

ARTHUR QUINN AND THE WORLD SERPENT

ISBN: 978 1 85635 827 9 • €8.99 • 320 pages

Arthur Quinn has problems. He has just moved to Dublin and started a new school, and now he's having crazy dreams about the Viking god Loki. But it soon becomes clear these are more than dreams – Arthur is actually having premonitions about a great evil that threatens the world.

With his new friends, Will and Ash, Arthur sets out to discover what Loki is up to. Together they discover that under the streets of Dublin, buried in a secret chamber, is a creature that's been imprisoned for a thousand years, a creature that can and will destroy the world – if Loki has anything to do with it.

Can Arthur Quinn defeat the Viking god of mischief?

English

Pg 10: Discussion: Why do you think the LUAS was given that name?

Pg 20: Acronyms: Do you know what LCD HD television stands for? Can you name some other very common acronyms?

Pg 32: Writing notes: Tell a story to the class and see what short notes you get back in response.

Pg 68: Media/Newspaper Headlines: Discuss what makes a good headline. Read out stories and ask children to come up with possible headlines.

Pg 97–99: Creative: Write an alternative conclusion to the children's adventure in the River Poddle.

Pg 258–260: Creative: Imagine you are Max: describe the sights and sounds as you cling to the Jormungand.

Pg 263–264: Imagine you are shopping on O'Connell Street: describe what you see overhead.

Pg 291: Imagine you are one of the Vikings soldiers who has awoken to this strange place: write an account of your trip down the Liffey.

Geography

Pg 7: Stalactites/Stalagmites: what are they and how are they formed?

Pg 10: Map work: Kerry to Dublin. What counties do you pass through? Name some of the towns you pass. Use your Atlas or Google Earth.

Pg 10: Irish Rail System: Locate Heuston Station on a map. Name the major train stations in Dublin and around the country.

Pg 67: Rivers of Dublin: Find out where the source and end of the Liffey and the Poddle rivers are.

Pg 99: Bridges: Locate the Ha'penny Bridge on a map. Locate other bridges in Dublin.

Pg 138: Irish county names. Find the origin of county names: e.g. Dublin = Dubh Linn = Black Pool.

History

Pg 134: The Vikings: Research the life and times of the Vikings and the influence they had on Irish towns and villages, their customs, weapons, etc.

SPHE

Pg 24: Insults: Would you have been upset if you were mocked by somebody like the giantess from Jotunheim was? Would you have reacted the same way?

Pg 33: Introductions/Making friends: What are the common greetings/ topics of conversation?

Pg 45–46: Emotions: Describe the emotions you would have felt being the new kid in class.

Pg 50: Personalities: Describe some of the different types of personalities people have and how personalities can clash.

Pg 186–189: Trust: Would you have trusted Will's story if you were Arthur? Is it hard to trust somebody you know has lied to you before?

Pg 212–215: Punishments: Is punishment necessary? What makes a punishment fair? Was the punishment Loki received from the other gods fair?

Drama

Pg 264: News Reporter: Pretend you are a news reporter for Sky News and describe what happened.

Art

Pg 91: Clay: Design the pendant Arthur found.

Pg 23/24: Portrait: Draw or sketch a portrait of the giantess from Jotunheim.

Pg 53: Edvard Munch's *The Scream*: Draw or design it.

Pg 91: Clay: Design the pendant Arthur found.

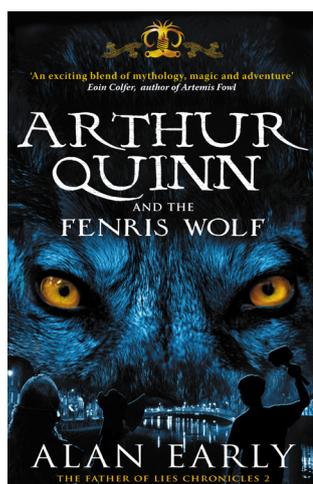
Pg 99: Construction: Design your own bridge using cardboard, etc.

Pg 233: Drawing: Design a poster reading 'Beware the Jormungand'

Pg 236: Drawing: Sketch an image of the Jormungand from the description in the book.

Irish

Pg 10: Translation: Luas



ARTHUR QUINN AND THE FENRIS WOLF

ISBN: 978 1 85635 998 6 • €8.99 • 384 pages

Arthur Quinn thinks life is back to normal. Three months have passed since he and his friends defeated the Viking god Loki and saved the world, and everything has been quiet. But then Arthur starts having dreams again: dreams of gods, dreams of magic, dreams of a wolf. It can mean only one thing. Loki is back and only Arthur can stop him.

With the clock ticking, Arthur and his friends find themselves in a race against time to track down the god and prevent him from putting his sinister plan in motion.

But what they don't know is that this time, Loki has help ...

English

Pg 22: Runes/Creative: Create your own alphabet using symbols and signs, and write out phrases and decorate them.

Pg 86: Discussion: Arthur and Ash disagreed on risking walking on the ice to save the dog: what would you have done?

Pg 113: Debate: The Barry children were trying to convince their dad to keep the stray dog. What are the advantages and disadvantages to having a dog?

Pg 161: Thought provoking: Imagine you were in Arthur's shoes: write out the pros and cons of moving back to Kerry.

Pg 192: Panic stations: Put yourself in the shoes of the young couple as Ellie moves towards you risking her life and yours. Describe your emotions.

Pg 264: Suspicious activity: Describe your thoughts if you were Ash and you saw Ellie sneaking into Arthur's room.

Pg 276: Prediction: Who do you think knocked Arthur unconscious?

Pg 272: Metaphors: The story reads 'dived in head first'. Can you think of any other metaphors?

Science

Pg 20: Electricity: Investigate the flow of electricity and build some simple circuit boards.

Pg 85: Water: Investigate the 3 states of water and how one changes to the other

Pg 230: Human Body: Biceps are just one of the muscles in the human body. Locate and identify the other major muscles in our body.

Pg 290: Blood Pressure: Different methods are used to tell if somebody is lying, such as a change in blood pressure. Record your heartbeat at rest and after exercise to see if it changes.

Pg 322: Floating/Sinking: Ex used a row boat to float across the lake. What properties make materials float or sink?

Pg 371: Skeletal System: Arthur dislocated his shoulder and sprained his ankle. Study the human skeletal system and name the bones in these parts of the body.

Geography

Pg 59: Irish Rail System: Locate Connolly Station on a map and also the other major railway stations across Dublin and Ireland.

Pg 60: Map Work: Trace from Connolly Station to Mullingar and name the towns that you might pass.

Pg 212: Map Work: Using Google Earth locate Ranelagh in Dublin.

Pg 260: Map work: Locate New Zealand, The Arctic and Mumbai on a map.

History

Pg 13: Norse Mythology: Research Norse mythology and in particular the story of Loki.

Pg 22: Runes: Research the old Runes alphabet.

Pg 153: Artefacts: Research some artefacts which have helped us understand more about people or times gone by, e.g. the Vikings.

Pg 224: Weapons: Research Viking weapons and the history of weapons used in wars/combat in general.

Pg 155: Timelines: Draw a timeline for the last 100 years and include some of the major world events.

Pg 313–314: Easter Rising: Fenrir joined the rebel's cause for freedom in Ireland. Recall the events of 1916.

Pg 316: Round Towers: There are many round towers around Dublin and Ireland. Find out who built them and why, and describe their layout.

SPHE

Pg 91: Water Safety: What rules should you follow when you are in or around a river/lake/sea?

Pg 146: Difference of opinions: Is it possible to remain friends with someone even if you don't have the same opinions as them on important matters?

Pg 194: Fire Safety: Discuss the importance of fire alarms and the



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correct procedure for dealing with a fire indoors.

Pg 269: Trust: Ash doesn't trust Ellie after seeing the video, but Arthur does. Would you?

Drama

Pg 65: Introductions: Act out all the various ways of introducing oneself.

Pg 97: News Reporter: Imagine you are working for RTÉ: do a live TV report on the incident.

Pg 206: Role Play: Assign the roles of all the main characters and carry out some questioning as Detective Morrissey.

Art

Pg 64: Portrait: Draw or sketch a picture of Cousin Maggie from the description in the book.

Pg 83: Leaf rubbings: Using charcoal, take rubbings of some interesting leaves or tree bark around your school.

Pg 171: National Museum: Research the artefacts and exhibits that are on display at the National Museum of Ireland.

Pg 206: Clay: Mould a design of a Viking shield using clay.

Pg 249–250: Sketch: Fenrir Wolf was trapped in chains: sketch this image.

Music

Pg 66: Opera: Listen and respond to some opera music and research a famous opera singer.

Maths

Pg 311: Time: Fenrir's story started a millennium earlier, which means a thousand years. Do you know the words for 10 years and 100 years?

Irish

In Irish Dublin translates to 'Dubh Linn' which means 'Black Pool'. Use your dictionary to find the meaning of the names of Irish counties.

Websites

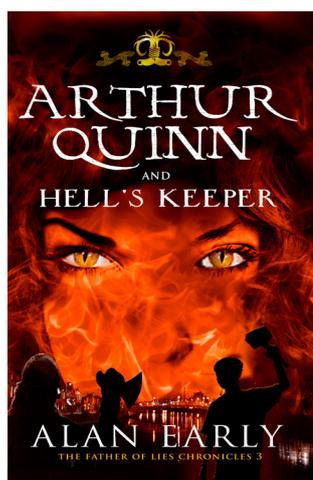
<http://en.wikipedia.org/wiki/Loki>

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ARTHUR QUINN AND HELL'S KEEPER

ISBN: 978 1 78117 158 5 • €8.99 • 384 pages

Arthur Quinn has defeated the World Serpent. He's come face-to-face with the Fenris Wolf. But now he faces Loki's most powerful child, Hell's Keeper. With his friends Ash, Ellie and Ex, Arthur sets out to stop this new menace. But Loki has a trick up his sleeve, a trick that changes everything.

Arthur must confront Loki for a final showdown. But faced with a terrible secret and enemies at every turn, can Arthur find the courage he needs to defeat the god once and for all, or has Loki finally won?

English

Pg 28/29: Describe how Arthur felt on hearing that everyone else had the same dream as he had. List some of the emotions.

Pg 44: **Creative:** Put yourself in the role of one of the Conifrey family and describe how you might have escaped from being tied up.

Pg 62: **Set up:** Describe the plan you would set up to avoid being tricked by Drysi if you were in Fenrir's position.

Pg 180: **Memory loss:** Ash had no recollection of Arthur, so he tried to remind her by mentioning some of their history together. Imagine your best friend lost all memory of you: convince them that you have history.

Pg 217: **Fears:** The little boy was afraid of the spider in his cell. A fear of spiders is called arachnophobia: find out what other fears are called.

Pg 377: **Prediction:** The story ends with Loki sinking for eternity in the Well of Urd, the place of all knowledge. The last line seems to suggest that Loki will 'one day' return: do you think he will?

Science

Pg 94: **Speed:** Investigate how speed is measured and see how fast you can run.

Pg 105: **Nature:** The song Loki sang mentioned an oak tree: Investigate different trees around your school grounds and take leaf rubbings.

Pg 281: **Digestive System:** Ash and Arthur were stuck in the belly of the beast. Explore our own digestive system.

Geography

Pg 8: **Map Work:** Find Mullingar on your Atlas.

Pg 23: **Map Work:** Locate Roskilde, Denmark, using your Atlas or Google Earth.

Pg 55: **Irish Rail System:** Heuston Station is one of Ireland's main rail stations. Use your Atlas to locate other major stations and follow some of the routes taken.

Pg 67: **Map Work:** Locate the meeting points of Clontarf and Dublin Harbour on a map.

Pg 76: **Islands of Ireland:** Clontarf Island was an old island that existed in the past. With the help of your Atlas, locate some famous islands around the island of Ireland.

Pg 122: **Dublin Spire:** Research one of Dublin's most recognisable features.

Pg 236: **Phoenix Park:** Research one of the largest city parks.

History

Pg 67: **Battle of Clontarf:** Loki and Fenrir come to blows in Clontarf, the scene of another famous battle hundreds of years ago. Research it.

Pg 138: **Croke Park:** Ireland's largest stadium is steeped in history. Find out more about the history of the GAA,

Bloody Sunday, the opening of the stadium to foreign sports, etc.

Pg 185: **United Nations:** The UN got involved in fighting against Loki. Research the history of the organisation.

Pg 202: **Kilmainham Gaol:** The children were in hiding at the prison that held some of Ireland's most infamous rebels during the War of Independence and Civil War. Research them.

Pg 237: **Áras an Uachtaráin:** Loki was holed up at the home of the Irish president. Name and research Ireland's presidents to date.

Pg 293: **Army Leaders:** Loki and Drysi were considered generals of the Wolfsguard. Research other famous leaders who led their armies into battle.

Pg 314: **Aesop's Fables:** Drysi told the children about one of Aesop's Fables. What lessons can be learned from these stories.

Pg 334: **World War 2:** Loki was dressed in full WW2 pilot gear. Research the machines and weapons used during that war.

SPHE

Pg 18-19: **Emotions:** What are the signs you can look out for in a friend if they are concerned/upset by something?

Pg 23-25: **Security at home:** The child was taken without much effort



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by Loki. Nowadays what are the different ways we protect ourselves and our homes?

Pg 30: Physical Disabilities: Drysi was confined to a wheelchair due to her injuries. Can you list other tools that people with physical disabilities can use?

Pg 48: Our bodies and emotions: Fenrir had changed a lot during his time on earth, just like we all do. Describe some of the physical and emotional changes that have occurred in you over the last few years.

Pg 52: Secrets: Ash and the gang had kept their secret from everyone else, including Detective Morrissey. Do you think they were right to do so? How do you decide what secrets to keep and when you need to tell someone something?

Pg 97: Road Safety: Ex was driving dangerously: list some of the rules of the road that drivers must follow.

Pg 327: Pressure: Ash was under a lot of pressure to free everyone from the cages. Have you ever been under pressure to perform something and how did it go?

Drama

Pg 40: Role Play: Imagine you are in a studio where the presenter and the experts are discussing the significance of the dream. Assign roles and make up the discussion.

Pg 159: Conscience Alley: Arthur was torn between risking escaping the stadium or staying put with the rest of the crowd. Perform conscience alley to illustrate his dilemma.

Pg 231: Conscience Alley: Imagine you were listening to Ash's pleas for support to attack Loki. Perform conscience alley to show conflicting emotions.

Art

Pg 21–22: Draw and paint an image of the two worlds, Asgard and Midgard, connected via the colourful bridge Bifrost.

Pg 122: Dublin Spire: Using clay design a model of the Dublin Spire.

Pg 264: Jormungand: From the description in the book, sketch a picture of the World Serpent.

Maths

Pg 138: Capacity: Croke Park has a capacity of over 82,000 people. Find out the capacities of the major sporting stadiums in Ireland and across the world.

PE

Pg 94: Speed: Investigate how speed is measured and see how fast you can run.

Pg 138: GAA: Croke Park is the home of the hurling and football. Practise some of the basic skills of the game.

Websites

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<http://www.crokepark.ie/>
<http://www.gaa.ie/>
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