don't like to visit anyone.
   b.) Ungers are not allowed through the magic curtain.
   c.) Kendra invited him to come and visit them.
   d.) Ungers don't like Een food.

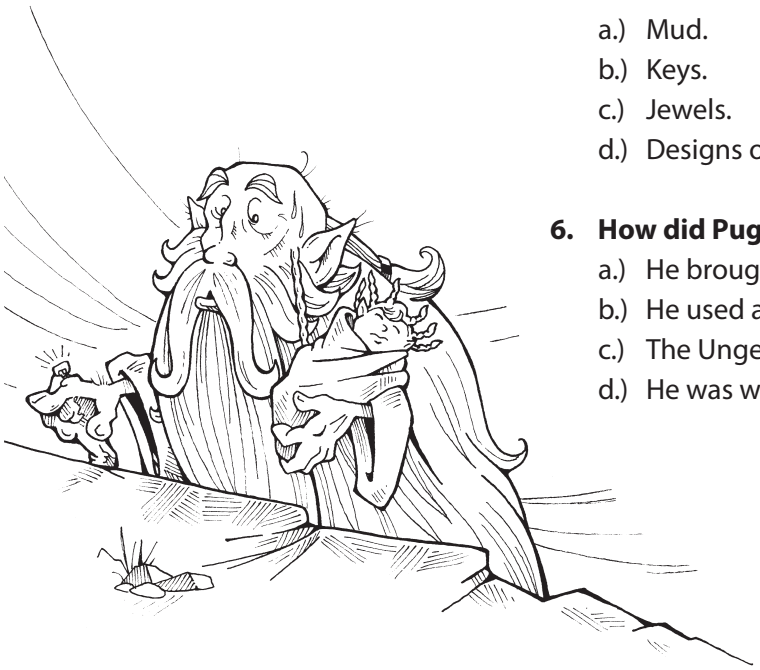
2. **When did Orook say they had to be at the door to Unger?**
   a.) Before winter came again.
   b.) When they could get through the Magic Curtain.
   c.) By the time of the summer moon.
   d.) By the time of the winter moon.

3. **Why did Oki become Ratchet Ringtail's apprentice?**
   a.) Because Ratchet wanted a slave.
   b.) So he could learn all of Ratchet's tricks.
   c.) So they could learn how to get to Unger.
   d.) So his parents would allow him to go with the others.

4. **How did they find the door to the secret tunnel?**
   a.) Oki accidently tripped over the handle.
   b.) Professor Bumblebean found a map in his books.
   c.) Uncle Griffinskitch used his magic.
   d.) Ratchet had an invention that worked.

5. **What covered Crumpit's clothing?**
   a.) Mud.
   b.) Keys.
   c.) Jewels.
   d.) Designs of gold.

6. **How did Pugglemud become king?**
   a.) He brought lots of gold so they made him king.
   b.) He used a magic belt that made others obey.
   c.) The Ungers made him king.
   d.) He was well-liked and had many friends.



7. **Why did Kendra, Ratchet and Oki not fall asleep like the rest of the group?**
   a.) Ratchet had an antidote to Pugglemud's sleeping powder.
   b.) They weren't as tired.
   c.) They were too frightened to sleep.
   d.) They didn't eat the dinner that Pugglemud had filled with sleeping powder.

8. **Why did Kendra sprinkle Easy Sneeze powder on King Reginaldo?**
   a.) She was trying to help cure his hiccups.
   b.) She knew it would help defeat him.
   c.) She thought it was something else.
   d.) She didn't understand how it would work.

9. **What creatures try to capture Kendra in the forest?**
   a.) Humans.
   b.) Ungers.
   c.) Dwarves.
   d.) Dragons.

10. **What item in the cave that makes Kendra suspicious of Troogul?**
   a.) A sword with her father's name on it.
   b.) A book with her mother's name on it.
   c.) A pocket watch with her uncle's name on it.
   d.) A compass with her uncle's name on it.

11. **Why did Effryn tell Kendra to trust the truth inside of her?**
   a.) He was trying to trick her.
   b.) He was very wise and was giving advice.
   c.) He was in some kind of trance or spell.
   d.) The Ungers made him do it.

12. **How does Effryn hide the mark on Kendra's palm?**
   a.) He covers it with mud.
   b.) He chants a special spell that makes it fade away.
   c.) He gives her a glove.
   d.) He covers it with a special kind of ointment.

13. **Who did Troogul turn out to be?**
   a.) Kendra's brother.
   b.) A kind wizard.
   c.) An evil trickster.
   d.) A happy dwarf with a red nose.

14. How did Kendra break the curse in the maze?

a.) She used Uncle Griffinskitch's magic.
b.) She followed the maze to the center.
c.) She uncovered a secret.
d.) She made friends with an Unger.

15. How did they get back to the land of Een?

a.) They found the secret tunnel.
b.) Effryn gave Kendra the Whisper vial.
c.) Kendra used the truth inside of her.
d.) They found some dynamite.

Multiple-choice answers

1. b.) Ungers are not allowed through the magic curtain.

2. c.) By the time of the summer moon.

3. d.) So his parents would allow him to go with the others.

4. a.) Oki accidently tripped over the handle.

5. b.) Keys.

6. b.) He used a magic belt that made others obey.

7. d.) They didn't eat the dinner that Pugglemud had filled with sleeping powder.

8. a.) She was trying to help cure his hiccups.

9. a.) Humans.

10. d.) A compass with her uncle's name on it.

11. c.) He was in some kind of trance or spell.

12. d.) He covers it with a special kind of ointment.

13. a.) Kendra's brother.

14. b.) She followed the maze to the center.

15. b.) Effryn gave Kendra the Whisper vial.

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: Build your own door
Encourage students to build their own magic doorway with cardboard or foam core. Students must decide what lies beyond their doorway and how it can be opened. This activity makes a great writing prompt.

Science: Invention and innovation
In the spirit of Ratchet Ringtail, students can come up with an idea for an invention and write a brief report on how it could benefit society. Students can be encouraged to build a prototype for their invention using cardboard, foam core, or building blocks.

Drama: The power of legend
Arrange students into teams and ask them to write a short legend and then act it out in front of the class. Students can create their own unique legends or use one of the prompts on the provided handout.

Geography: Maze making
Professor Bumblebean mapped the maze that was hidden behind the Door to Unger. Students can draw a maze of their own original design.

History : People who revolted against slavery
Ask students to research a person who challenged and helped to abolish the institution of slavery.

Character Study: Transformation
Ask students to consider what animal, creature, or tree they might become if they had the ability to transform. Encourage students to draw a picture of themselves in this transformed state.

Just for Fun: Crossword puzzle
Clues and answers are attached.

Activity Handouts

Build your own door

Just as in *Kendra Kandlestar and the Door to Unger*, secret doors, hidden passages, and mysterious gateways often play key roles in fantasy and superhero books, stories, and movies. Secret passages in old buildings, castles, haunted houses, and the lairs of villains or superheroes enable characters to secretly enter or exit the building, access a hidden part of the structure, or enter a supernatural realm. These doors are often unlocked in some secret way, such as by touching a certain book on a bookshelf.

Now it's time for you to build your own secret doorway. You will need:

- ☐ Cardboard, foam core, or another lightweight building material
- ☐ Paint or felt pens, and glue
- ☐ Decorations such as stickers, buttons, and glitter.

After you have built your door, you can write a short story about it. Ask yourself some important questions:

- ☐ Where is this doorway?
- ☐ How does this door open?
- ☐ Does the door have a guardian or any booby traps?

You also need to decide what lies beyond the door. Suggestions include:

- ☐ Ancient tomb
- ☐ Enchanted worlds or lands
- ☐ Hiding place or escape route
- ☐ Pirate's treasure
- ☐ Superhero's headquarters
- ☐ Villain's lair

Remember, this story is going to have an element of fantasy or adventure. The stories that fall under the category of fantasy and adventure writing can fire our imaginations with scenes and visions of the strange, the beautiful, and the wonderful. They can expand our horizons by showing us glimpses of what might have been, what might be—or what actually is, but is just hidden from our eyes.

While fantasy stories are about magical events and strange places, this does not mean writers can abandon the crucial elements of fiction writing. We still must remember to consider plotting, characterization, setting—in fact, these elements are absolutely essential to making our fantasy stories exciting and believable to our readers.

Design your own invention

In *Kendra Kandlestar and the Door to Unger*, Ratchet Ringtail is famous for his many inventions, including the weather clock, the cracker seat, *Snore Galore*, *Dinner Thinner*, and *Easy Sneeze*. What is your idea for a new invention?

PART 1
On the provided template, draw a blueprint of your invention.

PART 2
Answer the questions below to describe your invention.

My invention is called: _____

The purpose of my invention: _____
_____
_____

My invention would benefit society by: _____
_____
_____
_____

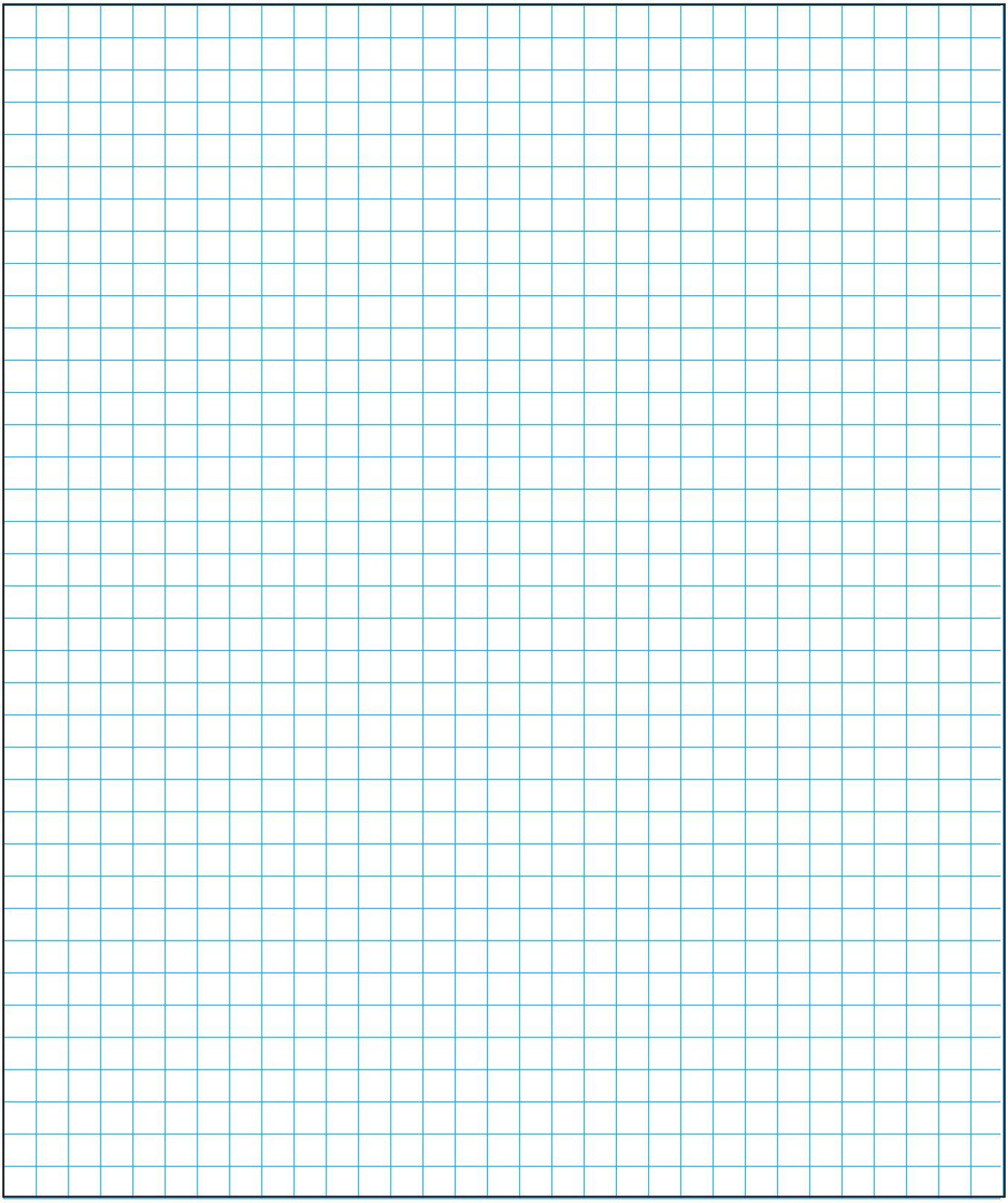
My invention would be built with the following materials: _____
_____
_____

Some challenges I might have in building this invention: _____
_____
_____
_____
_____

(Hint: It might need special materials or technology not yet invented, or some people might be against my invention because it would make their own ideas obsolete)

PART 3
Now you can build a prototype of your invention, using materials such as cardboard, foam core, or building bricks.

My invention blueprint



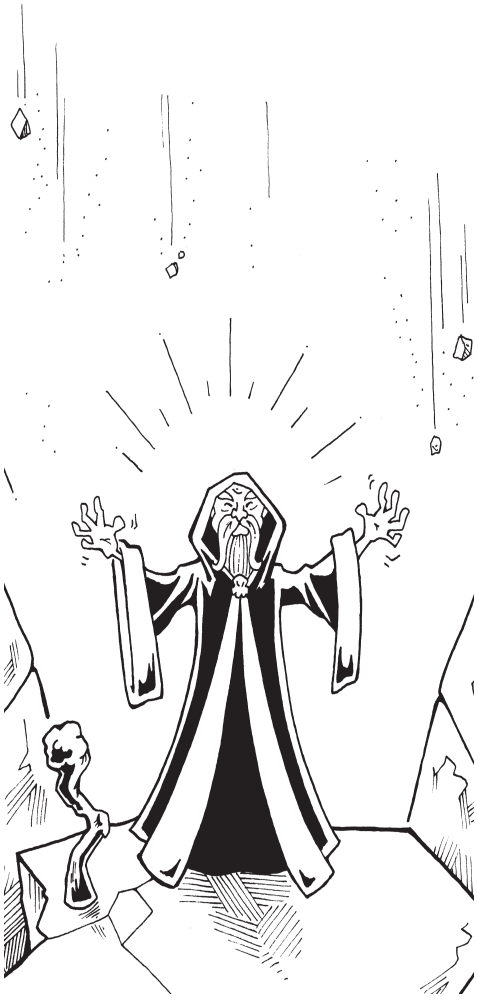
Write your own legend

In *Kendra Kandlestar and the Door to Unger*, Kendra reads the *Legend of the Wizard Greeve* to discover some clues about the journey she is going to undertake. Write your own legend and then, using a few simple props and costumes, work with your classmates to act out the story you have created.

You can write a legend on any topic you choose. Some suggested topics related to *Kendra Kandlestar and the Door to Unger* include:

- ☐ Why Eens wear braids
- ☐ How Dwarves became greedy
- ☐ How dragons came to breath fire
- ☐ How skerpents came to have three heads
- ☐ How the Elder Stone came to be built
- ☐ Why Flavius Faun ended up in the Land of Een

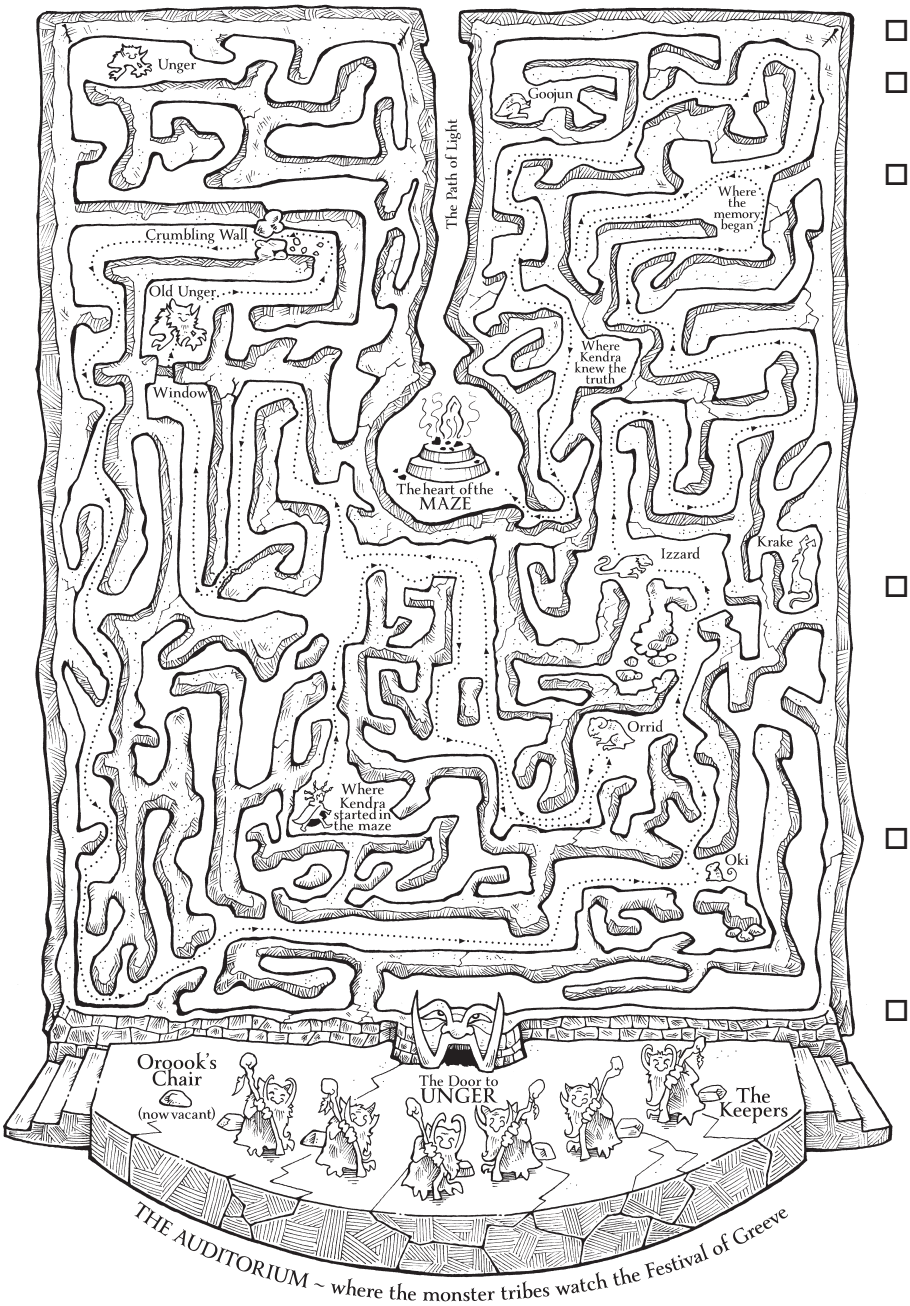
Begin brainstorming your legend below. You can write the full legend on a separate piece of paper.



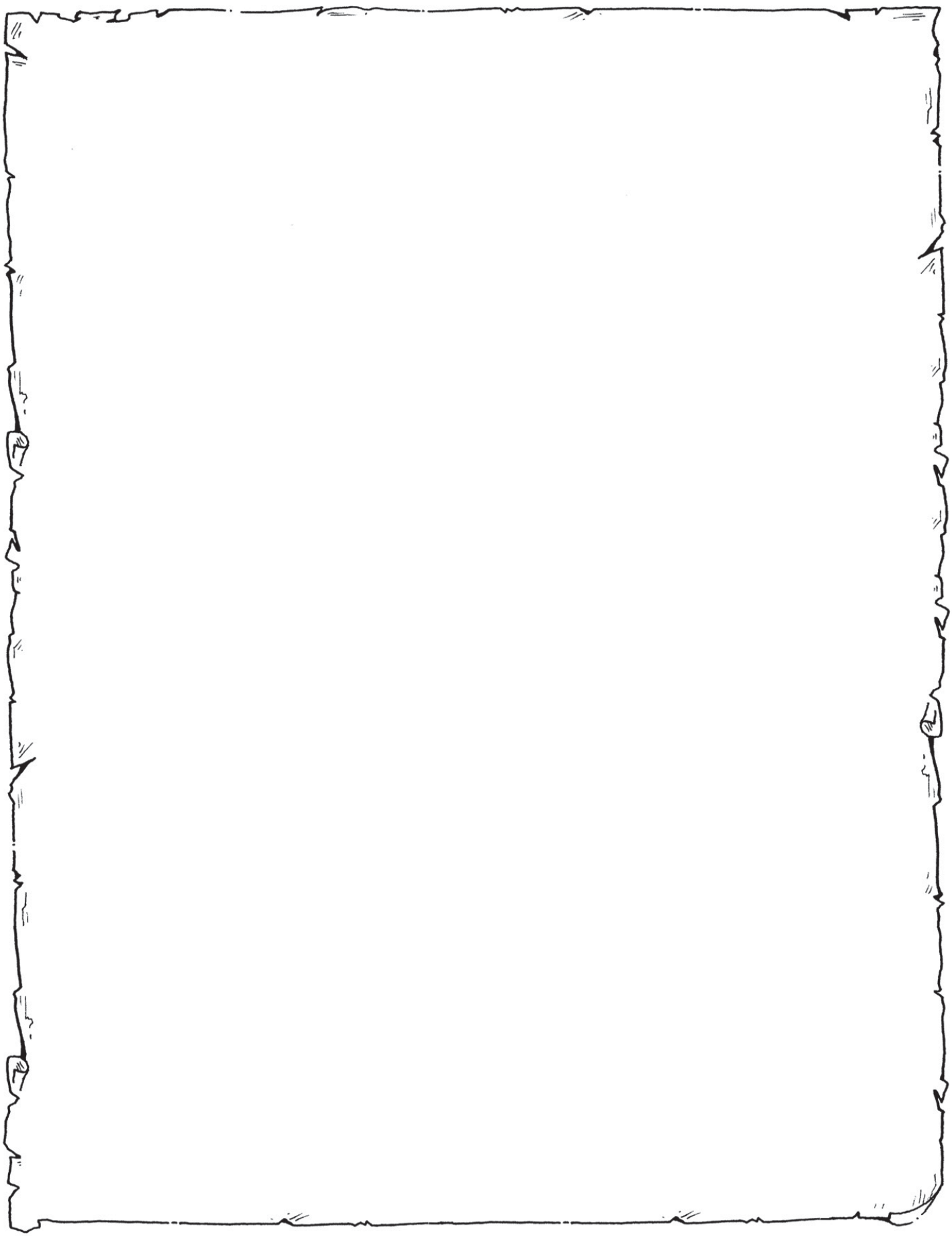
Make your own maze

Professor Bumblebean draws a map that shows Kendra's journey through the maze of monsters that lies beyond the Door to Unger. Using a separate piece of paper, design your own maze.

Remember to think about where your maze is located and what it is constructed with. It could be beneath the ground as a series of caves and tunnels or in a palace garden as a series of pathways through hedges and trees. Also, be sure to consider the elements described below.



- ☐ A way in and a way out
- ☐ A central point of interest, such as a fountain, statue, or treasure
- ☐ Dangers that might be encountered, including:
  - Dead ends or false corridors
  - Pit falls and dead-fall traps
  - Spike and dart corridors
  - Rolling stones and boulders
  - Rooms that seal shut, collapse, or fill with water or sand
  - Collapsing bridges
  - Rats, snakes, spiders, and bugs
- ☐ Characters that might be encountered, including:
  - Lost travellers
  - Monsters
  - Guards
  - Helpful guides
- ☐ Items that might be found along the way to aid adventurers:
  - Potions, elixirs or cures
  - Clues, maps, or riddles
- ☐ A Legend or key



Research people who challenged slavery

In *Kendra Kandlestar and the Door to Unger*, Kendra frees all the beasts who are being enslaved by King Reginaldo.

History is filled with people who challenged slavery and tried to abolish this dreadful institution. Choose one such inspirational person and write a brief report on that historical figure. Remember to chronicle that person's triumphs and obstacles. Was he or she successful? How were they judged at the time for their actions?

Suggested historical persons to research:

Spartacus, ca. 120 BC-70 BC: Gladiator-slave who became a leader in the unsuccessful slave uprising against the Roman Republic known as the Third Servile War.

John Ball, 1330(?)-1381: Priest and activist who played a prominent role in the English peasants' revolt of 1381.

Toussaint-Louverture, 1743-1803: Leader of the most successful revolt against slavery in the American colonies, winning control over Haitia in 1797.

William Wilberforce, 1759-1833: Politician, philanthropist and a leading abolitionist who headed the campaign against the British slave trade.

Marie-Joseph Angélique, ?-1734: Portuguese-born black slave in New France (now the Province of Quebec) who was tried and convicted of setting fire to her owner's home, burning much of what is now referred to as old Montreal.

Frederick Douglass, 1818-1895: African-American abolitionist who escaped slavery to become a distinguished orator, author and leader of the anti-slavery movement.

Harriet Tubman, 1820-1913: African-American abolitionist who rescued over seventy slaves through the antislavery network known as the Underground Railroad.

Abraham Lincoln, 1809-1865: President of the United States who introduced the Emancipation Proclamation, abolishing slavery.

Imagine a transformation

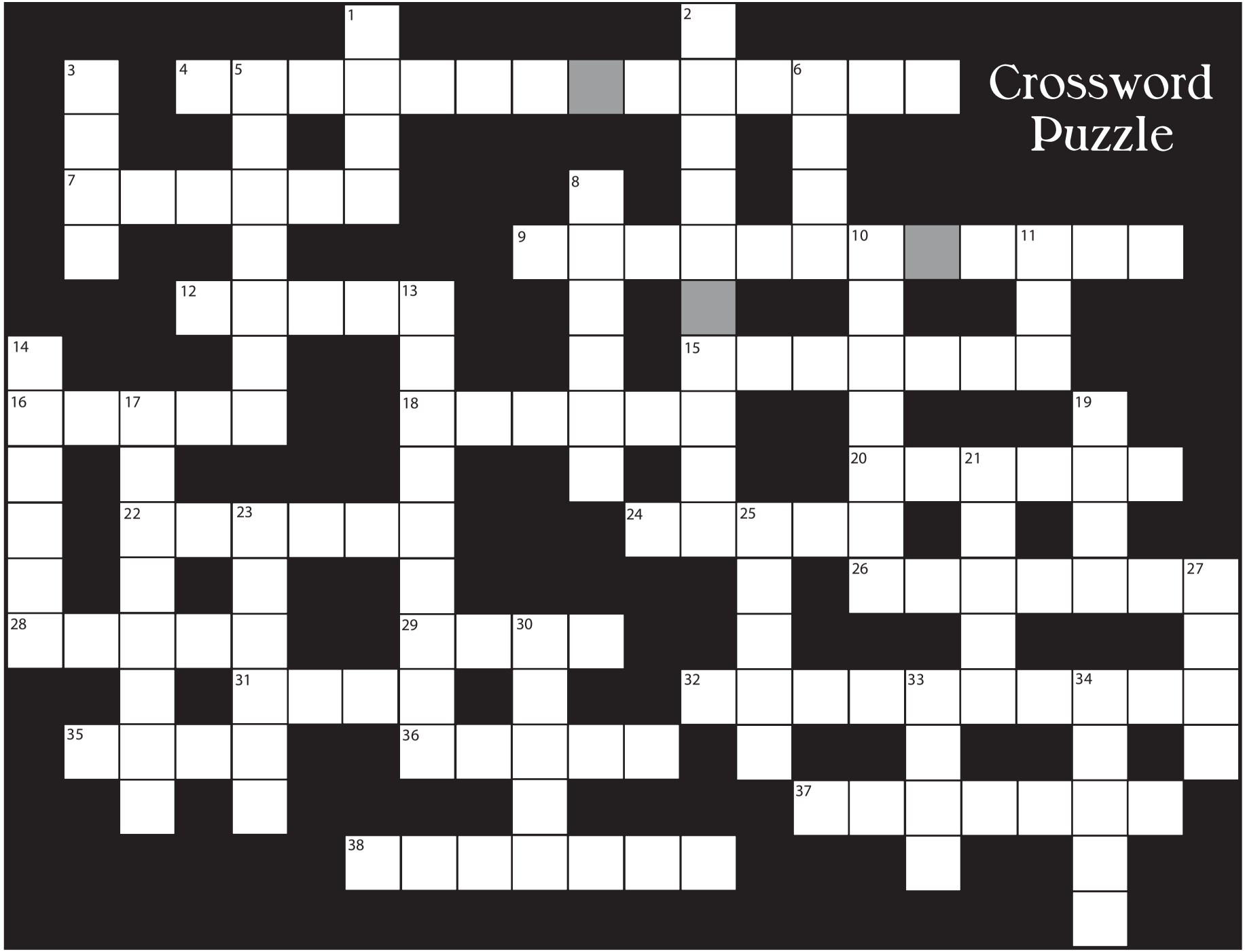
Many of the characters in *Kendra Kandlestar and the Door to Unger* undergo a physical transformation, changing into various monsters.

Imagine if you entered the Door to Unger. What would you transform into? Would it be a monster, such as an Unger, Goojun, or Izzard? Or would it be a normal animal, like a bear, wolf or tiger? Or would you transform into a tree or type of rock?

Once you have decided what you would transform into, consider how your personality and characteristics would translate into your new form. Would only your body change, or would your complete personality change too? Or would you change into a shape that matched your personality?

For example, you might transform into a strong, powerful lion or a wise and thoughtful owl. Whatever the case, how would your life change once you were this new thing?

Write a short essay or story discussing your transformation and then, on a blank piece of paper, draw a picture of yourself in your new form.


Crossword Puzzle

Crossword puzzle clues

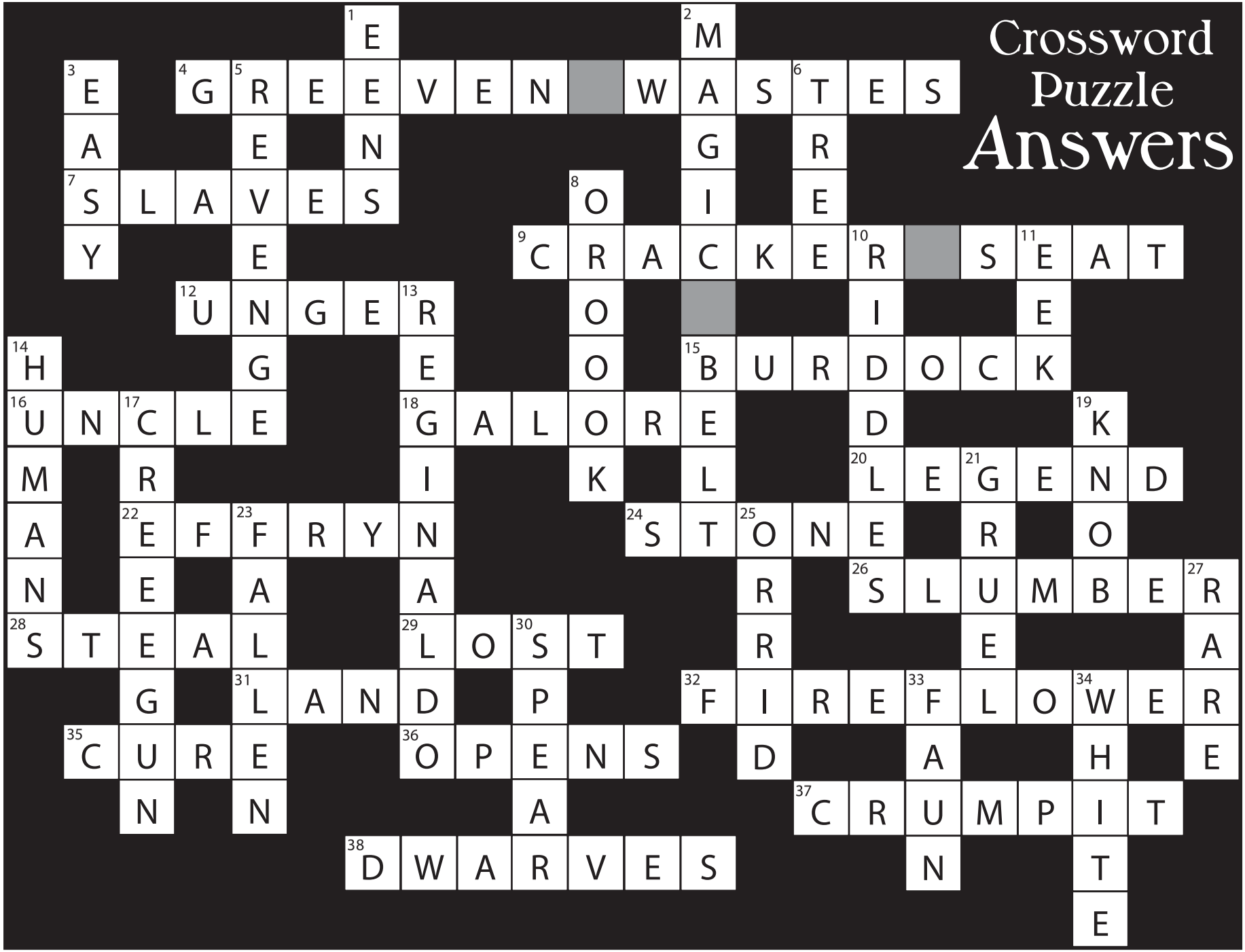
ACROSS

4. Where the Door to Unger is located.
7. What Kendra found in the mines of Umbor.
9. One of Ratchet's inventions.
12. Trooogul is one.
15. Nasty Een.
16. Kendra's only family.
18. Snore _____.
20. Old story about the Wizard Greeve.
22. Magic Peddler.
24. The Elder _____.
26. You go into a deep one of these after Ratchet's sleeping powder is used.
28. What Pugglemud does to obtain Uncle Griffinskitch's wand.
29. Kendra's family is this.
31. The _____ of Een.
32. Grows on the banks of the River Wink.
35. What Uncle Griffinskitch needed after getting bitten by the Krake.
36. Once a year the Door to Unger does this.
37. The master of keys.
38. They live underground.

DOWN

1. They live between the cracks of here and there.
2. Pugglemud's prized possession.
3. _____ Sneeze.
5. What Greeve wanted against his brothers.
6. Where Kendra and Uncle Griffinskitch live.
8. Unger Wizard.
10. Kendra thinks Winter speaks in these.
11. What Oki cries when he's scared.
13. Greedy king.
14. Hunters that try to catch Kendra.
15. This item gave the Dwarf king power.
17. Once Trooogul's friend.
19. The Door to Unger doesn't have one.
21. Food for slaves.
23. They statue of the _____ Faun.
25. Type of monster.
27. Something like the fireflower, which is hard to find.
30. Kendra is pinned to the ground by this.
33. Flavius was one.
34. Winter Woodsong's color.

Crossword Puzzle Answers



THE CHRONICLES OF KENDRA KANDLESTAR

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