

QUEST EXTENSIONS

Social and Emotional Learning Guide

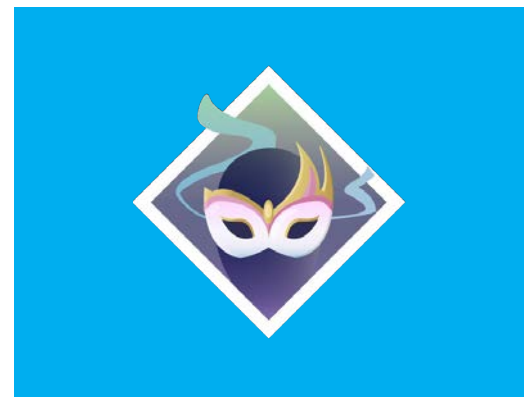


Table of Contents

Overview

4th Grade

Mission 1: Self-Awareness, Self-Management, Social Awareness	4-5
Mission 2: Self-Awareness, Relationship Skills, Social Awareness	14-13
Mission 3: Self-Awareness, Accurate Self-Perception	18-19
Mission 4: Self-Awareness, Social Awareness, Relationship Skills	24-25
Mission 5: Self-Awareness, Identifying Emotions, Self-Management.....	34-35
Mission 6: Relationship Skills, Communication.....	44-45
Mission 7: Ethical Responsibility, Communication Scaffolds.....	54-55
Mission 8: Perspective-Taking, Empathy.....	64-65

5th Grade

Mission 9: Accurate Self-Perception	74-75
Mission 10: Self-Awareness, Social Awareness	82-83
Mission 11: Self-Awareness, Social Awareness, Relationship Skills	92-93
Mission 12: Self-Awareness, Self-Management	102-103
Mission 13: Responsible Decision-Making, Relationship Skills.....	110-111
Mission 14: Self-Management, Self-Awareness.....	118-119
Mission 15: Self-Management, Responsible Decision-Making.....	128-129
Mission 16: Social Awareness, Relationship Skills.....	138-139

Supporting Resources

Emotion Chart	158
Growth Mindset Chart	159

Overview

Amplify Reading is a digital reading program that draws on the power of storytelling to engage students in reading instruction and practice. Whether students are just learning to read or mastering close reading, Amplify Reading takes students on a personalized journey to develop their literacy skills. The program provides students with targeted and engaging instruction and practice in the skills that they need to become successful readers: Phonological Awareness, Phonics, Decoding, Fluency, Vocabulary, Comprehension, and Close Reading. The program incorporates research-proven instructional approaches for teaching these skills, in a scope and sequence that is intentional and grounded in the science of reading.

Sustained academic success depends on social and emotional learning (SEL), as well as the mastery of fundamental literacy skills. Consistent with the most widely recognized framework and standards for SEL (from the CASEL consortium, which includes 30 states), Amplify Reading's storylines reinforce key areas of social emotional learning—self-awareness, self-management, social awareness, relationship skills, and responsible decision-making—including the multiple competencies that the CASEL framework identifies within each of these areas.

As students progress through Amplify Reading's story-driven worlds, they experience storylines that are designed to appeal to their specific age bands. Whether your student is a curious, imaginative first grader or an adventure-ready, multitasking fifth grader, Amplify Reading has content that appeals directly to them. While students receive the activities and skill practice most appropriate for their current reading level, all students in your class will embark on adventures through each quest, while exploring the same storyline. This makes the quest narrative a common element to support class discussion and activities beyond their independent practice, that can foster a shared sense of progress and community. Within this packet, you will find extension activities that engage with the storylines your students see in the quests. Included is a set of SEL discussion questions that reflect on the narrative from each quest, as well as optional, independent student activity prompts.

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Mission 1: A Princely Mood

The Four Eyes track the *Codex Magnifica* to the Ravenous Isle at the far edges of Zephyraya.

But to reach it, they need help from Prince Taq, who is at his breaking point with the team.

SEL Connections:

- **Self-Awareness:**
Identifying emotions
- **Self-Management:**
Stress management
- **Social Awareness:**
Perspective-taking

Close Reading Focus:

Author's Craft: Setting & Mood—Identify the setting and mood in text and understand how word choice affects mood.

Discussion Questions:

Q: Why does Taq initially refuse to help his friends go to the Ravenous Isle?

Possible Answers:

- *He says it is too dangerous.*
- *His people in Zephyraya need him more.*
- *He is sad because of Olivia Wen's disappearance.*
- *He has a responsibility to take care of Zephyraya.*
- *Many Zephyrayans have gone to the Ravenous Isle and not returned.*

Q: What emotions was Taq feeling? *

A: *Scared, overwhelmed, sad, fearful, and responsible.*

Q: What is causing these emotions?

Possible Answers:

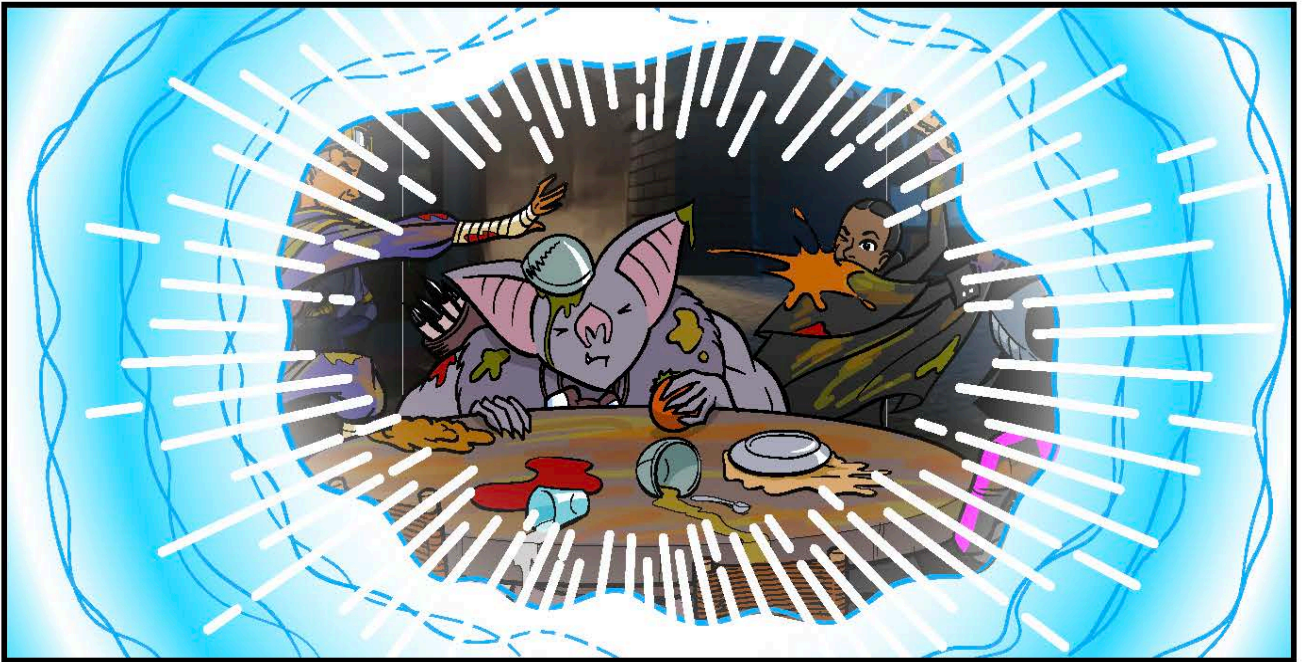
- *He is scared and fearful because the trip to the Ravenous Isle will be dangerous.*
- *He is overwhelmed and feeling responsible because he is a prince in charge of all of Zephyraya, and his people need him.*
- *He is sad because he misses his friend Olivia.*

Q: Can anyone share a time when you felt...

- scared or fearful about a new adventure or trip?
- overwhelmed about having a lot of responsibility?
- responsible for making sure things got done?

A: *Open-ended response.*

*You may optionally use the Emotion Wheel included in this program guide to support this discussion.





UH... GUYS?



RIDICULOUS! THE BOOK OF KNOWLEDGE IS REAL, AND LIKE IT OR NOT, YOUR SHIP IS THE ONLY ONE THAT CAN GET US TO THE RAVENOUS ISLE.

GUYS.



EVEN THE GREAT QUEEN NAJAT COULD NOT REAH THE ISLE. WHAT HOPE IS THERE FOR A BLUNCH OF OUTSIDERS?



I THOUGHT THE ROYAL SYMBOL OF ZEPHRAYA WAS THE KESTREL NOT THE CHICKEN.



YOU DO NOT KNOW THE FIRST THING ABOUT ME OR ZEPHRAYA. AND I WILL NOT WASTE ANOTHER BREATH ON THE LIKES OF YOU, IRIS.



GOOD RIDDANCE. NOW I CAN FINALLY THINK.

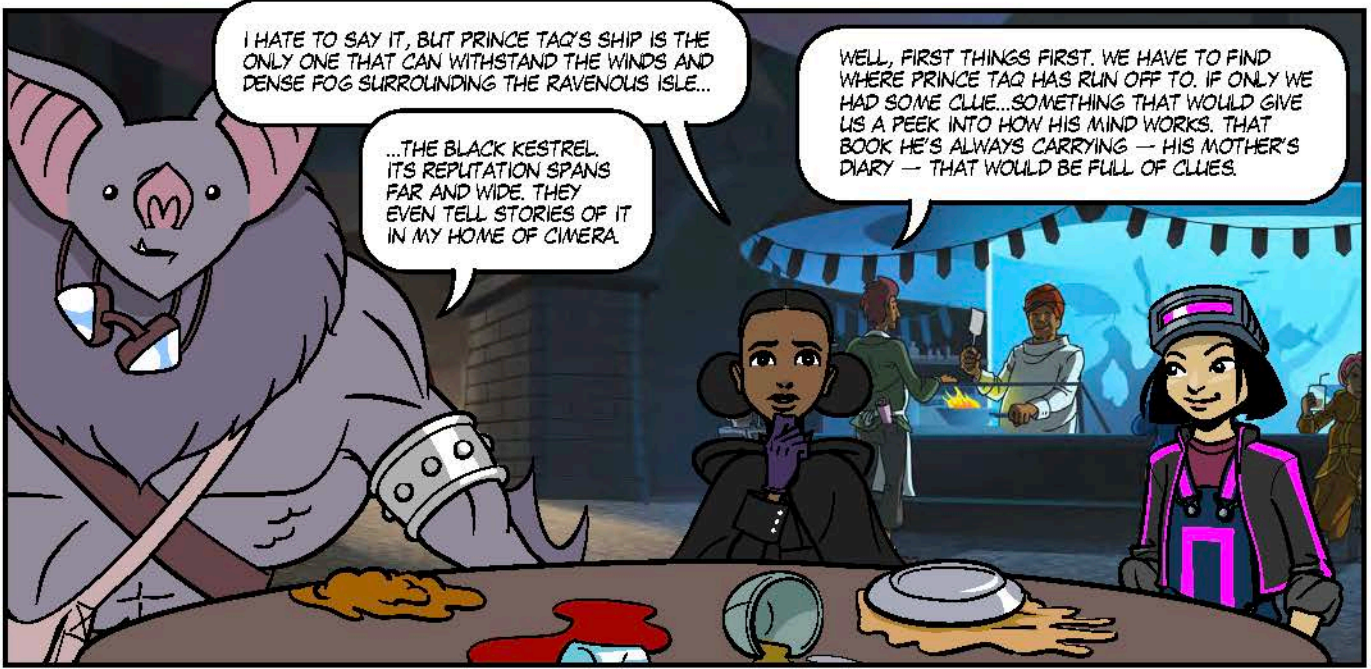
IRIS!

WHAT?



WE HAVE COMPANY.

WELCOME TO ZEPHRAYA!



I HATE TO SAY IT, BUT PRINCE TAQ'S SHIP IS THE ONLY ONE THAT CAN WITHSTAND THE WINDS AND DENSE FOG SURROUNDING THE RAVENOUS ISLE...

...THE BLACK KESTREL. ITS REPUTATION SPANS FAR AND WIDE. THEY EVEN TELL STORIES OF IT IN MY HOME OF CIMERA.

WELL, FIRST THINGS FIRST. WE HAVE TO FIND WHERE PRINCE TAQ HAS RUN OFF TO. IF ONLY WE HAD SOME CLUE... SOMETHING THAT WOULD GIVE US A PEEK INTO HOW HIS MIND WORKS. THAT BOOK HE'S ALWAYS CARRYING — HIS MOTHER'S DIARY — THAT WOULD BE FULL OF CLUES.



YOU MEAN THIS DIARY?

RUBY!

WHAT? I'M BORROWING IT. BESIDES, I'LL GIVE IT BACK ONCE WE FIND PRINCE TAQ. NOW LET'S SEE..



WELL, ONE THING IS FOR SURE: THE PRINCE IS ZEPHRYAN, THROUGH AND THROUGH. ONCE WE LEARN MORE ABOUT THE **SETTING** OF THE KINGDOM, WE'LL KNOW MORE ABOUT THE PRINCE.

AND WE ALSO NEED TO UNDERSTAND THE **MOOD**...



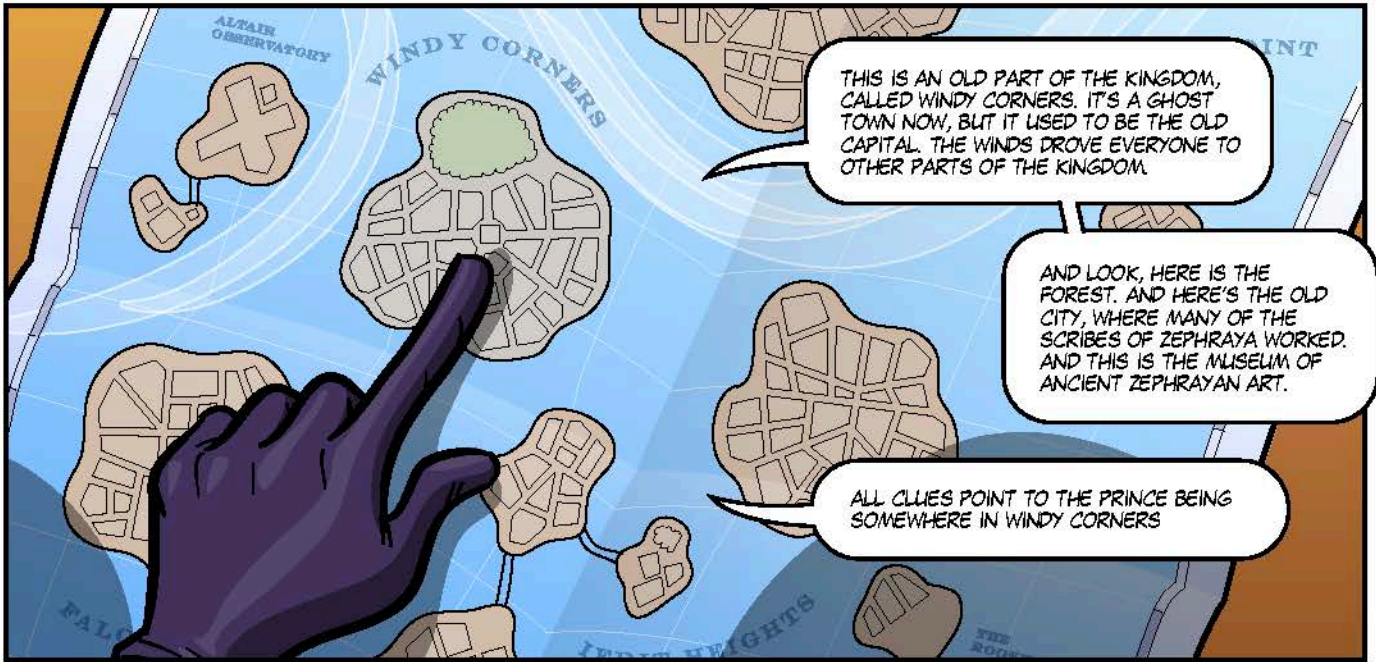
HEY, COME LOOK AT THIS. IT'S CLEAR FROM THESE DOG-EARED PAGES THAT THE PRINCE HAS BEEN READING THIS SECTION A LOT.

WOODS...AN OLD GRAY BUILDING... AND NOW A MUSEUM. THERE CAN'T BE THAT MANY PLACES WITH ALL THREE... FOLLOW ME!



OUTSIDE...



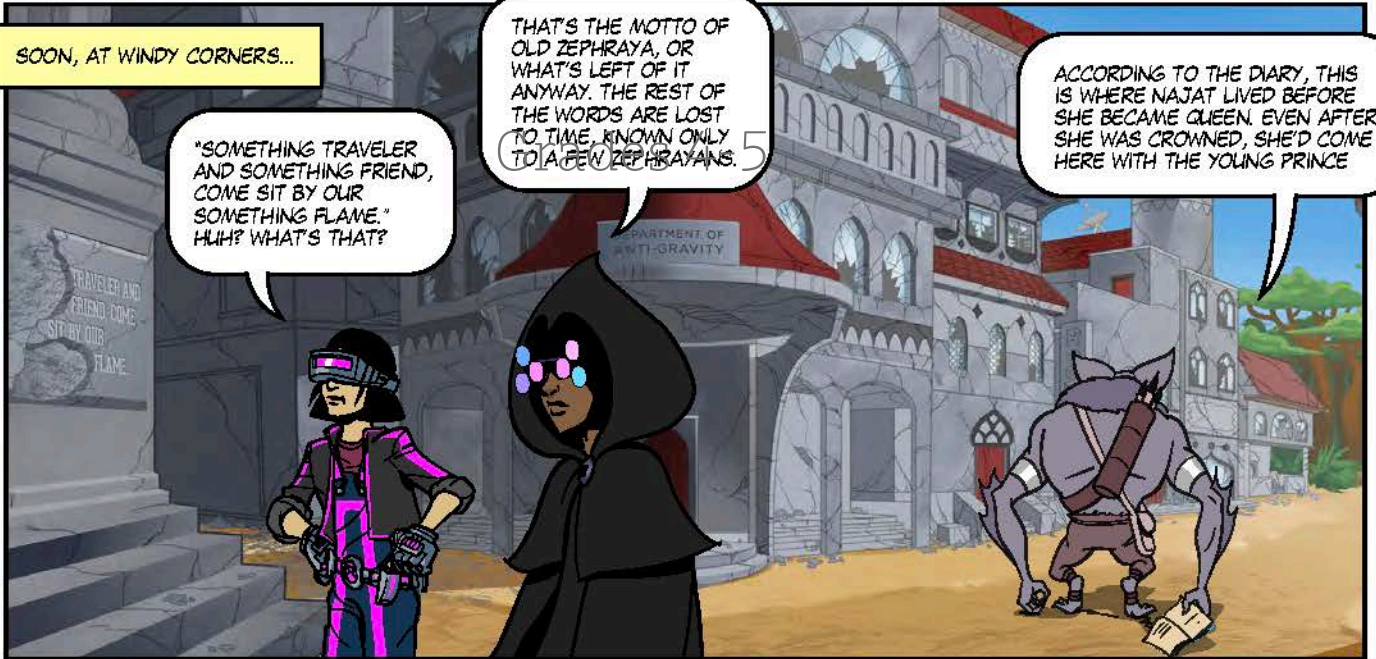


THIS IS AN OLD PART OF THE KINGDOM, CALLED WINDY CORNERS. IT'S A GHOST TOWN NOW, BUT IT USED TO BE THE OLD CAPITAL. THE WINDS DROVE EVERYONE TO OTHER PARTS OF THE KINGDOM.

AND LOOK, HERE IS THE FOREST. AND HERE'S THE OLD CITY, WHERE MANY OF THE SCRIBES OF ZEPHRAYA WORKED. AND THIS IS THE MUSEUM OF ANCIENT ZEPHRAYAN ART.

ALL CLUES POINT TO THE PRINCE BEING SOMEWHERE IN WINDY CORNERS

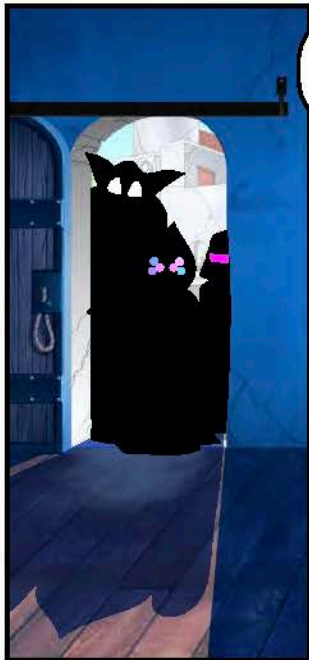
SOON, AT WINDY CORNERS...



"SOMETHING TRAVELER AND SOMETHING FRIEND, COME SIT BY OUR SOMETHING FLAME." HUH? WHAT'S THAT?

THAT'S THE MOTTO OF OLD ZEPHRAYA, OR WHAT'S LEFT OF IT ANYWAY. THE REST OF THE WORDS ARE LOST TO TIME, KNOWN ONLY TO A FEW ZEPHRAYANS.

ACCORDING TO THE DIARY, THIS IS WHERE NAJAT LIVED BEFORE SHE BECAME QUEEN. EVEN AFTER SHE WAS CROWNED, SHE'D COME HERE WITH THE YOUNG PRINCE



NO OFFENSE, BUT WHAT A DUMP.



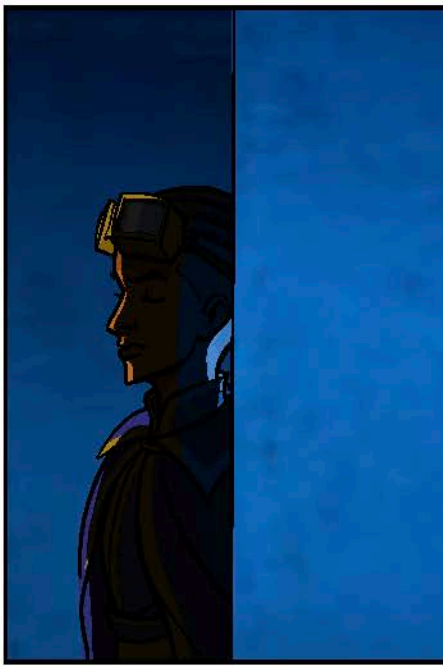
THIS BOOK IS OPEN AND THE TEA IS STILL WARM. SOMEONE'S BEEN HERE RECENTLY.





CHARLIE AND THE CHOCOLATE FACTORY. IT APPEARS THE PRINCE IS USING THIS BOOK TO FORGET ABOUT HIS TROUBLES...

...ISN'T THAT RIGHT, PRINCE?



NOTHING GETS PAST YOU, IRIS.



COME WITH US NOW. WE NEED YOU AND THE BLACK KESTREL IF WE HAVE ANY HOPE OF GETTING THE CODEX.

YOU WENT THROUGH ALL THIS TROUBLE, BUT I CAN'T JOIN YOU WITH OLIVIA GONE, MY DUTY NOW IS TO MY KINGDOM. TOO MANY ZEPHRYANS HAVE BEEN LOST TO THE RAVENOUS ISLE. AS LOST AS THE WORDS IN OUR OLD MOTTO.



IRIS, WHAT ARE WE GOING TO DO NOW?

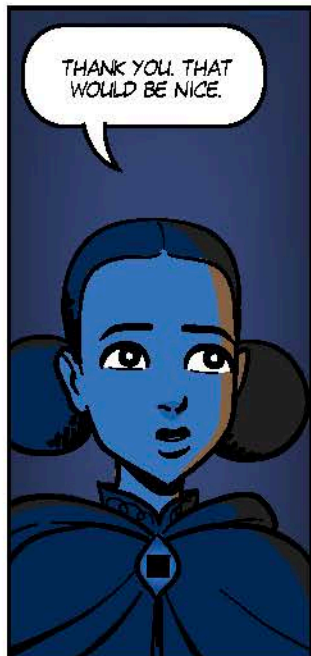
DON'T GIVE UP. WE'RE CLOSE. WE JUST NEED TO PROVE TO THE PRINCE THAT WE TRULY UNDERSTAND WHAT IT MEANS TO BE ZEPHRYAN.

WHAT ABOUT NAJAT'S DIARY?

WE CAN USE THE DIARY TO COMPLETE THE OLD ZEPHRYAN MOTTO. THAT'LL PROVE WE MEAN BUSINESS!



SOME TEA BEFORE YOU LEAVE?



THANK YOU. THAT WOULD BE NICE.



IF YOU DON'T WANT TO HELP US GET TO THE RAVENOUS ISLE, I UNDERSTAND.

I'M NOT GOING TO ARGUE ANYMORE. YOU'D WIN, ANYWAY.



YOU'RE RIGHT. WE CAN'T UNDERSTAND WHAT IT'S LIKE BEING PRINCE TO A KINGDOM LIKE ZEPHRAYA. BUT YOU'RE WRONG IF YOU THINK WE DON'T KNOW YOU.

OR WHERE YOU COME FROM.



"MYSTERIOUS TRAVELER..."

"...AND JOYFUL FRIEND..."

"...COME SIT BY OUR INVITING FLAME."



THE LOST WORDS OF MY PEOPLE!



SO HERE WE ARE, YOUR MAJESTY. SITTING BY YOUR INVITING FLAME.

MS. WEN — OLIVIA — ISN'T HERE; OUR JOURNEY ISN'T OVER. WE —

ENOUGH.



LET IT NEVER BE SAID THAT PRINCE TAQ, FIRST SON OF ZEPHRAYA, WON EVERY ARGUMENT.



A LITTLE LATER...

THERE SHE IS. THE BLACK KESTREL, FLAGSHIP OF THE ZEPHRAYAN KINGDOM.

EVERYONE ACCOUNTED FOR?

AYE AYE, CAP'N.

GOOD. WE SAIL FOR THE RAVENOUS ISLE!

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Mission 2: Palace Intrigue

At the Jasper Palace, home of Zephyra's ancient and priceless treasures, the team seeks information about the Ravenous Isle. But the Jasper Palace may not give up its secrets so easily...

SEL Connections:

- **Self-Awareness:**
Self-confidence
- **Relationship Skills:**
Teamwork
- **Social Awareness:**
Appreciating diversity

Close Reading Focus:

Text Structure: Description and Sequence—Recognize description and sequence text structures using language clues, and understand why authors use these structures.

Discussion Questions:

Q: The Four Eyes all come from different lands and have different strengths, yet they come together to work as a team. Do you think it is better to have a team of people who are all very similar to each other, or all very different? Why?

A: *It can sometimes feel easier to get along with people who are more like you, but in fact, teams with members who are all different from one another often do better. This is because each person is able to bring perspectives, experiences, and ideas to the team. Differences can include gender, age, race, interests, place of birth, or residence.*

Q: What special background or strengths could you bring to a team? For example, describe a strength you have that comes from your unique background.

A: *Open-ended response.*

Q: In this mission, Taq admits that he is terrified of being a leader and has been faking his confidence. There are sayings we have like, “fake it ‘til you make it” or “believe it until you achieve it.” Have you heard of these sayings? What do you think they mean?

A: *Some people may not feel confident about their skills, so they might not be their true self in certain situations. It is normal to be nervous when doing something new or challenging. But, if you believe that you can do something, this can help you develop the confidence to succeed at it.*

Q: In what situation would you need to “believe it until you achieve it”?

A: *Open-ended responses can include doing a presentation in front of the class, acting in a play, or being a team captain.*

Q: It is also important to be able to ask for help from your teammates when you need it, as Taq does. Who could you ask for help if you weren't sure what to do in those situations?

A: *Open-ended response.*



EXACTLY. WITH THOSE WIND-CHARTS, WE HAVE A FIGHTING CHANCE OF REACHING THE RAVENOUS ISLE.

BUT WAIT—ONCE WE'RE THERE, WHAT ABOUT THE BOULDERS, AND THE FOG? AND IF WE GET THROUGH THOSE, HOW WILL WE FIND THE CODEX?



ONE PROBLEM AT A TIME, MY FRIEND.



BUT I AM GROWING CONCERNED. WE'VE BEEN SEARCHING THE PALACE FOR DAYS ALREADY. I KNOW THE CHARTS ARE HERE—BUT WHERE?



PERHAPS THIS IS A CLUE?

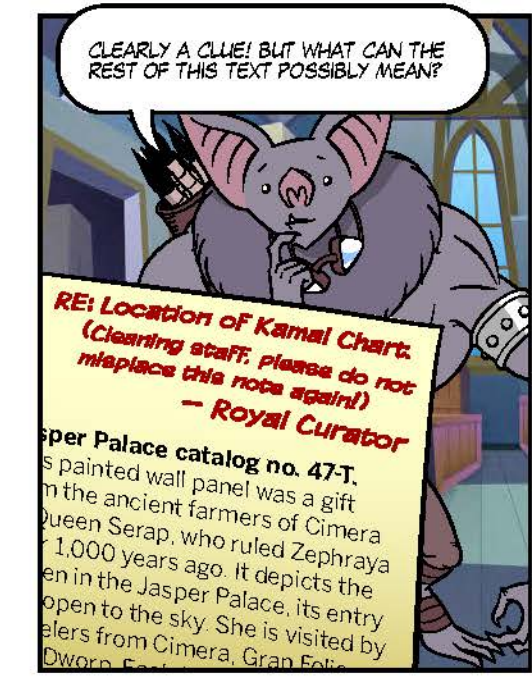
YAAAGH!



I DECIDED TO USE MY X-RAY LENSES TO TAKE ANOTHER LOOK AT THIS ROOM. AND I FOUND A PIECE OF PAPER IN ONE OF THOSE VASES, WITH THE WORD "KAMAL" ON IT—

YOU X-RAYED A BUNCH OF RANDOM VASES?

I'M AN INVESTIGATOR FOR THE BUREAU OF GRAN FOLIE. SHOULD WE LOOK AT IT?



CLEARLY A CLUE! BUT WHAT CAN THE REST OF THIS TEXT POSSIBLY MEAN?

RE: Location of Kamal Chart.
(Cleaning staff, please do not misplace this note again!)
— Royal Curator

per Palace catalog no. 47-T.
s painted wall panel was a gift
m the ancient farmers of Cimera
Queen Serap, who ruled Zephrya
1,000 years ago. It depicts the
en in the Jasper Palace, its entry
open to the sky. She is visited by
elers from Cimera, Gran Folie
Dworn, Feat



CAN WE ASK THIS "ROYAL CURATOR?"

THERE HASN'T BEEN ONE FOR YEARS...

IT DOESN'T SEEM TO HAVE ANYTHING TO DO WITH KAMAL'S CHARTS. SOME KIND OF NONSENSE POEM?



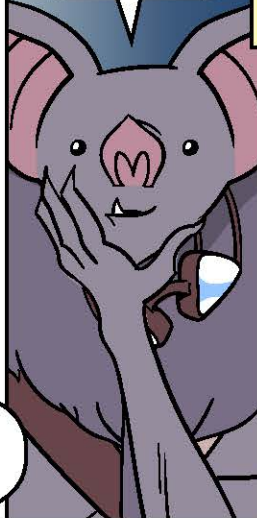
I REFUSE TO BELIEVE IT'S NONSENSE! EVERY TEXT HAS A STRUCTURE. IF WE FIGURE OUT THIS TEXT'S STRUCTURE, WE'LL BE CLOSER TO FINDING THOSE CHARTS.

IT SEEMS AS IF IT'S USING BOTH TYPES OF TEXT STRUCTURE! IT'S A **DESCRIPTION**, BUT THERE'S ALSO A **SEQUENCE** IN IT.



BUT WHAT'S IT DESCRIBING? Hmm...SEEMS LIKE SOME KIND OF ANCIENT WALL PAINTING...A QUEEN, RECEIVING GIFTS...

A PAINTING — AND GIFTS! YES, THAT REMINDS ME! EXCUSE ME!



THAT NOTE MENTIONED A PROCESSION OF FIGURES, OFFERING GIFTS TO A QUEEN...

SOON...



THIS MUST BE WHAT THE DESCRIPTION REFERS TO. GOOD EYES, SCADWIN.

THANK YOU. AND, MAY I ADD, IT'S STRANGE TO SEE ALL THE PEOPLES OF VISTA IN ONE PAINTING LIKE THIS! MEETINGS BETWEEN THE PEOPLES OF OUR FOUR LANDS RARELY SEEM TO HAPPEN THESE DAYS. ASIDE FROM THE FOUR OF US, OF COURSE.



EXCELLENT WORK, SCADWIN. NOW THAT WE'VE FOUND THE PAINTING, LET'S SEE IF THERE ARE ANY OTHER CLUES IN THIS NOTE.

THE DESCRIPTION TALKS ABOUT THE QUEEN, AND IT SAYS THERE ARE THREE VISITORS WITH GIFTS. BUT WHEN I LOOK AT THE ACTUAL PAINTING, I SEE FOUR VISITORS! THE DESCRIPTION AND THE PAINTING DON'T MATCH!



OH! THERE'S A SECRET DOOR BUILT INTO THE PAINTING! IT GOES RIGHT BACK INTO THE WALL. IT'S JUST AS IN THE ZEPHRYAN EPIC BALLAD, "THE DREAMING CAVE OF FUFF!" AND JUST AS IN THE POEM, THE DOOR IS STUCK.



MY MOTHER ALWAYS SAID THE JASPER PALACE WAS FULL OF MORE SECRETS THAN THERE ARE CLOUDS IN THE SKY. THE DOOR MUST HAVE A HIDDEN LATCH. DOES ANYONE HAVE ANY IDEAS FOR FINDING IT?

HMM. WHEN I LOOK CLOSELY AT THE HAND OF THIS FIGURE PAINTED ON THIS DOOR, I SEE THREE STRANGE SYMBOLS. THEY MATCH THE OBJECTS THE TRAVELERS CARRY!

BUT RIGHT NOW, THE SEQUENCE MATCHES THE PAINTING. AND THE DOOR IS STILL LOCKED.

THE ROYAL CURATOR WROTE THE DESCRIPTION. HE MUST HAVE KNOWN ABOUT THE DOOR BECAUSE HE LEFT US THE HINT THAT LET US FIND IT. SO MAYBE HE KNEW THE CORRECT SEQUENCE TO OPEN IT, TOO?



TRY THIS SEQUENCE: STONE, CLOTH, FLUTE



YOU WERE RIGHT—A SECRET CHAMBER IN THE WALL, BEHIND THE PAINTING!



PERHAPS THE ROYAL CURATOR USED IT TO HIDE THE PALACE'S MOST PRECIOUS TREASURES?

IT'S HERE! THE WIND-CHARTS OF KAMAL! THE WAY TO THE RAVENOUS ISLE!

YES! ANOTHER WIN FOR THE FABULOUS FOUR EYES—CODEX, HERE WE COME! THIS CALLS FOR A FEAST!

EW—HE USED IT TO HIDE HIS LUNCH BREAKS, TOO, LOOKS LIKE.



A QUESTION, RUBY. IN YOUR VIEW, WHAT SITUATION WOULD NOT CALL FOR A FEAST?

WHAT A GREAT QUESTION, IRIS! LET'S CELEBRATE IT WITH A FEAST!

AH. I BEG YOUR PARDON—I'LL BE ALONG TO THE FEAST SOON. I JUST WANTED A MOMENT TO TAKE THE AIR. THANK YOU FOR CHECKING ON ME.

MY FAMILY WASN'T ALWAYS ROYALTY, YOU KNOW. AND SOMETIMES I FEEL LIKE I MISSED THE DAY IN SCHOOL WHEN THEY TEACH YOU HOW TO BE A LEADER.



I WAS TERRIFIED WE WOULDN'T FIND THE WIND-CHARTS, AND THAT OUR QUEST WOULD END HERE. I EVEN WORE MY CHILDHOOD DECODE-O-SCOPE, MY LUCKY CHARM. A SILLY THING FOR A PRINCE TO DO—



BUT I WOULDN'T LET MYSELF BE TERRIFIED. INSTEAD, I MADE MYSELF SAY, OVER AND OVER, HOW CERTAIN I WAS THAT WE'D SUCCEED.

I DIDN'T ALWAYS BELIEVE IT. BUT IF I PRETENDED TO BE CONFIDENT, SOME OF THAT CONFIDENCE MIGHT FLOW TO YOU. I HOPE IT HELPED YOU...

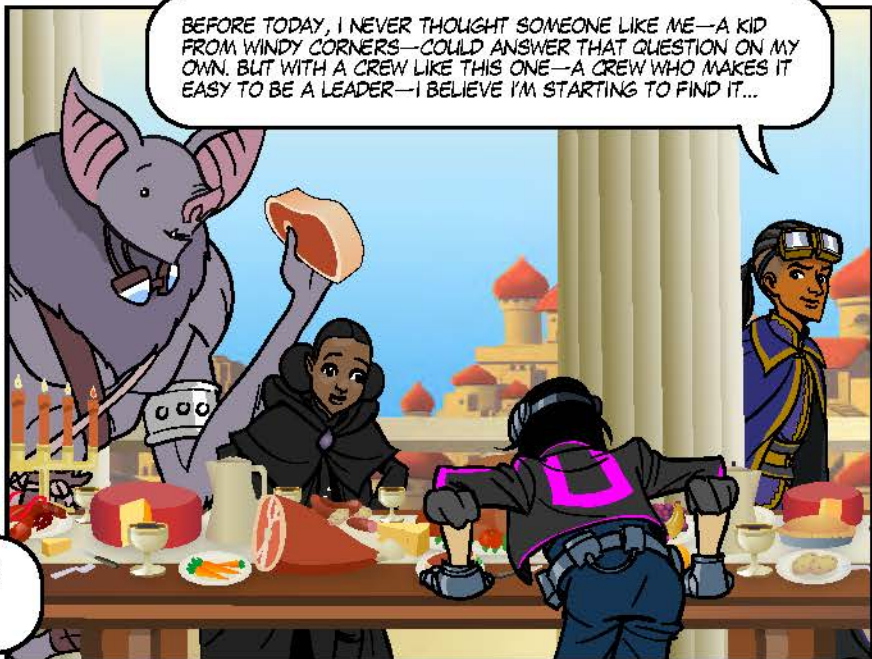


I TOLD YOU ABOUT MEETING OLIVIA— BUT I DIDN'T TELL YOU WHY I JOINED HER SEARCH FOR THE CODEX, THE BOOK THAT CAN ANSWER ANY QUESTION. I WONDER IF YOU'VE EVER THOUGHT ABOUT WHAT QUESTION YOU MIGHT ASK IT, WHEN WE FIND IT?



I WANTED TO ASK IT HOW I COULD BE A BETTER LEADER FOR MY PEOPLE—A BETTER CAPTAIN FOR MY CREW.

BEFORE TODAY, I NEVER THOUGHT SOMEONE LIKE ME—A KID FROM WINDY CORNERS—COULD ANSWER THAT QUESTION ON MY OWN. BUT WITH A CREW LIKE THIS ONE—A CREW WHO MAKES IT EASY TO BE A LEADER—I BELIEVE I'M STARTING TO FIND IT...



MY FRIEND, THANK YOU FOR LETTING ME SPEAK MY MIND! I'M GLAD OLIVIA CHOSE YOU TO HELP US!

BUT I CAN SEE YOU HAVE THAT LOOK—SOON THE PORTAL WILL ARRIVE TO TAKE YOU HOME.



PLEASE, GET SOME REST! THE FOUR EYES SET SAIL FOR THE RAVENOUS ISLE AT DAWN!

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Mission 3: Facets of Ruby

The Four Eyes must navigate through the dangerous fog belt around the Ravenous Isle.

Ruby has a plan, but she has to see herself differently before she's willing to take the leap.

SEL Connection:

- **Self-Awareness:**
Accurate Self-Perception
- **Self-Awareness:**
Self-Motivation

Close Reading Focus:

Character: Characterization—Identify how actions, dialogue, thoughts, and feelings clue us into characters' traits and motivations.

Discussion Questions:

We learn a lot about traits and motivations in this chapter. Just like the characters in these stories, we all have many unique traits and motivations of our own.

Q: What are some **motivations** that you have?

Possible Answers:

- *I want to be successful in life.*
- *I want to be a team captain.*
- *I want to learn new things.*
- *I want to relax after a long day.*

Q: In this mission, Ruby realizes that you can be scared and brave at the same time. Can you think of a time that you did something brave that also scared you?

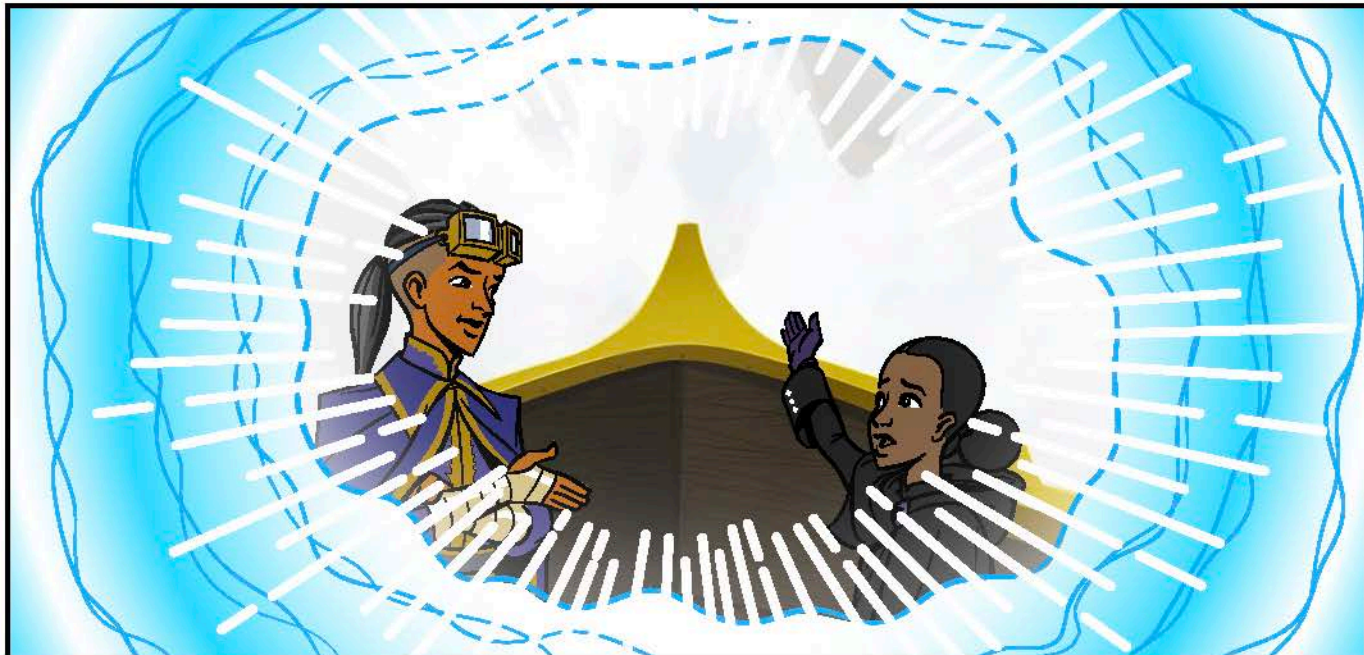
A: *Open-ended response.*

Q: In this mission, you wrote a motivational letter to Ruby describing her best traits and actions. Share which of Ruby's traits (resourceful, brave, strong, reliable) you focused on and what future actions you described in order to motivate her.

A: *Open-ended responses can include: Ruby's Traits—resourceful, brave, strong, and reliable. Ruby's Actions—creating her own fashion, capturing the Elephant Worm, saving her climbing team, and being a team player.*

Q: It is also important to be able to ask for support from your family and friends when you need it, just like Ruby does. Who could you look to for motivational inspiration when you are unsure of yourself or what to do next?

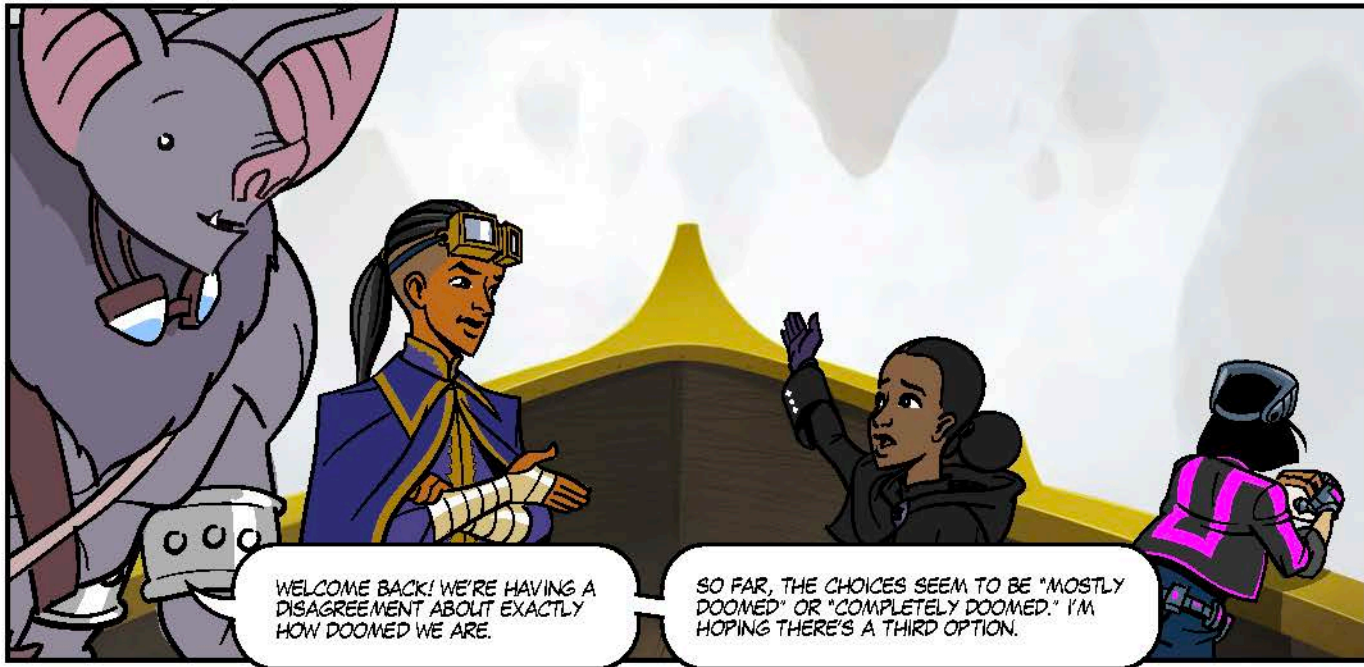
A: *Open-ended responses can include: family or older siblings, professionals, community members, or role models like athletes or public figures.*



I KNOW! I'M JUST SAYING THERE IS NO "GOOD PLAN."

WELL, WE'RE ALMOST THERE! IF WE DON'T HAVE A PLAN, WE'LL GET CHEWED TO BITS!

NO SHIP HAS EVER RETURNED FROM THE RAVENOUS ISLE IN ONE PIECE!



WELCOME BACK! WE'RE HAVING A DISAGREEMENT ABOUT EXACTLY HOW DOOMED WE ARE.

SO FAR, THE CHOICES SEEM TO BE "MOSTLY DOOMED" OR "COMPLETELY DOOMED." I'M HOPING THERE'S A THIRD OPTION.

HERE'S THE PROBLEM. THE RAVENOUS ISLE IS SURROUNDED BY A THICK FOG. YOU CAN'T SEE THREE FEET IN FRONT OF YOUR NOSE.

IF THAT HAPPENS, THIS IS GOING TO BE A VERY SHORT ADVENTURE, INDEED.

SO, WE NEED A PLAN, FAST. AND OUR CAPTAIN SEEMS TO BE FRESH OUT OF THEM.

SERIOUSLY, YOU GUYS. THIS IS NOT THAT DIFFICULT.

ON TOP OF THAT, THERE ARE BOULDERS OF ALL SIZES FLOATING AROUND INSIDE IT, ANY ONE OF WHICH COULD CRACK OUR SHIP INTO PIECES.

WHAT?! IN A THOUSAND YEARS, NO ONE HAS EVER MANAGED IT, AND YOU HAVE THE ANSWER?

SURE! IT'S JUST LIKE SNAKE-NOSE.

SNAKE-NOSE. IN THE TUNNELS BACK HOME, IF YOU HAVE A WHOLE BUNCH OF PEOPLE IN LINE, THE ONLY PERSON WHO CAN SEE ANYTHING IS THE ONE IN THE FRONT. THAT'S THE "NOSE" OF THE "SNAKE."

YOU JUST NEED SOMEONE OUT ON THE VERY TIP OF THAT THING, CALLING OUT DIRECTIONS. EASY-SNEEZY.

THAT PERSON HAS A LIGHT, AND A LONG STRING TIED TO THEIR WAIST. THEY CAN RUN SUPER-FAST, SHOUTING, "LEFT!" OR "RIGHT!" OR "DUCK!" AND EVERYONE BEHIND JUST FOLLOWS ORDERS. IT'S THE FASTEST WAY FOR ANY GROUP TO GET ANYWHERE.

IT'S LIKE WHAT-WHAT?

RUBY, THAT'S BRILLIANT! LET ME FIND THE RIGHT ROPE TO TIE YOU TO THE SPAR. WE'LL BE ON THE ISLE BEFORE YOU KNOW IT!

WHOA! I'M NOT GOING OUT THERE!

BUT YOU JUST SAID...!

NO, I JUST TOLD YOU HOW TO SOLVE THE PROBLEM. I DIDN'T SAY ANYTHING ABOUT BEING CRAZY ENOUGH TO DO IT.

FLYING BOULDERS? IN THE FOG? NO THANKS!

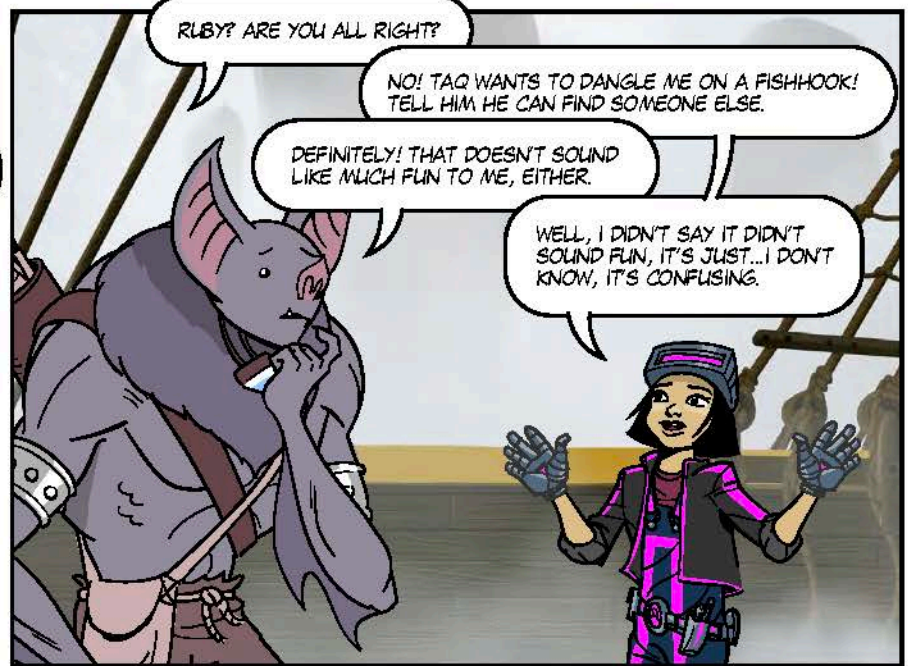
BUT YOU...

I SAID...NO!!



TALK TO HER, SCADWIN. RUBY'S IDEA IS GENIUS, BUT RUBY IS THE ONE PERSON WHO IS AN EXPERT IN THIS CRAZY DWORPIAN SNAKE GAME!

WITHOUT HER, WE'RE BACK TO SQUARE ONE.



RUBY? ARE YOU ALL RIGHT?

NO! TAQ WANTS TO DANGLE ME ON A FISHHOOK! TELL HIM HE CAN FIND SOMEONE ELSE.

DEFINITELY! THAT DOESN'T SOUND LIKE MUCH FUN TO ME, EITHER.

WELL, I DIDN'T SAY IT DIDN'T SOUND FUN, IT'S JUST... I DON'T KNOW, IT'S CONFUSING.



HMM. BACK IN CIMERA, IF WE WERE FEELING CONFUSED, SOMETIMES WE HAD A STORY THAT HELPED US THINK THINGS THROUGH.

SO, YOU'RE SAYING I'VE GOT ALL KINDS OF MOTIVATIONS AND TRAITS AND WHATNOT, LIKE THE CHARACTERS IN THE STORIES?

INDEED, YOU DO! WE ALL DO! THIS IS WHY STORIES CAN CHANGE US, AND CHANGE THE WAY WE SEE THE WORLD.



I WAS JUST WORRIED BECAUSE YOU SEEMED UPSET WHEN PRINCE TAQ WANTED YOU TO GUIDE THE SHIP. I KNEW YOU HAD A SERIOUS MOTIVATION IN THAT MOMENT, I JUST DIDN'T KNOW WHAT IT WAS.

I DON'T KNOW. I'M PRETTY SURE MY MOTIVATION IS "DON'T GET CRUSHED INTO MUSH."

WHAT WERE YOU THINKING WHEN PRINCE TAQ ASKED YOU TO GUIDE THE SHIP?



WELL...IT JUST SEEMED TO ME THAT IF I SAID YES, THEN EVERYBODY ON THE WHOLE SHIP WOULD NEED ME TO BE EXACTLY PERFECT. OTHERWISE OUR WHOLE ENTIRE ADVENTURE WOULD BE OVER BEFORE WE EVEN GOT TO THE ISLAND.

HOW DID IT FEEL WHEN YOU THOUGHT THE WHOLE MISSION MIGHT DEPEND ON YOU?



I GUESS IT FELT...REALLY SCARY. I MEAN, IF I MESSED UP, EVERYONE COULD GET HURT, AND TAQ'S SHIP COULD GET SMASHED, AND OLIVIA WOULD BE MAD, AND...EVERYTHING WOULD BE RUINED. I MEAN, I WANT TO HELP AND ALL! IT'S JUST...I ALSO CAN'T.



MAYBE ALL SHE NEEDS IS TO SEE HERSELF THE WAY WE SEE HER: BRAVE, STRONG, AND RELIABLE!

WILL YOU WRITE RUBY A NOTE TO REASSURE HER IF SHE EVER FEELS SCARED AGAIN? YOU CAN WRITE ANYTHING YOU THINK WOULD HELP HER.



THANKS. I'LL HOLD ONTO THIS FOR, UH, EMERGENCIES.

I know you're not
be scared, you are one
the bravest I know. We
old the st... out how you
d the... warm... out o...
s so



HEY! HOW DO YOU GET THIS THING ON? SOMEBODY TIE ME A KNOT!

WAIT, SO YOU'LL HELP OUT AFTER ALL, RUBY?

YEAH, I FIGURED WITHOUT MY AWESOMENESS YOU WERE PRETTY MUCH STUCK, SO I'LL GIVE YOU A HAND.



OKAY, RUBY, YOU'RE ALL SET. THE LINES ARE SECURE AND THE WIND IS AT OUR BACKS. YOU JUST CALL OUT DIRECTIONS AND I'LL STEER US WHEREVER YOU SAY.



YOU KNOW, I THINK MAYBE IT'S OKAY TO BE SCARED AND BRAVE AT THE SAME TIME.

WOOOOOHOOOO!!!



MY WORD! WHAT DID YOU SAY TO HER?

WE JUST ASKED HER A FEW QUESTIONS AND REMINDED HER WHO SHE REALLY WAS.

WOW!! THIS IS SO COOL!!

OOOH!! BOULDER!!



WELL, WHATEVER YOU DID, IT WAS JUST THE RIGHT THING.

WHEEE!! WOW, WE ARE SO HIGH UP!! I CAN SEE BIRDS DOWN THERE! HEY, LET'S GET GOING ALREADY!! LET'S GO, LET'S GO!!

YOU REALIZE YOU'RE NEVER GOING TO GET HER BACK ON BOARD, RIGHT?

YEP.

Social and Emotional Learning Quest Extension Guide



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Mission 4: Forge of the Sun

The Four Eyes arrive at the Forge of the Sun, hoping to find the Codex. Instead, they encounter a strange obelisk covered in cryptic markings. Can they solve the ancient prophet's puzzle?

SEL Connection:

- **Self-Awareness:**
Recognizing strengths
- **Social Awareness:**
Respect for others
- **Relationship Skills:**
Teamwork

Close Reading Focus:

Text Structure:

Compare/Contrast and Problem/Solution—Recognize these text structures using language clues, and understand why authors use these structures.

Discussion Questions:

We learn in Mission 4 that the Codex was misused, causing all sorts of trouble for the four lands of Vista. Each land thought the Codex was a solution to their individual problems, rather than a tool to help solve the larger challenges shared by all of Vista.

Q: Can you think of a time you were part of a group or team and your goals (or what you wanted) didn't fully match the team's goals?

A: *Open-ended responses can include: wanting to play a position on a sports team that was already assigned, or striving to contribute to a project in a way that didn't fit with everyone else's ideas.*

Teams that thrive know how to work toward a shared goal by using and placing value on each member's individual abilities. Think about a group you belong to inside or outside of school. Compare and contrast how your individual strengths help your team achieve shared goals.

Q: How are you similar to other people in the group, and how does this support the group's goals?

A: *Open-ended responses should include comparison language: alike, both, same, similar, in common, or also.*

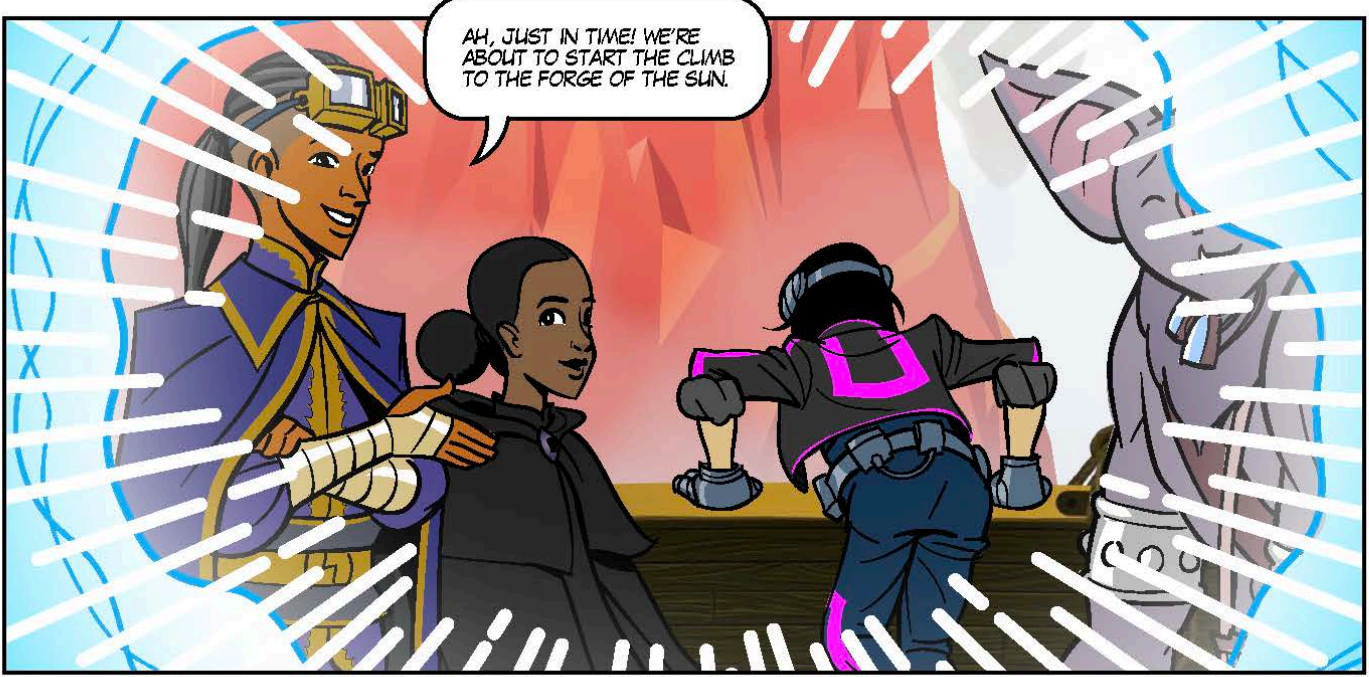
Q: What makes you different from others in the group, and how do those differences support the group's goals?

A: *Open-ended responses should include comparison language: although, but, unlike, however, or on the other hand.*

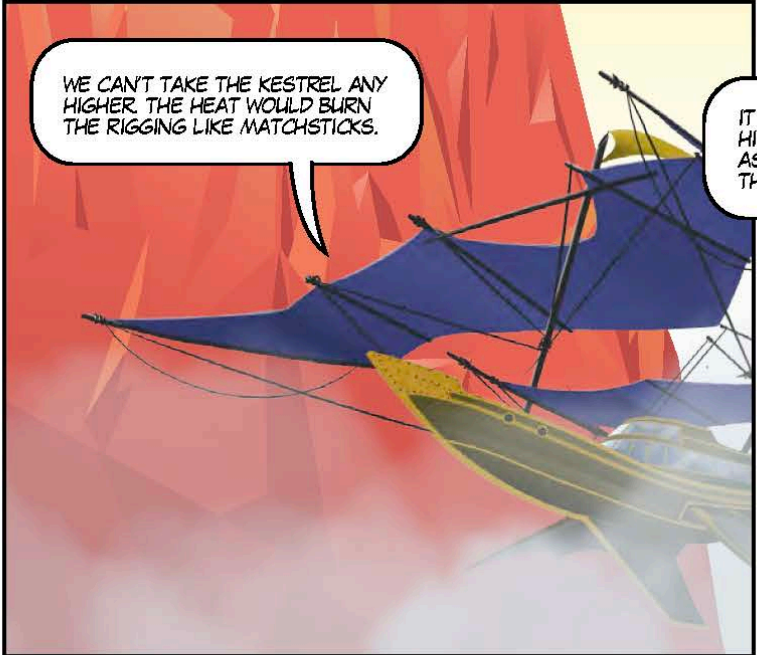
Now, think about a problem that your group or team faces.

Q: What similarities within the group would provide a solution to the problem. What differences within the group could help solve the problem?

A: *Open-ended responses should focus on students' potential contributions to the group's dynamics.*



AH, JUST IN TIME! WE'RE ABOUT TO START THE CLIMB TO THE FORGE OF THE SUN.



WE CAN'T TAKE THE KESTREL ANY HIGHER. THE HEAT WOULD BURN THE RIGGING LIKE MATCHSTICKS.



IT CERTAINLY IS A GOOD HIDING PLACE FOR SOMETHING AS RARE AND VALUABLE AS THE CODEX MAGNIFICA.



THERE'S SOMETHING ABOUT THIS THAT DOESN'T FEEL RIGHT.

PERHAPS BECAUSE YOU'RE DRESSED LIKE YOU'RE GOING TO A FUNERAL, WHILE STANDING ABOUT TEN FEET FROM THE SUN.

FFFFFT!

I CAN'T PUT MY FINGER ON IT. I JUST DON'T WANT US TO FALL INTO A TRAP.



NO, BUT WE CAN'T JUST STAND HERE, EITHER. COME ON! ON THIS ISLAND, THE SUN NEVER SETS. IT'S NOT GOING TO GET ANY EASIER!

BUT AT LEAST WE GET TO WEAR OUR COOL SUNGLASSES!



WHAT IS IT? IS THE CODEX HIDDEN IN THERE?

PERHAPS. BUT IT COULD ALSO BE THE TRAP IRIS MENTIONED. THERE'S A REASON FEW PEOPLE EVER GET TO THE FORGE AND LIVE TO TELL THE TALE.



INDEED. WE NEED TO PROCEED METHODICALLY.



...AND CAREFULLY!

...AND FAST!

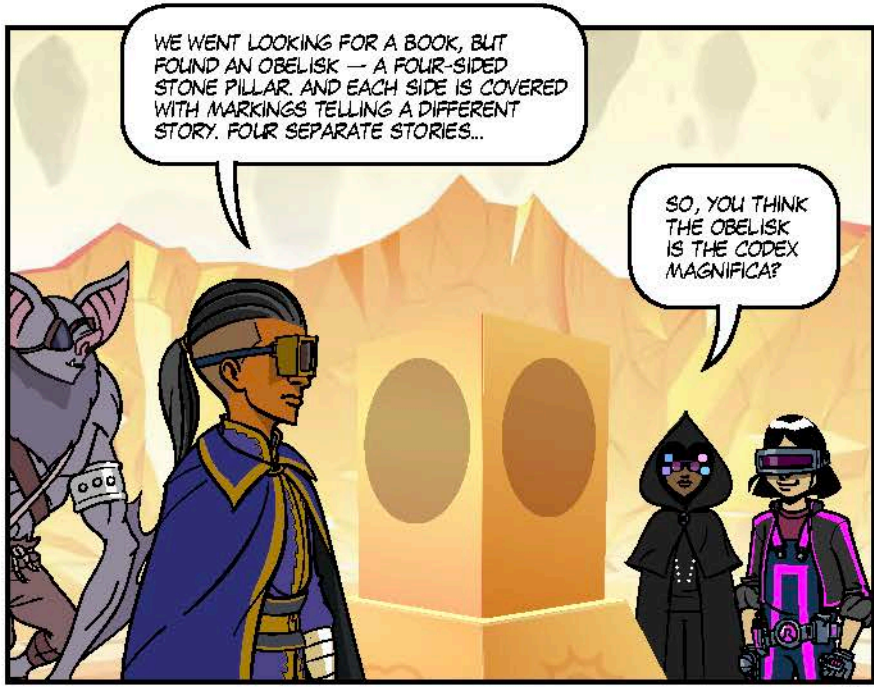


THE MARKINGS ON THIS OBELISK... COULD THAT BE THE ANSWER?

WHAT ARE YOU THINKING?



ALL OF YOU! COME WITH ME! I THINK I HAVE A PLAN.



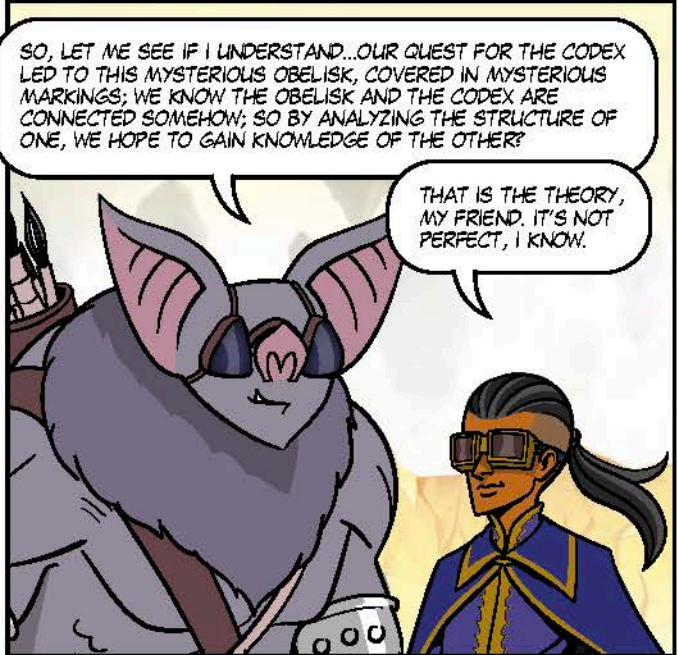
WE WENT LOOKING FOR A BOOK, BUT FOUND AN OBELISK — A FOUR-SIDED STONE PILLAR. AND EACH SIDE IS COVERED WITH MARKINGS TELLING A DIFFERENT STORY. FOUR SEPARATE STORIES...

SO, YOU THINK THE OBELISK IS THE CODEX MAGNIFICA?



NO, BUT I THINK IT'S THE KEY. THE MYSTERY OF THE CODEX IS A PUZZLE, BUT IT'S ALSO A STORY.

TO UNDERSTAND IT, WE MUST THINK ABOUT HOW IT WAS MADE. AND THAT MEANS WE MUST THINK ABOUT STRUCTURE...



SO, LET ME SEE IF I UNDERSTAND...OUR QUEST FOR THE CODEX LED TO THIS MYSTERIOUS OBELISK, COVERED IN MYSTERIOUS MARKINGS; WE KNOW THE OBELISK AND THE CODEX ARE CONNECTED SOMEHOW; SO BY ANALYZING THE STRUCTURE OF ONE, WE HOPE TO GAIN KNOWLEDGE OF THE OTHER?

THAT IS THE THEORY, MY FRIEND. IT'S NOT PERFECT, I KNOW.



I JUST WISH WE KNEW WHAT HAPPENED TO THE CODEX...AND WHY WE'RE LOOKING FOR IT HERE AT THE FORGE OF THE SUN.

OH! I MIGHT BE ABLE TO HELP WITH THAT.

I HAVE A PAGE FROM WHAT APPEARS TO BE A VERY OLD HISTORY OF VISTA...LET'S SEE, THAT'S MY DREAM JOURNAL, THAT'S MY LEAF COLLECTION...

AH! HERE IT IS!



IT SAYS THE CODEX WAS BEING MISUSED, CAUSING ALL SORTS OF TROUBLE IN THE FOUR LANDS OF VISTA. THAT'S WHY IT WAS HIDDEN AWAY BY ELZMUD, A WISE ELDER OF ANCIENT VISTA.

AND HE HID IT SO THAT ONLY A TEAM WITH ONE PERSON FROM EACH LAND COULD FIND IT. THANK THE WINDS WE GET TO RELY ON OUR ALLIES, AS WELL!



AND OLIVIA CHOSE US TO FIND IT. I HOPE SHE CHOSE WELL.

I'M NOT WORRIED! ALL WE'VE GOT TO DO IS CRACK OPEN THIS BIG POST AND COLLECT THE CODEX!



THAT MAY BE EASIER SAID THAN DONE. LOOK, EACH SIDE OF THE OBELISK HAS A CIRCLE, LIKE A SUN. BUT IT'S FILLED WITH MARKINGS I DON'T RECOGNIZE.

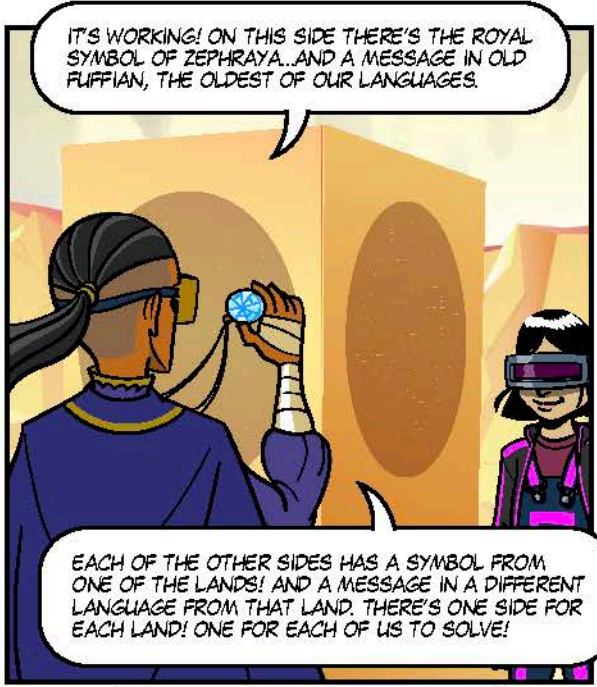
I DON'T RECOGNIZE THEM EITHER, AND I AM AN EXPERT IN SEVERAL VISTAN LANGUAGES. BUT I DO RECOGNIZE THE STRUCTURE IN THE PATTERN. IN FACT, YOUR HIGHNESS, I LEARNED ABOUT IT FROM YOU!



I DON'T SUPPOSE THERE'S ANY CHANCE YOU BROUGHT A ZEPHRYAN DECODE-O-SCOPE WITH YOU?

AS A MATTER OF FACT, MY FRIEND, I HAPPEN TO HAVE ONE RIGHT HERE. AS KIDS, WE USED THESE CLEAR CRYSTALS TO PASS AROUND SECRET MESSAGES WITHOUT OUR TEACHERS KNOWING.

WELL, WHAT ARE YOU WAITING FOR?! TRY IT OUT!



IT'S WORKING! ON THIS SIDE THERE'S THE ROYAL SYMBOL OF ZEPHRYA...AND A MESSAGE IN OLD FUFFIAN, THE OLDEST OF OUR LANGUAGES.

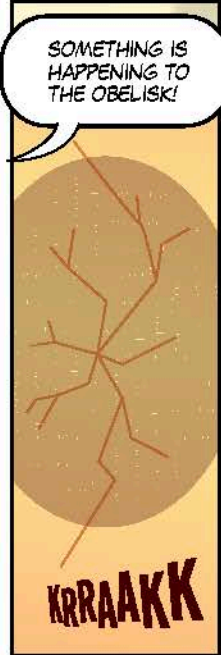
EACH OF THE OTHER SIDES HAS A SYMBOL FROM ONE OF THE LANDS! AND A MESSAGE IN A DIFFERENT LANGUAGE FROM THAT LAND. THERE'S ONE SIDE FOR EACH LAND! ONE FOR EACH OF US TO SOLVE!



FORTUNATELY, OLD FUFFIAN ISN'T THAT HARD A LANGUAGE TO LEARN. I THINK I CAN TRANSLATE IT QUICKLY...HMM...YES, IT'S SOME KIND OF PUZZLE! IT'S SOME KIND OF PUZZLE!

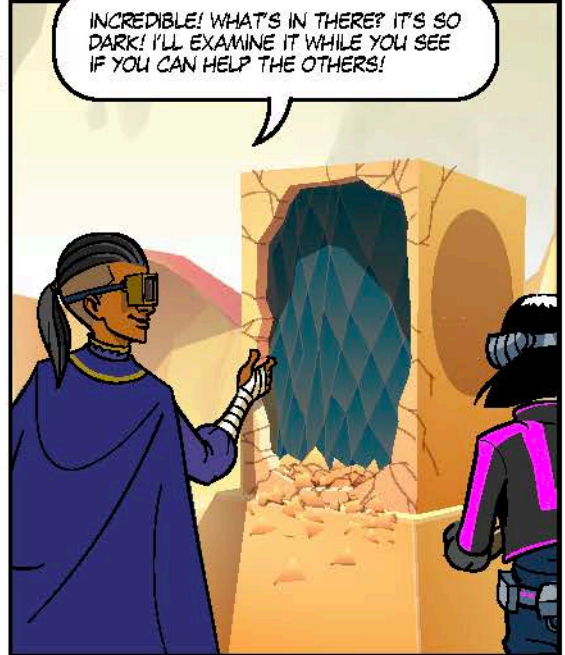
IT'S A POEM WITH A MISSING PIECE AT THE END. WE HAVE TO FINISH THE POEM. THAT SHOULD UNLOCK SOMETHING.

I'LL TRY IT.



SOMETHING IS HAPPENING TO THE OBELISK!

KRRRAAKK



INCREDIBLE! WHAT'S IN THERE? IT'S SO DARK! I'LL EXAMINE IT WHILE YOU SEE IF YOU CAN HELP THE OTHERS!



AND SO, SCADWIN DECIPHERS SOME ANCIENT CIMERAN...

ABSOLUTELY FASCINATING!



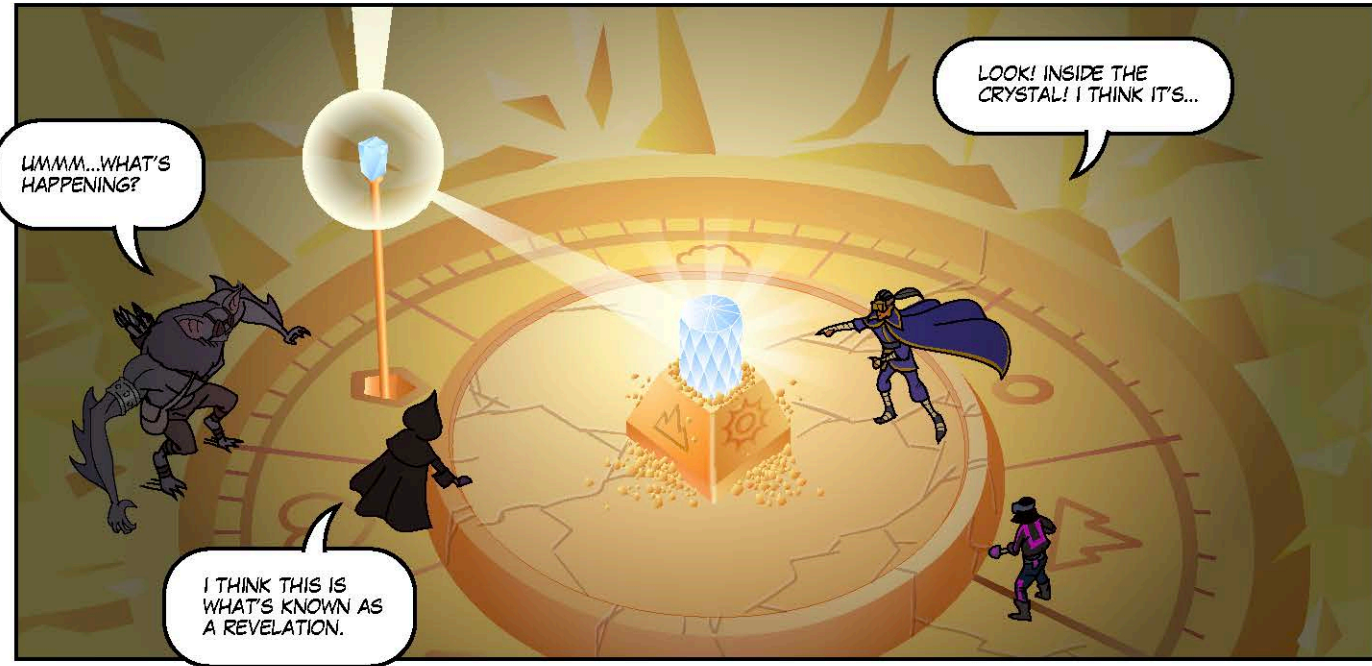
IRIS CRACKS AN OLD BUREAU CODE...

THIS IS DEFINITELY AN UNUSUAL INVESTIGATION!



RUBY TRANSLATES UPSIDEDOWN, THE LANGUAGE OF DWORPISH MINERS

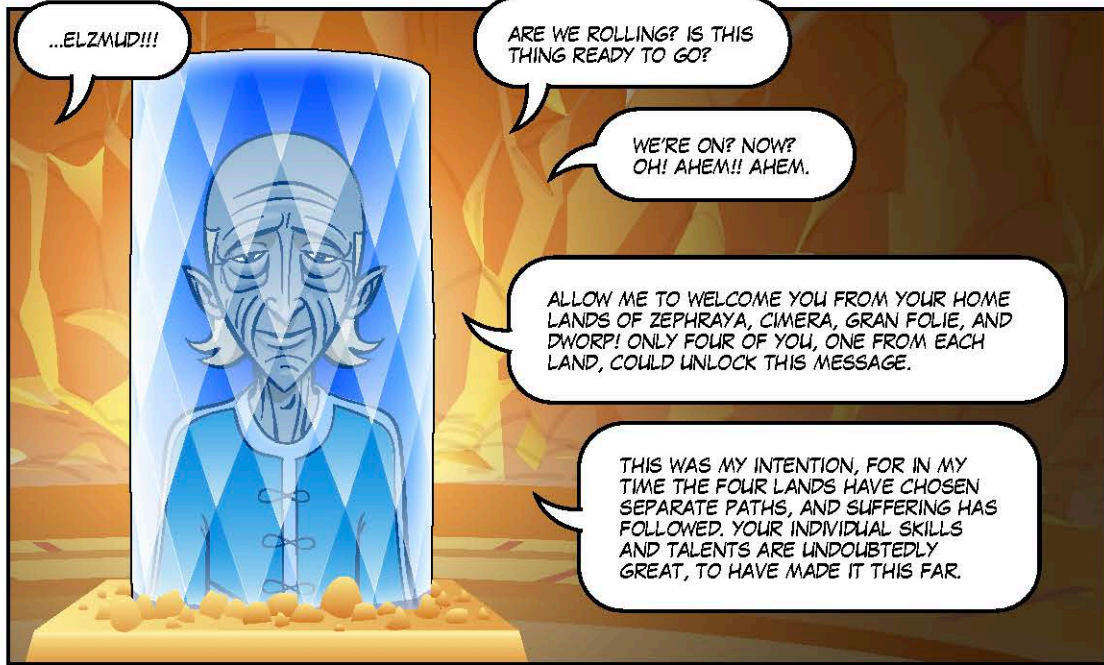
WHOA! WE DID IT! YOU DID IT! WE ALL DID IT! I WONDER WHAT WE DID.



UMMMM...WHAT'S HAPPENING?

LOOK! INSIDE THE CRYSTAL! I THINK IT'S...

I THINK THIS IS WHAT'S KNOWN AS A REVELATION.



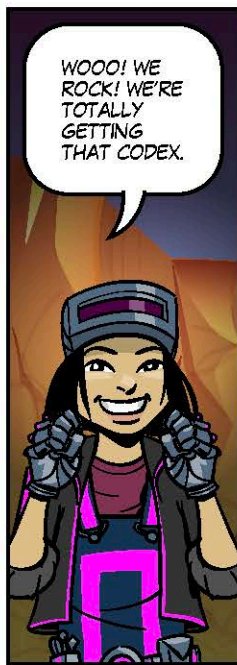
...ELZMUD!!!

ARE WE ROLLING? IS THIS THING READY TO GO?

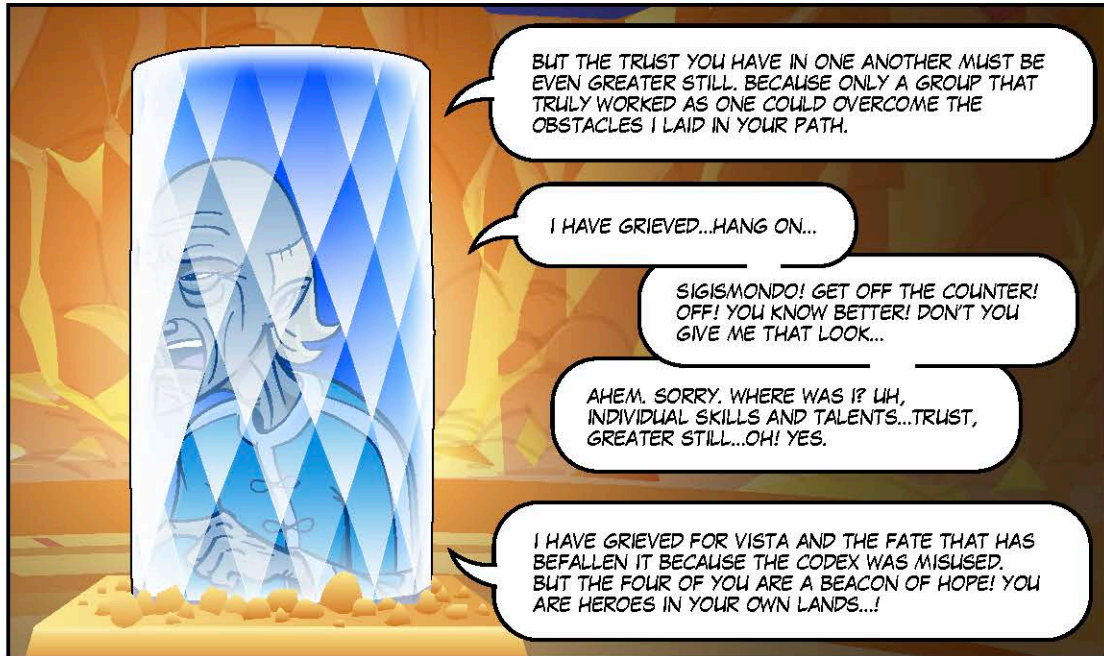
WE'RE ON? NOW? OH! AHM!! AHM.

ALLOW ME TO WELCOME YOU FROM YOUR HOME LANDS OF ZEPHRAYA, CIMERA, GRAN FOLIE, AND DWORP! ONLY FOUR OF YOU, ONE FROM EACH LAND, COULD UNLOCK THIS MESSAGE.

THIS WAS MY INTENTION, FOR IN MY TIME THE FOUR LANDS HAVE CHOSEN SEPARATE PATHS, AND SUFFERING HAS FOLLOWED. YOUR INDIVIDUAL SKILLS AND TALENTS ARE UNDOUBTEDLY GREAT, TO HAVE MADE IT THIS FAR.



WOOO! WE ROCK! WE'RE TOTALLY GETTING THAT CODEX.



BUT THE TRUST YOU HAVE IN ONE ANOTHER MUST BE EVEN GREATER STILL. BECAUSE ONLY A GROUP THAT TRULY WORKED AS ONE COULD OVERCOME THE OBSTACLES I LAID IN YOUR PATH.

I HAVE GRIEVED...HANG ON...

SIGISMONDO! GET OFF THE COUNTER! OFF! YOU KNOW BETTER! DON'T YOU GIVE ME THAT LOOK...

AHEM. SORRY. WHERE WAS I? UH, INDIVIDUAL SKILLS AND TALENTS...TRUST, GREATER STILL...OH! YES.

I HAVE GRIEVED FOR VISTA AND THE FATE THAT HAS BEFALLEN IT BECAUSE THE CODEX WAS MISUSED. BUT THE FOUR OF YOU ARE A BEACON OF HOPE! YOU ARE HEROES IN YOUR OWN LANDS...



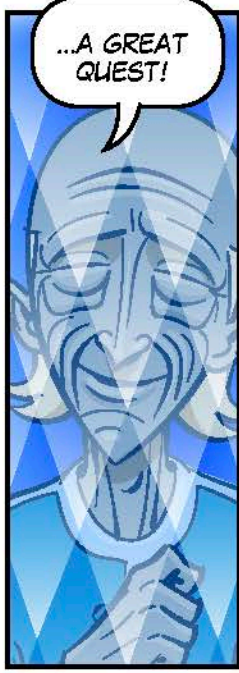
UMMMM...

DON'T WORRY ABOUT IT. JUST LET HIM DO HIS THING.



...AND IT IS YOUR VISION THAT WILL GUIDE YOU AND, JUST MAYBE, RELINITE VISTA AS IT ONCE WAS. THIS IS WHY, AT LONG LAST, I MUST GIVE YOU...

CODEX, CODEX, CODEX, CODEX...



...A GREAT QUEST!



WHAT?!?
HEY!
DID HE JUST...?
A WHAT NOW?

YOU ARE MOST WELCOME, ADVENTURERS. PLEASE, SAVE YOUR APPLAUSE.



YES, YOUR GREAT QUEST IS COMPRISED OF THE FOUR GREAT TASKS THAT WILL TEST YOU MIGHTILY IN EACH OF OUR FOUR NATIONS.

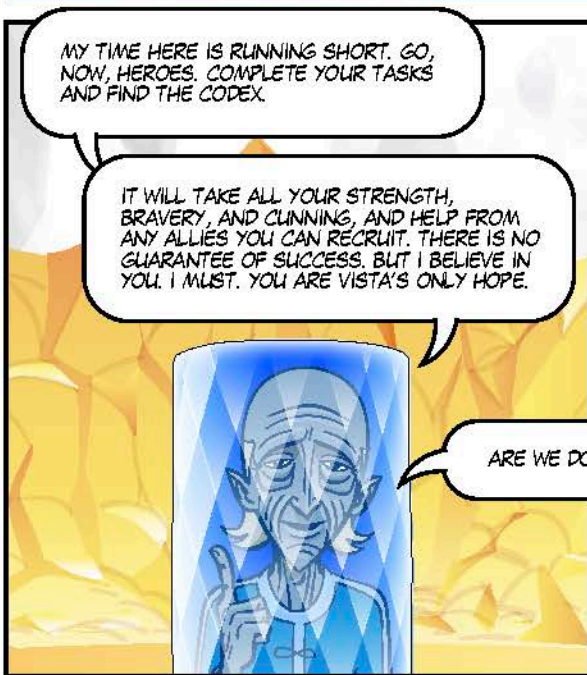
YOU WILL BE GRATIFIED TO KNOW THAT THE FIRST OF THE GREAT TASKS IS COMPLETE! IN ACTIVATING THIS MESSAGE, YOU HAVE FORGED WISDOM FROM THE ZEPHRYAN SUN!

THIS IS BUT ONE OF YOUR GREAT TASKS. IT FALLS TO YOU NOW TO ACHIEVE THREE MORE...

TO SAVE OUR WORLD, YOU MUST MOVE THE MOUNTAIN OF CIMERA...

YOU MUST RESTORE THE HEART OF GRAN FOLIE...

AND YOU MUST BRING LIGHT BACK TO THE UNDERWORLD OF DWORP.



MY TIME HERE IS RUNNING SHORT. GO, NOW, HEROES. COMPLETE YOUR TASKS AND FIND THE CODEX.

IT WILL TAKE ALL YOUR STRENGTH, BRAVERY, AND CUNNING, AND HELP FROM ANY ALLIES YOU CAN RECRUIT. THERE IS NO GUARANTEE OF SUCCESS. BUT I BELIEVE IN YOU. I MUST. YOU ARE VISTA'S ONLY HOPE.



ARE WE DO...



THAT WAS... FASCINATING.

IT WAS NOT WHAT I WAS EXPECTING, THAT'S FOR SURE.

....

IT WAS PERFECT

I BEG YOUR PARDON?



DON'T YOU SEE? THE OLD MAN WAS RIGHT—A FEW SAILS SHORT OF A SKY-SHIP PERHAPS, BUT HE WAS RIGHT.

OH! MAY I ASK? HOW SO?



WE STARTED OUT IN FIVE SEPARATE LANDS. OLIVIA PUT US ALL ON A COLLISION COURSE AND WE JUST ABOUT FELL APART.

BUT WE DIDN'T. WE MADE IT HERE, WE SOLVED HIS PUZZLE, WE GOT THE...VERY STRANGE MESSAGE. WE MIGHT NOT FEEL LIKE HEROES. WE MIGHT NOT EVEN BE HEROES. BUT WHO CARES?

WE ARE US.



NONE OF THOSE GREAT TASKS SOUND LIKE THEY'RE GOING TO BE EASY. BUT ELZNLID WAS RIGHT: WE ARE THE ONLY ONES WHO CAN DO THIS. AND IT HAS TO BE DONE.

SO...ARE YOU WITH ME?



OH! I AM! YES! DEFINITELY!

I GUESS YOU WILL NEED ME TO WATCH YOUR BACK, YOUR HIGHNESS.

I EAT GREAT TASKS FOR BREAKFAST.

AND YOU, MY FRIEND. YOU WILL BE OUR LINCHPIN. YOU'VE ALREADY PROVEN YOUR WORTH. WE WILL NEED YOUR HELP AGAIN. AND WE WILL SEE YOU SOON.



BACK TO THE KESTREL! WE HAVE TO FIGURE OUT HOW TO MOVE A MOUNTAIN!

ARGUMENT

TO BE A GREAT LEADER
AND WRITER, YOU NEED
TO BE ABLE TO
PERSUADE
YOUR AUDIENCE OF WHAT
TO THINK OR DO.

CAUSAL
REASONING

CLAIM
+
EVIDENCE
+
REASON

COUNTERCLAIM
+
REBUTTAL

LOGICAL
+
EMOTIONAL
ARGUMENT

TAQ
PRINCE OF ZEPHRAVA

YOU ALSO NEED TO
EVALUATE
THE STRENGTH AND
QUALITY OF OTHERS'
ARGUMENTS!

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Mission 5: The Butterfly Effect

The Kestrel begins to descend into the secluded valley of Cimera, Scadwin's homeland and the site of the second Great Task. But Scadwin seems strangely upset about going home...

SEL Connection:

- Self-Awareness
- Identifying Emotions
- Self-Management

Close Reading Focus:

Causal Reasoning:

Recognize extended cause-and-effect relationships and practice identifying the reasoning connecting causes to effects.

Discussion Questions:

Q: Scadwin agrees to “face the music” for having left Cimera when he was young. If you were in his position and Glenna told you that had to face the music for something, how would you feel?

A: *sad, angry, scared, guilty, or ashamed.*

Q: Taq seems embarrassed when Scadwin asks why he carries Sherlock Holmes books with him wherever he goes. Do you think Taq should be embarrassed about what he likes? If not, what could you say to remind him of this?

A: *Open-ended response.*

Q: Both Scadwin and Taq are inspired by books they've read: Scadwin loves adventure stories and Taq loves Sherlock Holmes. Think of a book you love. Now, think of someone in your life. If you showed them the book you love, what do you think they would say about it, and why?

A: *Open-ended response.*

Q: Scadwin seems proud that he “really did become that person” he dreamed of being when he was young. But, Glenna doesn't seem happy about Scadwin's choice to leave the valley. Which person do you feel more sympathetic to, and why?

A: *Open-ended response.*



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Mission 5: The Butterfly Effect

SEL Connection:

- Self-Awareness
- Identifying Emotions
- Self-Management

Writing Ideas

- Sentence starters
- When I said goodbye, the saddest part was...
- When I said goodbye, I felt...
- A silver lining was...
- Something I looked forward to was...
- Something I learned was...

Writing Prompt:

When Scadwin left the valley of Cimeria in his youth, he made a choice to say goodbye to everything he had known. Sometimes, saying goodbye can be a big part of life. If we never said goodbye to anything, we might miss out on new, exciting experiences. On the other hand, saying goodbye can be sad, too. Let's explore both sides of a goodbye. Please write about one of the following:

Option 1: Write about a time when you said goodbye to someone or something in your life. Name 2 or 3 reasons that goodbye made you feel sad. Then, name 2 or 3 reasons that goodbye helped you grow, or led to something new and exciting.

Option 2: Think about Scadwin's point of view. Then, write a diary entry from his point of view—one that he might have written just after leaving the valley. In the entry, tell about things Scadwin was excited about, as well as things he might have been sad to leave behind.



GOOD TO SEE YOU. WE'RE JUST ARRIVING IN THE VALLEY OF CIMERA, WHERE OUR NEXT GREAT TASK AWAITS.

CIMERA — YOUR HOME, SCADWIN! AREN'T YOU EXCITED?

WHAT AN INTERESTING POETIC QUESTION. IS "EXCITED" THE WORD I WOULD CHOOSE FOR MYSELF?



ARE WE SURE WE SHOULDN'T FLY TO GRAN FOLIE, OR DWORP FIRST?

CIMERA IS THE CLOSEST! AND IT LOOKS PEACEFUL ENOUGH.



MY HOME IS PEACEFUL, YES. THE MOUNTAIN OF CIMERA MAKES SURE OF THAT. A MASSIVE BOULDER THAT BLOCKS THE MOUTH OF THE VALLEY — NO ONE CAN GO IN OR OUT. ALMOST NO ONE HAS GONE IN OR OUT FOR A THOUSAND YEARS.

GETTING AROUND THE BOULDER ISN'T A PROBLEM FOR THE BLACK KESTREL, OF COURSE! LET'S GET A CLOSER LOOK.



SO OUR TASK IS TO MOVE THAT BIG OL' STONE, HUH? IT DOESN'T SEEM THAT HARD. IT'D ONLY TAKE TEAMWORK, A COUPLE WEEKS WITH AN INCHWORM-RIG DRILL — AND THEN BOOM! NOTHING LEFT TO STOP CIMERANS FROM LEAVING THE VALLEY!

NOTHING TO STOP CIMERANS, EXCEPT CIMERANS.



THE CIMERANS DON'T WANT TO LEAVE?

MY PEOPLE, WELL — THEY LIKE THINGS TO STAY THE SAME. MILKING THE SAME SPIDERS, LAUGHING AT THE SAME OLD JOKES...



SO IF CIMERANS DON'T LIKE TO LEAVE THE VALLEY...WHY DID YOU LEAVE, SCADWIN?

YES, THAT'S JUST WHAT I WANT TO KNOW!



OH! MISS GLENNA, YOU'RE STILL THE SHERIFF HERE. HOW WONDERFUL TO SEE YOU STILL AT IT!



SO, YOU THINK IT'S WONDERFUL TO SEE ALL OF US IN CIMERA? THAT MUST BE WHY YOU STAYED AWAY FROM HERE FOR FIVE YEARS, SCADWIN. NONE OF US KNEW WHETHER YOU WERE ALIVE OR DEAD!



LET'S NOT EVEN BRING UP THE FACT THAT YOU LEFT THE VALLEY IN THE FIRST PLACE. YOU BROKE OUR MOST SACRED LAW!

HEH HEH — WELL, I'M BACK NOW!



I CAN SEE BY YOUR DROOPING EARS THAT YOU DON'T HAVE AN EXCUSE. WELL, I CAN'T LET A LAWBREAKER WALK FREE IN OUR VALLEY WITHOUT AT LEAST HAVING THE DECENCY TO EXPLAIN HIS CROOKED BEHAVIOR! NOW, COME WITH ME!



H-HEY! WHERE ARE THEY TAKING HIM? LET HIM GO, YOU BULLIES!

I APPRECIATE YOUR CONCERN, RUBY. BUT SHERIFF GLENNA IS RIGHT. I DID BREAK THE LAW — I LEFT CIMERA. AND IT'S TIME FOR ME TO "FACE THE MUSIC" FOR THAT.



"FACE THE MUSIC..." THAT SOUNDS AWFUL. WE HAVE TO HELP HIM.

LET ME SEE IF I CAN REASON WITH THE SHERIFF. FRIEND, WHY DON'T YOU FOLLOW SCADWIN AND MAKE SURE HE'S ALL RIGHT?

AND SO, AFTER MEETING WITH GLENNA...



LOOK AT THIS MESS! WHAT TERRIBLE CONDITIONS THEY'RE KEEPING YOU IN, MY FRIEND!

OH, YES...I SUPPOSE IT'S NOT THE, UH, THE CLEANEST ROOM, IS IT?



WELL, NOT TO WORRY. I'VE USED MY ZEPHYRAN FLIGHT ACADEMY LEGAL TRAINING TO WORK OUT AN AGREEMENT WITH SHERIFF GLENNA. SHERIFF GLENNA SAID SHE'S WILLING TO LET YOU GO —

HOW WONDERFUL!

— ON ONE CONDITION. SHE WANTS TO KNOW WHY YOU LEFT THE VALLEY. SHE WANTS TO KNOW THE CAUSE.



EVENTS DON'T HAPPEN BY THEMSELVES. SOMETHING CAUSES THEM TO HAPPEN.

WE CAN CALL THESE "CAUSE & EFFECT" RELATIONSHIPS.



YOU SEE, ONE DAY, I WAS OUT HERDING MY BROTHER THEO'S ORB-WEAVERS WHEN I SAW A GLORIOUS BUTTERFLY. IT HAD SCARLET WINGS, JUST LIKE THE SAILS OF THE BLACK KESTREL!

I FOLLOWED IT TO A CRACK IN THE MOUNTAIN — A WAY OUT OF THE VALLEY. AND, WELL, ONCE I SAW A WAY OUT OF THE VALLEY, I TOOK IT. WHAT MORE IS THERE TO EXPLAIN?



JUST A MINUTE. SCADWIN, WERE YOU THE FIRST CIMERAN EVER TO FIND THIS CRACK IN THE MOUNTAIN?

WELL, NO. MY MOTHER WARNED ALL THE PUPS IN OUR COLONY ABOUT IT. SHE TOLD US NEVER TO GO NEAR IT, OR WE'D END UP IN DWORP, WHERE BAD CHILDREN GO.



D'AGGGH! THEN YOUR EXPLANATION ISN'T COMPLETE. THERE MUST BE SOME OTHER REASON YOU LEFT! IF WE CAN'T FIND THAT REASON, I'M NOT SURE HOW WE'RE SUPPOSED TO GET YOU OUT OF HERE!

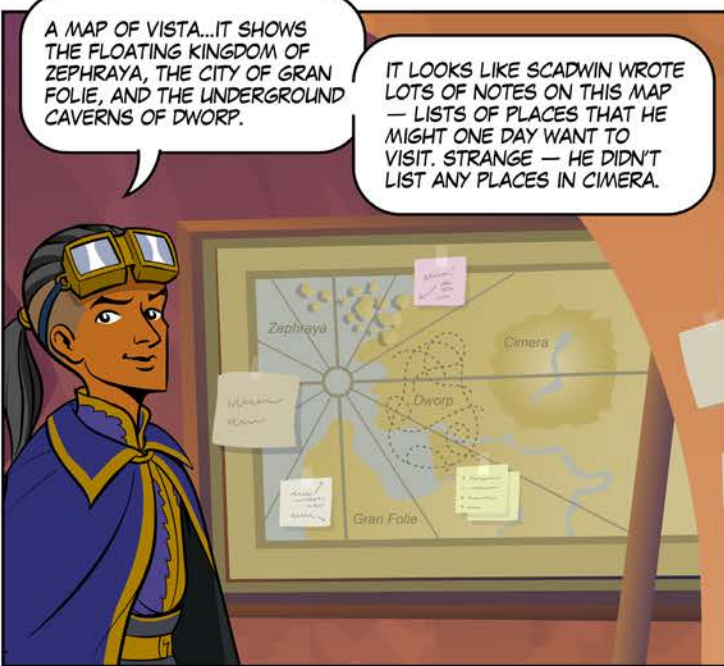


MAYBE YOU'LL BE ABLE TO FIND THE RIGHT ANSWER IF YOU START TO THINK OF YOUR PAST AS A STORY. A DETECTIVE STORY!

HAVE YOU EVER HEARD OF SHERLOCK HOLMES?

AH YES, SHERLOCK HOLMES, FROM EARTH LITERATURE! HE STARRED IN A SERIES OF DETECTIVE STORIES BY SIR ARTHUR CONAN DOYLE.





A MAP OF VISTA...IT SHOWS THE FLOATING KINGDOM OF ZEPHRAYA, THE CITY OF GRAN FOLIE, AND THE UNDERGROUND CAVERNS OF DWORP.

IT LOOKS LIKE SCADWIN WROTE LOTS OF NOTES ON THIS MAP — LISTS OF PLACES THAT HE MIGHT ONE DAY WANT TO VISIT. STRANGE — HE DIDN'T LIST ANY PLACES IN CIMERA.



IT'S A NOTEBOOK OF POEMS SCADWIN WROTE WHEN HE WAS YOUNGER. LET'S SEE, HERE ARE SOME OF THE TITLES. "IMAGINING THE MARKETS OF WINDY CORNERS"... "LO! HOW SLOWLY A RANCHER'S DAY PASSES!"... "PACKING FOR A JOURNEY I'LL NEVER TAKE"... "HOW I WISH, I WISH, I WISH I COULD SEE A WINDSHIP, JUST ONCE"...

WHAT ARE YOU TWO LOOKING AT OVER THERE?

DON'T WORRY ABOUT IT, MY FRIEND!



HIS DAILY SCHEDULE! "MORNING: FEED SPIDERS. AT NOON: MILK AND SHEAR SPIDERS. AFTERNOON: TAKE SPIDERS OUT TO PASTURE. EVENING: POLISH WEBS. NIGHT: DREAM OF SPIDERS UNTIL MORNING." EVERY DAY, THE SAME SCHEDULE — VERY TEDIOUS, IF YOU ASK ME. HE DREW A MARK ON THE WALL FOR EACH DAY HE WORKED IT...



AND I THOUGHT THE GREAT LIBRARY OF ZEPHRAYA HAD A LOT OF BOOKS! LET'S SEE HERE...ADVENTURE STORIES, BIOGRAPHIES OF SKYSHIP CAPTAINS, STORIES ABOUT TRAVEL, STORIES ABOUT JOURNEYS, ADVENTURE TRAVELS, ADVENTUROUS JOURNEYS, JOURNEYS INTO ADVENTURE...I BEGIN TO GET THE PICTURE.



SCHOOL REPORTS. WAIT A MINUTE, THESE WERE WRITTEN BY GLENNA! SHE USED TO BE SCADWIN'S TEACHER, AS WELL AS THE SHERIFF? EVERYONE IN CIMERA SEEMS TO DO A LOT OF JOBS. LET'S SEE HERE..

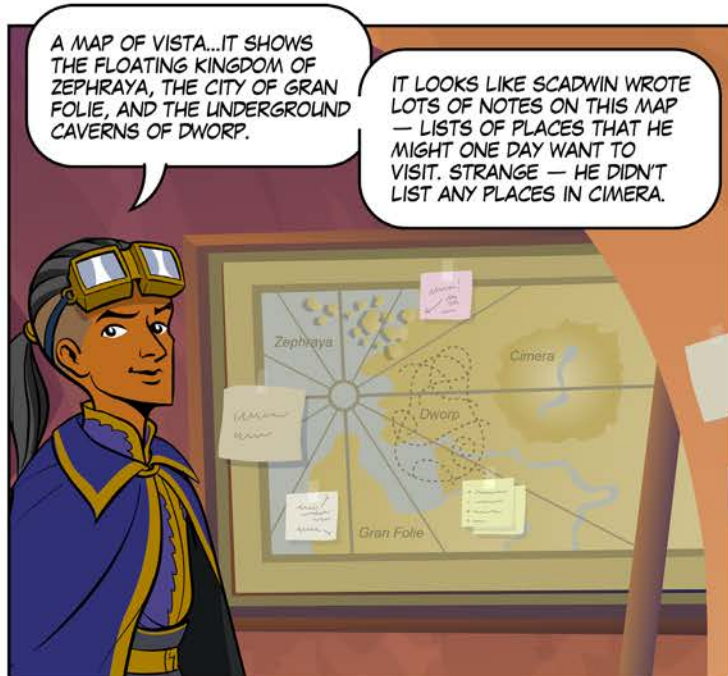


DETENTION FOR DAYDREAMING, DETENTION FOR LOLLYGAGGING, DETENTION FOR WOOLGATHERING, POINTS OFF FOR WRITING POETRY DURING AN EXAM ON SPIDER SILK THEORY...

HE ALWAYS GOT AN "A" IN LITERATURE, THOUGH.



ALL RIGHT, HOLMES! WE'VE MADE OUR OBSERVATIONS. NOW, AT LAST: ARE YOU READY TO SOLVE THIS CASE? THEN QUICKLY — WRITE DOWN YOUR REASONING AND WE'LL SEE WHAT SCADWIN THINKS!



A MAP OF VISTA...IT SHOWS THE FLOATING KINGDOM OF ZEPHRYA, THE CITY OF GRAN FOLIE, AND THE UNDERGROUND CAVERNS OF DWORP.

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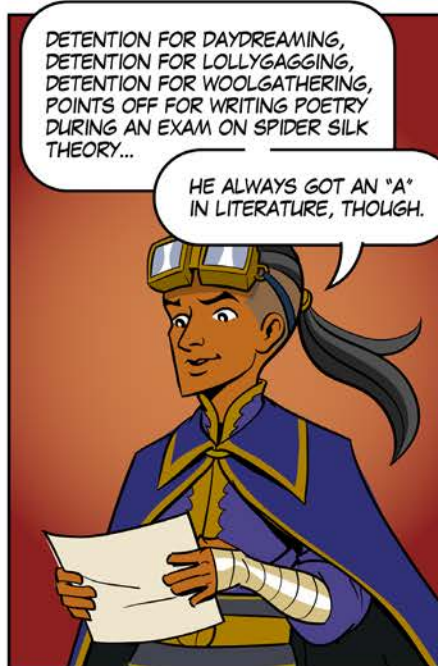
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Social and Emotional Learning Quest Extension Guide



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Instructions: When your student(s) have completed a quest, you can use these SEL-focused questions to extend learning through group discussion or as individual assignments for students. Use the included **comics** to help refresh your students' memory of the close reading narrative that is tied to the SEL discussion questions.



Mission 6: Views from Cimera

The Four Eyes' arrival has upended life in Cimera. They must prove they can see from other perspectives to rally the villagers and move the mountain that has long protected them.

SEL Connection:

- Relationship Skills
- Communication

Close Reading Focus:

Use character traits and motivations to understand different characters' perspectives within a story.

Discussion Questions:

Q: Remy and Sarah seem like they're angry with one another, but at other times they get along. Do you think this is normal between friends? Why or why not?

A: *Open-ended response. Encourage students to compare and contrast different scenarios and motivations that might explain conflict as well as strong alignments in friendships.*

Q: The older Cimerans are terrified to leave the valley because they don't want it to change. At the same time, the younger Cimerans are excited to see what life might be like outside. Which group do you agree with more, and why?

A: *Open-ended response. Encourage students to reflect on character motivations to understand different characters' perspectives within this story.*

Q: After Scadwin gives his speech, the Cimeran named Hugo says that changes are coming to Cimera. Have you ever had to face a change that caused you to be afraid? How did you get through it?

A: *Open-ended response.*

Q: Theo tells Scadwin, "All I've ever really wanted to know was that you could take care of yourself." Why do you think he said that?

A: *He was worried about his little brother; he's proud of Scadwin for making a speech; he feels responsible for Scadwin.*



Instructions: When your student(s) have completed a quest, you can use these SEL-focused questions to extend learning through group discussion or as individual assignments for students. Use the included **comics** to help refresh your students' memory of the close reading narrative that is tied to the SEL discussion questions.



Mission 6: Views from Cimera

SEL Connection:

- Relationship Skills
- Communication

Writing Ideas

Dear [person's name],

Sometimes, I worry that you think I'm...

One thing I've always wanted to explain to you about myself is...

Writing Prompt:

Think about what you learned about Scadwin and Theo from reading each of their letters. Then, think about your own life, and someone in it who doesn't seem as if they understand you, just like Theo and Scadwin didn't understand one another.

What would you like to say to that person?

Write a short letter to them that explains how you feel.



WELL, LOOK WHO'S HERE! AND JUST IN TIME! I WAS JUST ABOUT TO READ THIS EARTH BOOK TO SCADWIN'S NIECE AND NEPHEW, SARAH AND REMY.



HI!

SORRY RUBY. I BELIEVE SCADWIN HAD OTHER PLANS FOR OUR FRIEND HERE.



IT SOUNDED LIKE HE WANTED A HAND WITH SOME OF THE FARMWORK.



WE'D PITCH IN OURSELVES BUT WE HAVE OUR HANDS FULL WITH GETTING THE KESTREL BACK UP AND RUNNING.



I'M CAPTAIN REMY OF THE FOURTH FLUFFIAN FLEET!

YOU'LL FIND SCADWIN OUT BY THE HOUSE.

VRROOOM!



OH YOU'RE HERE. MY BROTHER'S GOT ME MAKING SILK DUMPLINGS FOR DINNER. I HAVE TO ADMIT IT, IT'S GRUELING WORK AND I COULD DEFINITELY USE A HAND.

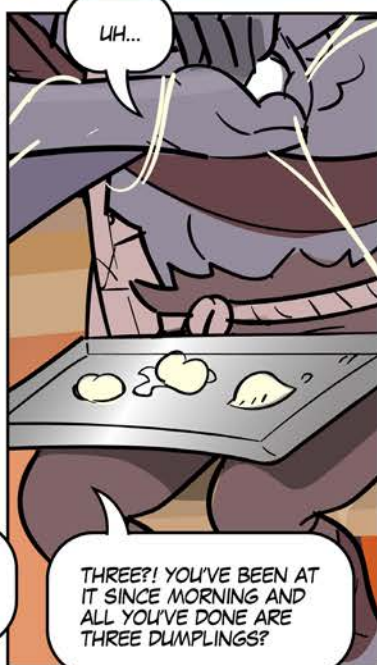
HERE COMES THEO NOW.



ANOTHER ONE, HUH?

THEO, THIS IS MY FRIEND. WE MET WHEN —

YES, YES, WHEN YOU WERE OUTSIDE THE VALLEY. NOW LETS SEE HOW THOSE SILK DUMPLINGS ARE LOOKING.



UH...

THREE?! YOU'VE BEEN AT IT SINCE MORNING AND ALL YOU'VE DONE ARE THREE DUMPLINGS?



AND THIS ONE HAS ALREADY BURST!

IT'S NOT AS EASY AS YOU THINK.

I GIVE YOU ONE SIMPLE TASK, AND YOU CAN'T EVEN—

CRASH!

NOW WHAT?!



YOU ROT-BREATHED COD FLOPPER!

PFUH! BIG WORDS FOR A MOSS BRAIN!

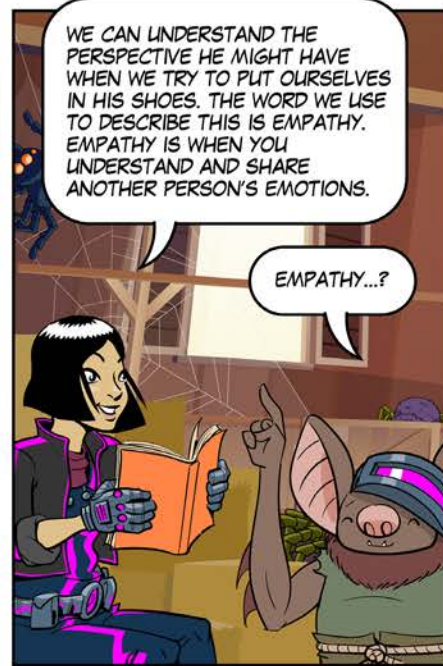
GRRR!!!



WHAT'S GOING ON HERE?

I DON'T KNOW. WE WERE JUST TALKING ABOUT THIS BOOK, ESPERANZA RISING...

WHAT'S THIS? YOU BROUGHT AN EARTH BOOK INTO MY HOME?!



HMMM. FROM SCADWIN'S PERSPECTIVE MORNINGS WITH THEO ARE DIFFICULT BECAUSE HE'S ALWAYS CRANKY. SCADWIN THINKS THEO IS BOSSY, BUT HE HAS TO LISTEN TO HIM SINCE HE'S OLDER. MAINLY, SCADWIN THINKS DOING CHORES FOR THEO'S SPIDERS IS A BURDEN AND HIS POETRY IS MORE IMPORTANT.



I DON'T KNOW ABOUT YOU, TAG, BUT I'M STARTING TO FEEL BAD FOR THEO.

YEAH. FROM THEO'S PERSPECTIVE, MORNINGS ARE FRUSTRATING BECAUSE HE TAKES CARE OF EVERYTHING BY HIMSELF. HE THINKS SCADWIN IS FORGETFUL, UNHELPFUL AND DOESN'T CARE IF ODETTE WINS SPIDER OF THE YEAR.



SOMETIMES IT'S HARD TO BELIEVE SCADWIN AND THEO ARE BROTHERS. THEY HAVE SUCH DIFFERENT PERSPECTIVES.

KIND OF MAKES YOU WONDER HOW THESE TWO WILL EVER SETTLE THEIR DIFFERENCES.



WHAT'S THAT NOISE?

IT APPEARS A CROWD HAS FORMED OUTSIDE THE MAIN HOUSE.

QUICK, WE'D BETTER SEE WHAT'S GOING ON.



PLEASE! PLEASE! GO BACK TO YOUR HOMES. WE DON'T WANT ANY TROUBLE HERE, HUGO!

WELL YOU'VE GOT IT! YOUR BROTHER AND HIS FRIENDS HAVE STIRRED UP THE ENTIRE VALLEY!



US? WE HAVEN'T DONE ANYTHING!

IT DOESN'T MATTER! YOU CAN SEE IT IN YOUR VERY OWN NIECE AND NEPHEW. YOUR VERY PRESENCE AND YOUR STORIES OF LIFE OUTSIDE CIMERA HAS FILLED OUR YOUNG'UNS WITH FOOLISH NOTIONS. THEY'VE HEARD ABOUT SCADWIN LEAVING THE VALLEY, NOW THEY WANT TO LEAVE TOO!



THAT'S RIGHT! YOU SQUARES BETTER GET WITH THE TIMES! THERE'S A WIDE WORLD OUT THERE AND YOU CAN'T KEEP IT FROM US!

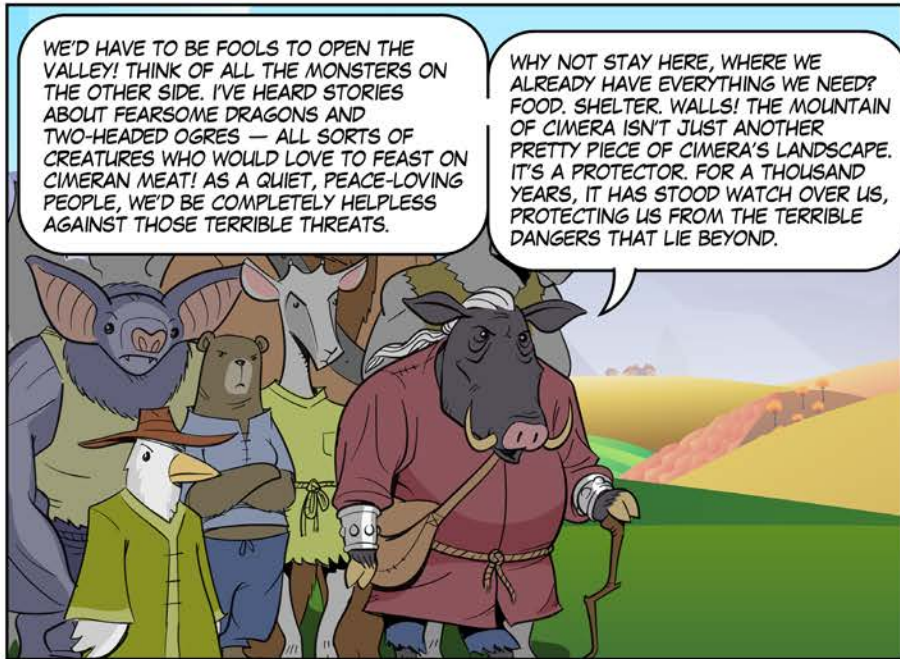


FIRST WE'LL LISTEN TO WHAT EACH SIDE HAS TO SAY TO UNDERSTAND WHERE THEY'RE COMING FROM. ONCE WE UNDERSTAND BOTH THEIR PERSPECTIVES, THEN WE'LL TRY TO SHOW THEM A BETTER WAY.

HOW DO YOU PLAN ON DOING THAT, SCADWIN?



WITH WORDS, MY FRIEND. WITH WORDS! SHH—! HUGO IS BEGINNING TO SPEAK.



WE'D HAVE TO BE FOOLS TO OPEN THE VALLEY! THINK OF ALL THE MONSTERS ON THE OTHER SIDE. I'VE HEARD STORIES ABOUT FEARSOME DRAGONS AND TWO-HEADED OGRES — ALL SORTS OF CREATURES WHO WOULD LOVE TO FEAST ON CIMERAN MEAT! AS A QUIET, PEACE-LOVING PEOPLE, WE'D BE COMPLETELY HELPLESS AGAINST THOSE TERRIBLE THREATS.

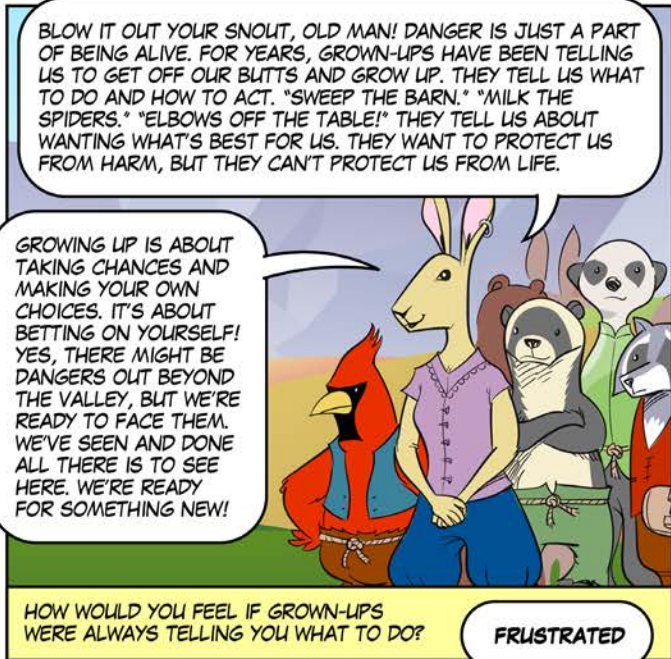
WHY NOT STAY HERE, WHERE WE ALREADY HAVE EVERYTHING WE NEED? FOOD. SHELTER. WALLS! THE MOUNTAIN OF CIMERA ISN'T JUST ANOTHER PRETTY PIECE OF CIMERA'S LANDSCAPE. IT'S A PROTECTOR. FOR A THOUSAND YEARS, IT HAS STOOD WATCH OVER US, PROTECTING US FROM THE TERRIBLE DANGERS THAT LIE BEYOND.



WE LISTENED TO HUGO'S SIDE. NOW LET'S SEE IF WE UNDERSTAND WHERE THEY'RE COMING FROM.

HOW WOULD YOU FEEL IF THERE WERE TERRIFYING MONSTERS OUTSIDE YOUR HOME?

SCARED



BLOW IT OUT YOUR SNOUT, OLD MAN! DANGER IS JUST A PART OF BEING ALIVE. FOR YEARS, GROWN-UPS HAVE BEEN TELLING US TO GET OFF OUR BUTTS AND GROW UP. THEY TELL US WHAT TO DO AND HOW TO ACT. "SWEEP THE BARN." "MILK THE SPIDERS." "ELBOWS OFF THE TABLE!" THEY TELL US ABOUT WANTING WHAT'S BEST FOR US. THEY WANT TO PROTECT US FROM HARM, BUT THEY CAN'T PROTECT US FROM LIFE.

GROWING UP IS ABOUT TAKING CHANCES AND MAKING YOUR OWN CHOICES. IT'S ABOUT BETTING ON YOURSELF! YES, THERE MIGHT BE DANGERS OUT BEYOND THE VALLEY, BUT WE'RE READY TO FACE THEM. WE'VE SEEN AND DONE ALL THERE IS TO SEE HERE. WE'RE READY FOR SOMETHING NEW!

HOW WOULD YOU FEEL IF GROWN-UPS WERE ALWAYS TELLING YOU WHAT TO DO?

FRUSTRATED



HAVE YOU ALL FORGOTTEN ABOUT CIMERA? WHEN ALL OUR YOUNG LEAVE THE VALLEY, WHO WILL BE LEFT TO KEEP UP OUR WAY OF LIFE? WHAT WILL HAPPEN TO OUR FIELDS? TO OUR CROPS? I'LL TELL YOU WHAT WILL HAPPEN! THEY WILL TURN TO DUST! WITH NO ONE LEFT TO ATTEND TO THE RESPONSIBILITIES OF THE VALLEY, EVERYTHING WE'VE DEDICATED OUR LIVES TO BUILDING WILL TURN INTO NOTHING. WE WOULD BE THROWING AWAY THOUSANDS OF YEARS OF TRADITION.

HOW WOULD YOU FEEL IF ALL THE THINGS YOU CARED ABOUT DISAPPEARED?

LOST



PLEASE! DRAMATIC MUCH? LOOK, EVEN IF EVERYONE DID LEAVE THE VALLEY, THAT WOULDN'T BE THE END OF CIMERA. CIMERA IS MORE THAN A PLACE. IT'S THE PEOPLE. WE WOULD BE BRINGING A PIECE OF CIMERA WITH US WHEREVER WE GO.

AND AS FOR OUR TRADITIONS, YES SOME OLD TRADITIONS WOULD DISAPPEAR, BUT THERE WOULD BE NEW TRADITIONS FOR US TO BUILD. THINK ABOUT HOW MUCH WE WOULD LEARN! THAT'S WHAT MAKES LEAVING THE VALLEY SO EXCITING!

WE HAVE A CHANCE TO START SOMETHING NEW, AND FOR OURSELVES. THE WORLD HAS A LOT TO SHOW US, AND WE HAVE A LOT TO SHOW THE WORLD.

HOW WOULD YOU FEEL IF YOU WERE AT THE START OF A NEW ADVENTURE?

EXCITED



WELL DONE! I THINK WE HAVE A GOOD UNDERSTANDING OF HOW HUGO AND JOHANNA FEEL. NOW IT'S TIME TO SHOW THEM ANOTHER WAY.

I HEAR YOU — ALL OF YOU. MY COMING HERE HAS BROUGHT GREAT CHANGE TO THE VALLEY. IT HAS BROUGHT FEAR BUT IT HAS ALSO BROUGHT EXCITEMENT.



SOME OF YOU BELIEVE ALL OF CIMERA WILL BE LOST...

WHILE OTHERS ARE CONVINCED THAT LEAVING THE VALLEY WILL FINALLY PUT AN END TO YOUR FEELINGS OF FRUSTRATION...



BUT THESE ARE NOT YOUR ONLY CHOICES.

I'M PROOF THAT THERE'S ANOTHER WAY. I LEFT THIS VALLEY MANY YEARS AGO AND I DON'T REGRET A SINGLE MOMENT OF IT. BUT NOT A DAY HAS GONE BY WHERE I HAVEN'T MISSED MY HOME AND MY FAMILY.



I CAN'T TELL YOU WHAT A BLESSING IT HAS BEEN TO BE ABLE TO HAVE THIS CHANCE TO COME BACK.



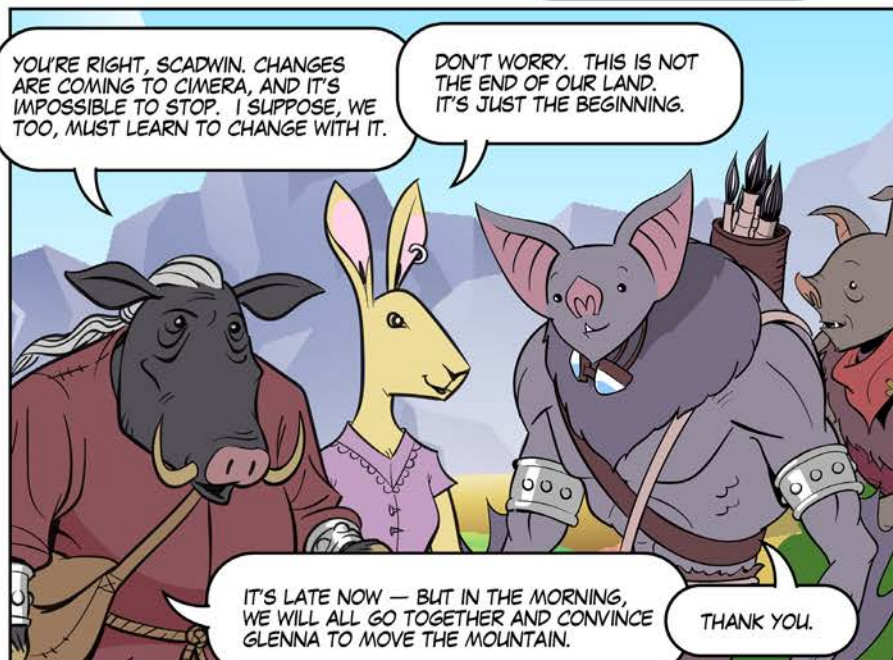
THE CIMERAN PEOPLE NEED BOTH THE ABILITY TO LEAVE, AND THE ABILITY TO STAY.

FRIENDS, NEIGHBORS — THE FUTURE IS CLEAR. THE MOUNTAIN OF CIMERA MUST MOVE, AND WE HAVE TO DO IT TOGETHER. LET IT BE A MESSAGE TO THE WORLD — A SHOW OF NOT JUST THE COURAGE IT TAKES TO LET OUR PEOPLE GO, BUT THE LOVE WE HAVE WHEN WE WELCOME PEOPLE BACK.



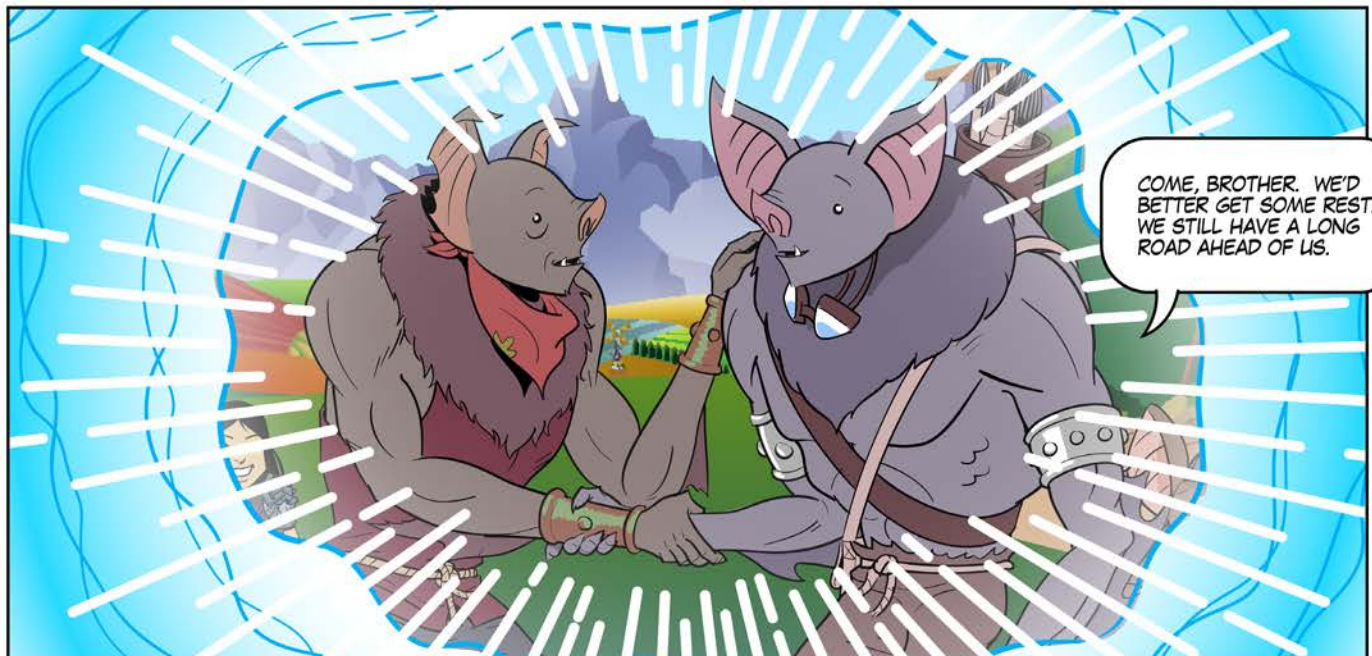
YOU'RE RIGHT, SCADWIN. CHANGES ARE COMING TO CIMERA, AND IT'S IMPOSSIBLE TO STOP. I SUPPOSE, WE TOO, MUST LEARN TO CHANGE WITH IT.

DON'T WORRY. THIS IS NOT THE END OF OUR LAND. IT'S JUST THE BEGINNING.



IT'S LATE NOW — BUT IN THE MORNING, WE WILL ALL GO TOGETHER AND CONVINCING GLENNA TO MOVE THE MOUNTAIN.

THANK YOU.



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Mission 7: Voices from the Rock

Work on the mountain stalls after a mysterious voice convinces the Cimerans that the area is haunted. Iris and Scadwin must venture into the mountain's chambers to unearth the truth.

SEL Connection:

- Ethical Responsibility
- Communication Scaffolds

Close Reading Focus:

Recognize the ways an author's word choice can reveal their tone toward a subject and identify how slight changes in word choice affect the tone of a passage.

Discussion Questions:

Q: Hugo is afraid of the ghosts that he thinks he's encountered, and he comes to tell the Four Eyes about it. When you're afraid of something, who's the first person you want to tell about it, and why?

A: *Open-ended response. Encourage students to discuss how they feel when they share something scary with a trusted person.*

Q: If someone told you they thought they'd seen a ghost, would you believe them? If not, how would you respectfully tell them you believe something different?

A: *We can agree to disagree; ask them why they believe in ghosts; tell them what I believe but not insist that they believe it, too.*

Q: The mysterious Voice tells the group that it's "almost as if my paintings keep me company." What did the Voice mean by this?

A: *The Voice identifies with the people and objects in his paintings; the Voice feels very alone; the Voice doesn't have real people around; the Voice likes to work often.*

Q: The Voice comes out of hiding after the Four Eyes are able to understand his work. Why do you think the Voice wants to hide from people who don't understand his work?

A: *The Voice is shy; he feels protective of his work; he doesn't know how to talk to people; he doesn't have friends; his work is personal.*



IT SHOOK ME TO MY VERY BONES! I TELL YOU! I FLED DOWN THE MOUNTAIN AS FAST AS I COULD! I TOLD YOU YOUNG'UNS I'D HELP YOU MOVE THE MOUNTAIN, BUT NO ONE SAID ANYTHING ABOUT THE MOUNTAIN BEING HAUNTED!

...HAUNTED?



YOU MEAN LIKE GHOSTS? AWESOME!



THERE'S NO SUCH THING AS GHOSTS, RUBY. VAMPIRES, YES. WEREPEOPLE? CHECK. ZOMBIES? YOU GOT IT. IN FACT, THERE'RE SWAMP MONSTERS, FOG GOBLINS, WENDIGOS, BIGFEET, CROCO-GATORS — BUT GHOSTS? PLEASE!



I'M SURE HUGO ONLY THOUGHT HE HEARD SOMETHING — SOUND ECHOING OFF THE ROCK WALLS, OR —

I KNOW A GHOST WHEN I HEAR ONE!



I WAS IN THAT CAVE SYSTEM IN THE UPPER PART OF THE MOUNTAIN, LOOKING FOR THE BEST PLACE TO SET OFF CHARGES AND BLAST THROUGH THE MOUNTAIN. IT'S THEN WHEN I FOUND MYSELF IN A STRANGE ROOM.

A ROOM?

IT WASN'T LIKE YOUR TYPICAL CAVE WALL. IT WAS SMOOTH, FLAT — LIKE SOMEONE HAD BUILT IT. AND THERE WERE TORCHES HUNG ALL AROUND. I WAS LOOKING AROUND WHEN I SAW SOMETHING. I DON'T KNOW HOW TO EXPLAIN IT EXACTLY. IT WAS ALMOST AS IF SOMETHING WAS COMING THROUGH THE WALLS.

I DON'T KNOW WHAT GOT INTO MY HEAD BUT I WENT TO TOUCH IT AND...



... BLOOD?!

...WHO GOES THERE!



SO WHAT HAPPENED NEXT?



WHAT DO YOU THINK? I HALLED TAIL OUT OF THERE!

WHOA... COOL. NOW DO YOU BELIEVE IN GHOSTS, IRIS?



NO. OF COURSE NOT. BUT WHAT HUGO IS DESCRIBING IS INDEED STRANGE...

I'VE HEARD SIMILAR STORIES FROM SOME OF THE OTHER WORKERS ON THE MOUNTAIN. SEEING THINGS ON THE WALLS, STRANGE VOICES SPEAKING TO THEM THROUGH THE ROCK.



IF THE VILLAGERS ARE TOO SCARED TO GO NEAR THE MOUNTAIN, THEN WHAT CHANCE DO WE STAND OF ACTUALLY MOVING IT!

REALLY?

INDEED.

THAT SETTLES IT. IF WE WANT TO MOVE THE MOUNTAIN, WE HAVE TO GET TO THE BOTTOM OF WHAT'S CAUSING THIS VOICE. AND BESIDES, YOU KNOW I CAN'T RESIST A GOOD MYSTERY!



SHOULD RUBY AND I COME ALONG?

NO, YOU TWO NEED TO STAY HERE AND SUPERVISE THE CONSTRUCTION.



AWWWW... BUT I WANTED TO SEE THE GHOST!

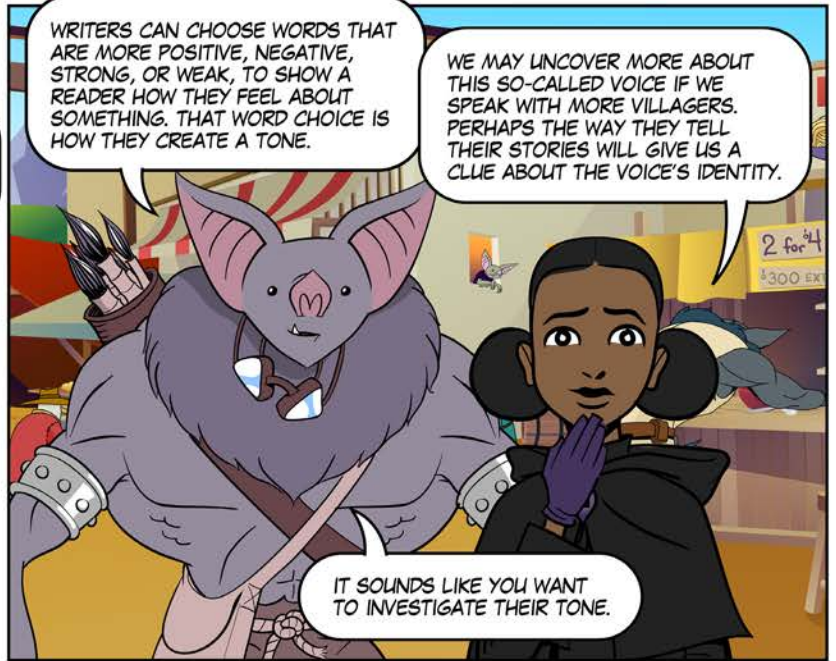
THE REST OF US WILL START BY INTERVIEWING SOME OF THE OTHER WORKERS. MAYBE THERE'S SOMETHING ABOUT HOW THIS VOICE IS SPEAKING THAT'LL HELP US UNRAVEL THIS MYSTERY.





THAT STORY SURE GAVE ME THE CREEPS, IRIS.

EXCELLENT, SCADWIN. YOUR ABILITY TO RECOGNIZE THE MOOD OF THAT MAN'S TALE WILL SURELY HELP US GET TO THE BOTTOM OF OUR MYSTERY.



WRITERS CAN CHOOSE WORDS THAT ARE MORE POSITIVE, NEGATIVE, STRONG, OR WEAK, TO SHOW A READER HOW THEY FEEL ABOUT SOMETHING. THAT WORD CHOICE IS HOW THEY CREATE A TONE.

WE MAY UNCOVER MORE ABOUT THIS SO-CALLED VOICE IF WE SPEAK WITH MORE VILLAGERS. PERHAPS THE WAY THEY TELL THEIR STORIES WILL GIVE US A CLUE ABOUT THE VOICE'S IDENTITY.

IT SOUNDS LIKE YOU WANT TO INVESTIGATE THEIR TONE.



HERE ARE FARRAH AND ALISHA. THEY WERE WORKING IN THE MOUNTAIN WHEN THEY HEARD THE VOICE.

FARRAH AND I WERE MAPPING OUT THE MOUNTAIN'S TUNNELS. WHILE WE WERE WORKING, WE DECIDED TO PASS THE TIME TELLING JOKES.



I LET OUT A GIGGLE AFTER FARRAH TOLD ME A JOKE.

WAIT A MINUTE, THAT'S NOT WHAT HAPPENED.

HMPH!

WE ARE NOT GOOD FRIENDS. ALISHA OFTEN TEASES ME. SHE LET OUT A SNICKER AFTER I TOLD HER A JOKE.



WELL, IN BOTH STORIES, THE VILLAGERS WERE TELLING JOKES WHEN SUDDENLY...

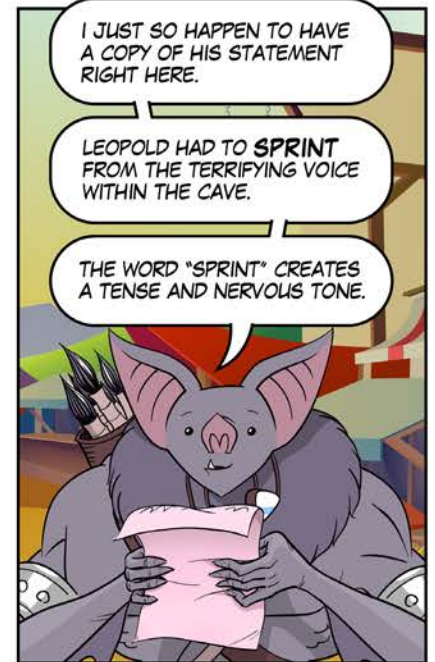
...WE HEARD A VOICE LAUGHING ALONG WITH US!

IT TOTALLY FREAKED US OUT!



I'M READY FOR ANOTHER VILLAGER'S ACCOUNT.

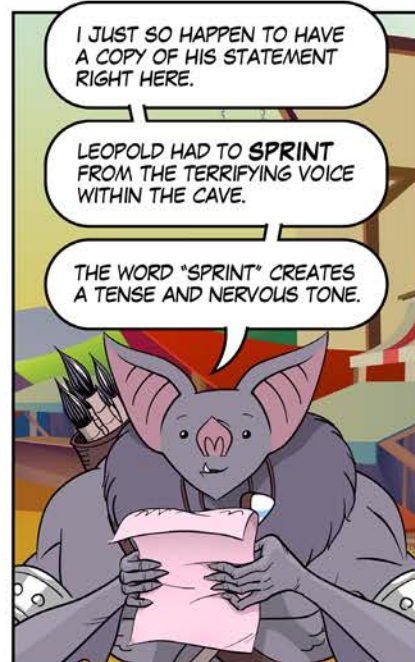
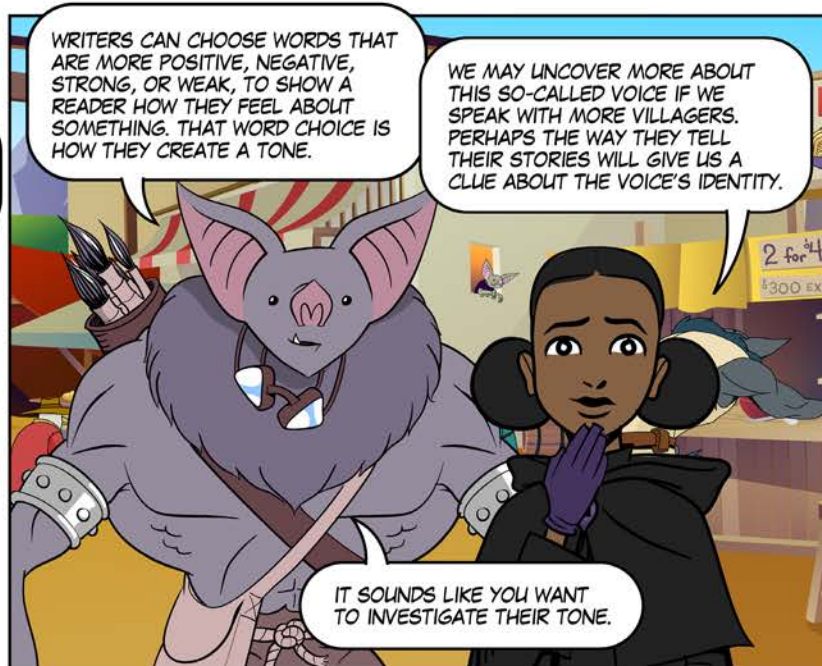
I KNOW JUST THE MAN — LEOPOLD. HE'S A HERMIT WHO LIVES NEAR THE MOUNTAIN.



I JUST SO HAPPEN TO HAVE A COPY OF HIS STATEMENT RIGHT HERE.

LEOPOLD HAD TO **SPRINT** FROM THE TERRIFYING VOICE WITHIN THE CAVE.

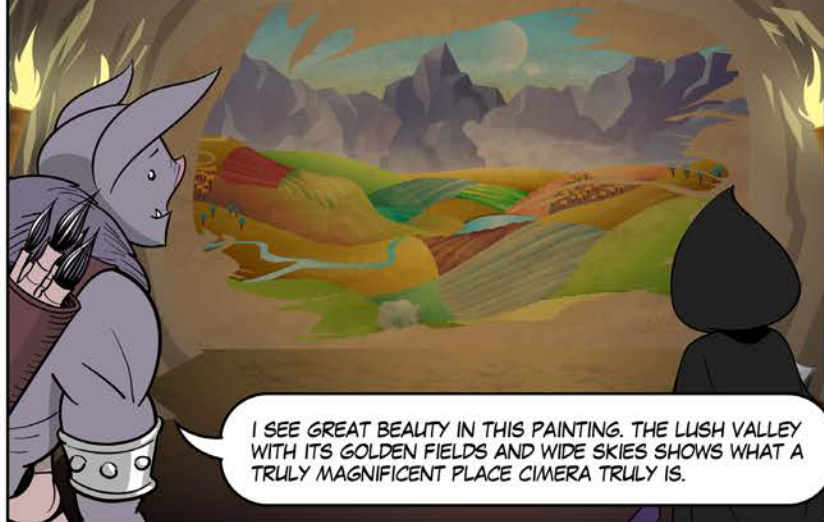
THE WORD "SPRINT" CREATES A TENSE AND NERVOUS TONE.



IT IS ONLY BY UNDERSTANDING THE ART THAT YOU MAY BEGIN TO UNDERSTAND THE ARTIST. PROVE YOUR WORTH BY CONVINCING ME YOU UNDERSTAND THE TONE OF MY DIFFERENT MASTERPIECES. ONLY THEN WILL I REVEAL MYSELF TO YOU.



FIRST WE WILL START WITH THIS PAINTING OF THE VALLEY.



I SEE GREAT BEAUTY IN THIS PAINTING. THE LUSH VALLEY WITH ITS GOLDEN FIELDS AND WIDE SKIES SHOWS WHAT A TRULY MAGNIFICENT PLACE CIMERA TRULY IS.

MY MY, WHAT A SURPRISE! IT SEEMS YOU KNOW SOMETHING ABOUT ART AFTER ALL!

NO SWEAT! BRING IT ON!



YOU ASKED FOR IT...NOW TRY THIS ONE!



I CAN'T HELP BUT FEEL PITY TOWARD THIS FEARFUL EXPLORER. NOTE THE SHOCK IN HIS EYES AND THE EXPRESSION OF PURE TERROR ACROSS HIS FACE. TRULY, THERE ARE GREAT DANGERS AHEAD.

WHAT A KEEN EYE YOU HAVE. YOU MUST BE SOME KIND OF ARTIST YOURSELF.

WE CAN TAKE ANYTHING YOU THROW AT US!



OH, CAN YOU? WELL TRY THIS ONE ON FOR SIZE!

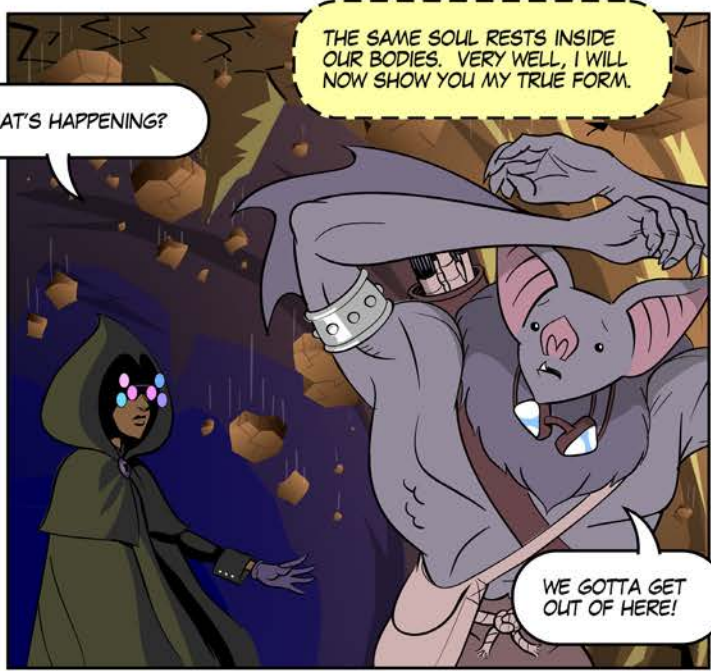


THIS IS THE MOST INSPIRING PORTRAIT YET! I STAND IN AWE OF THE STRENGTH OF THIS FIGURE. CLEARLY, THIS MUST BE THE IMAGE OF A CHAMPION — A GUARDIAN SENT TO CIMERA TO PROTECT ITS PEOPLE.



I SEE I HAVE FINALLY FOUND SOMEONE WHO TRULY UNDERSTANDS ME, UNDERSTAND MY ART.

WHAT'S HAPPENING?



THE SAME SOUL RESTS INSIDE OUR BODIES. VERY WELL, I WILL NOW SHOW YOU MY TRUE FORM.

WE GOTTA GET OUT OF HERE!



KEEP GOING!



I SEE THE EXIT UP AHEAD!





Social and Emotional Learning Quest Extension Guide



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Mission 8: To Move a Mountain

The mountain of Cimera is actually a living giant, who seems reluctant to move. If the Four Eyes want to complete their Great Task, they'll have to persuade the mountain to move...

SEL Connection:

- Perspective-Taking
- Empathy

Close Reading Focus

Define claim, evidence, and reason. Understand how they work together to create a strong argument.

Discussion Questions:

Q: The Four Eyes all prefer different articles from Scadwin's collection of writings. What kinds of writing do you like, and why?

A: *Open-ended response.*

Q: The Mountain of Cimera seems to really want to paint, but he doesn't feel like it's okay to pursue that until the group successfully argues with him. Have you ever used an argument to convince someone that their actions were good or bad idea?

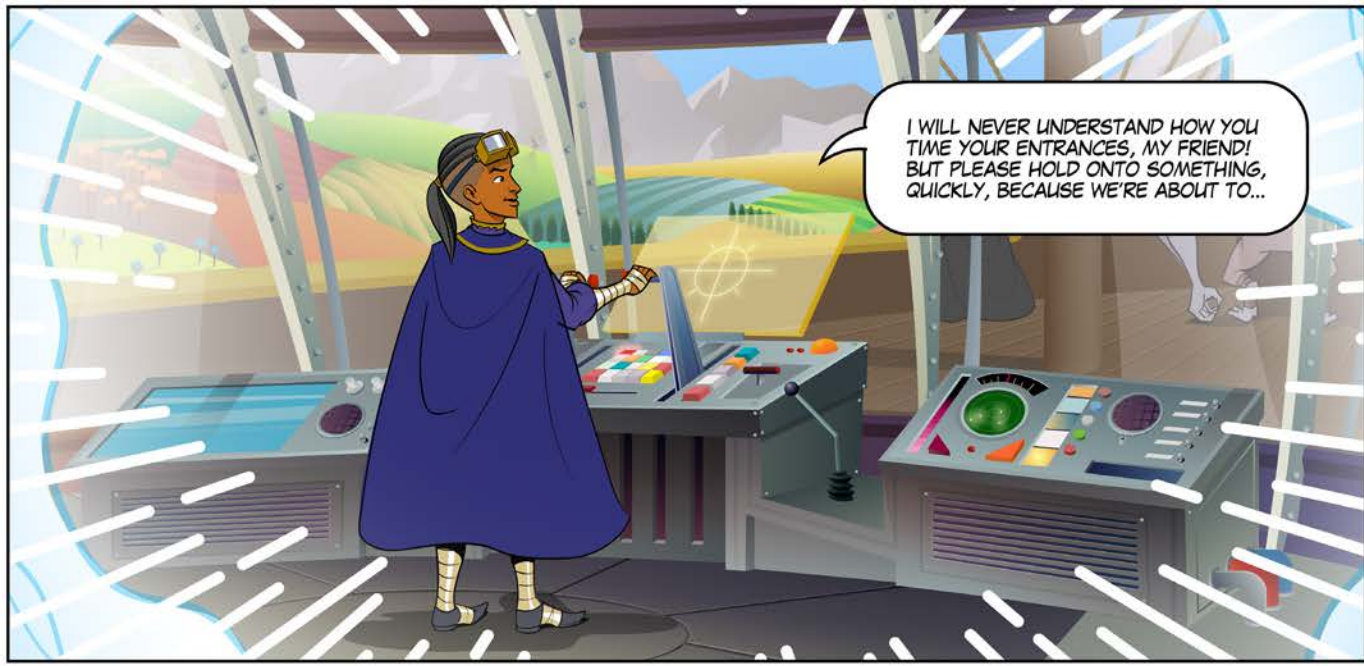
A: *Open-ended response.*

Q: Has anyone ever used an argument to convince you to do or not to do something? What happened, and what did it feel like?

A: *Open-ended response. Examples: It was helpful; I got angry; it made things clearer; I was happy they took the time.*

Q: At the end of the episode, Scadwin is happy that his people have learned about freedom, too. Have you ever taught someone about something that's important to you? Talk about it and how it made you feel.

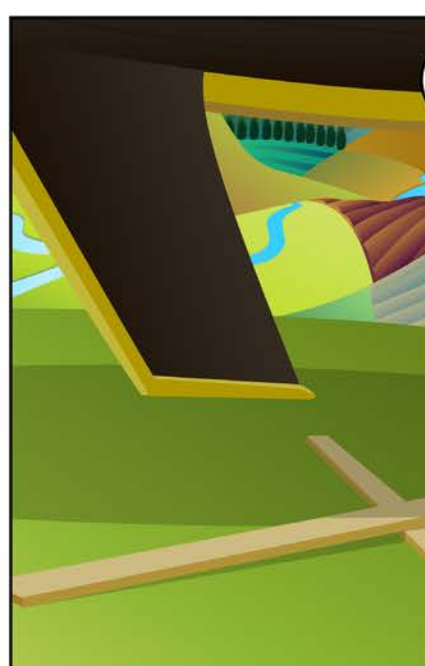
A: *Open-ended response.*



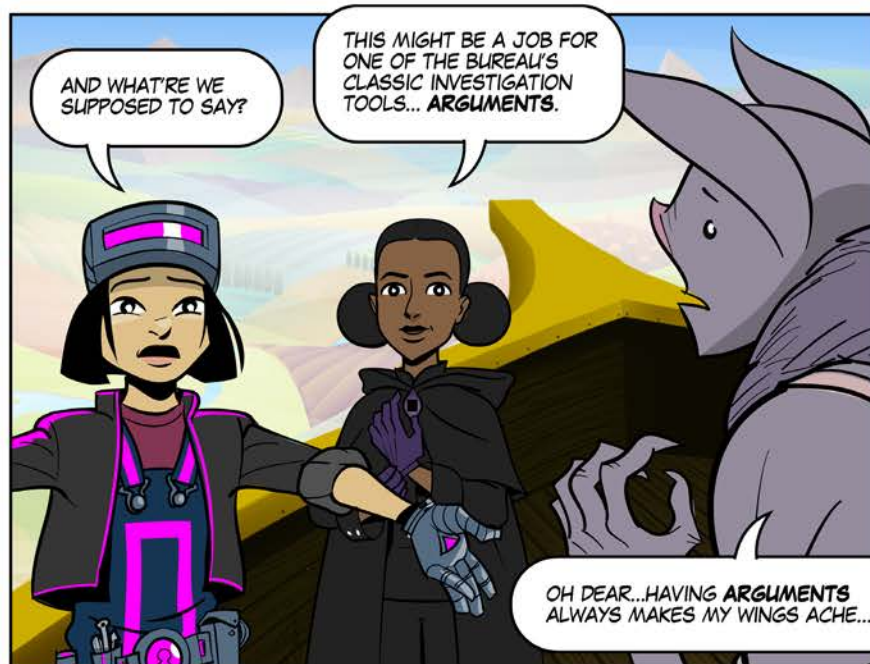
I WILL NEVER UNDERSTAND HOW YOU TIME YOUR ENTRANCES, MY FRIEND! BUT PLEASE HOLD ONTO SOMETHING, QUICKLY, BECAUSE WE'RE ABOUT TO...



LAUNCH!



ALTITUDE RISING...SPINNAKERS DEPLOYED...WE'RE BACK IN BUSINESS!





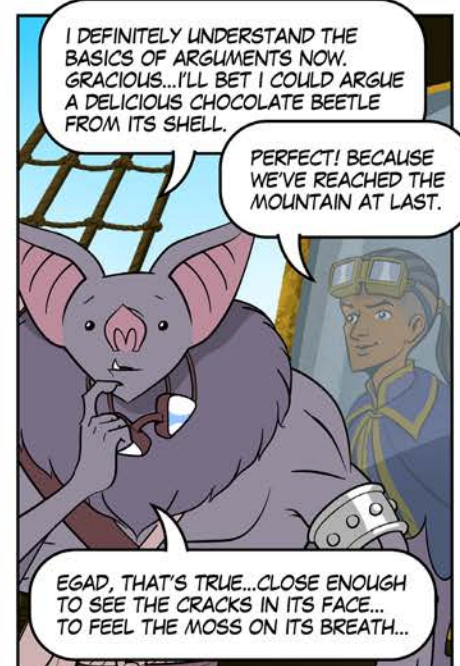
The Echo

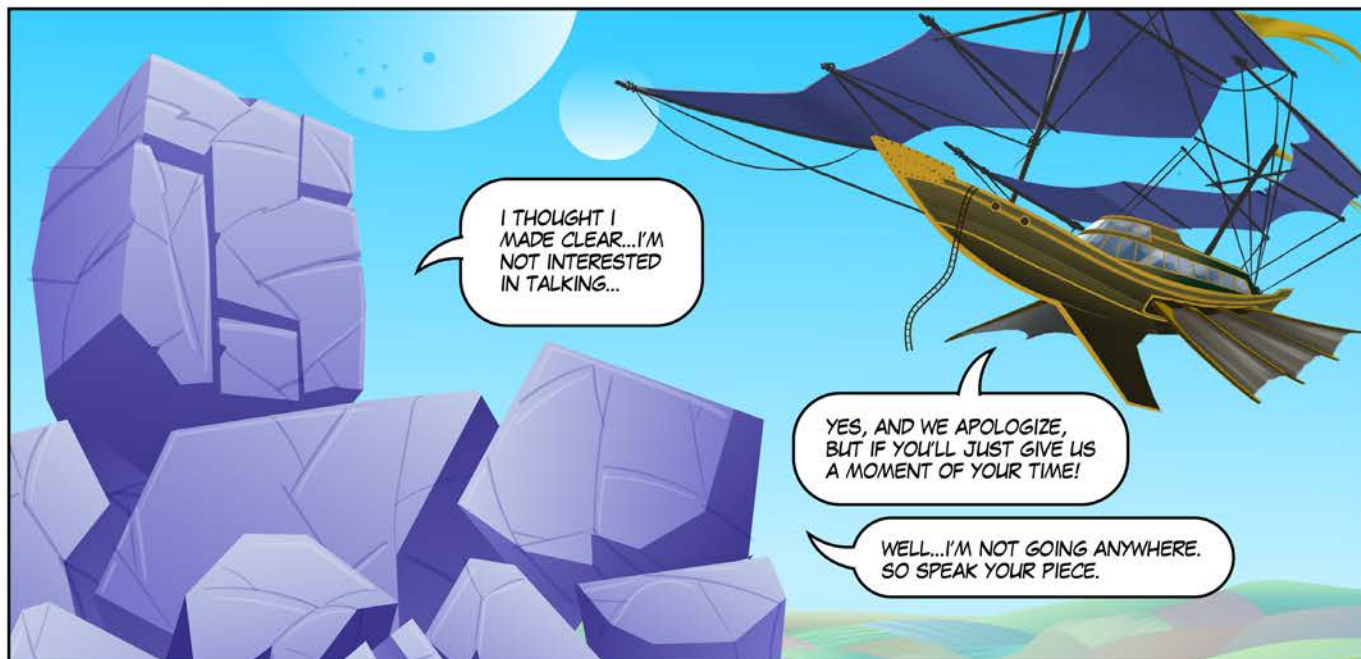
It is a tragedy that many of our young Cimerans spend their idle days on the couch, "chattering" with their friends on glasses-cam, rather than in healthy exercise! The young should be outside as often as possible, because it's what's good for them! Cimerans who get daily outdoor exercise are healthier, as we know because the last three winners of the All-Cimera Eight-Legged Rodeo spent hours exercising outdoors in the meadow sun. Through vigorous outdoor exercise, such as harvesting spider silk or pushing a plow, can young Cimerans reach that level of health!



Teen Cimera Stand Up!

Have you considered, beautiful reader and best friend, that young people should spend more time outside exercising than on glasses-cam? We asked folks around our magazine's office about their summer faves, and one of our interns, Albertine, said that if she could recognize lovely summer plants, like gorgonberry flowers and wereleaf, she would spend more time outside. Sounds awesome to us! That's why we think you should totally spend more time outside exercising this summer, you readers, you dolls!

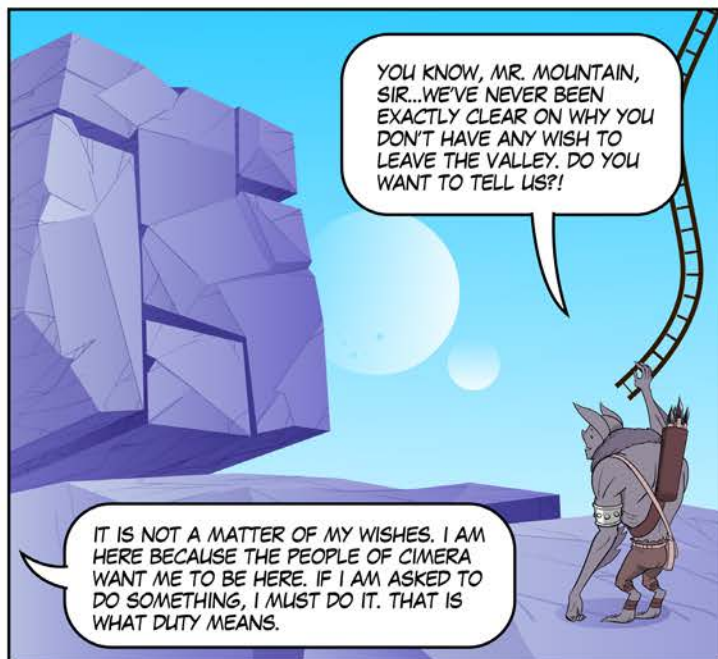




I THOUGHT I MADE CLEAR...I'M NOT INTERESTED IN TALKING...

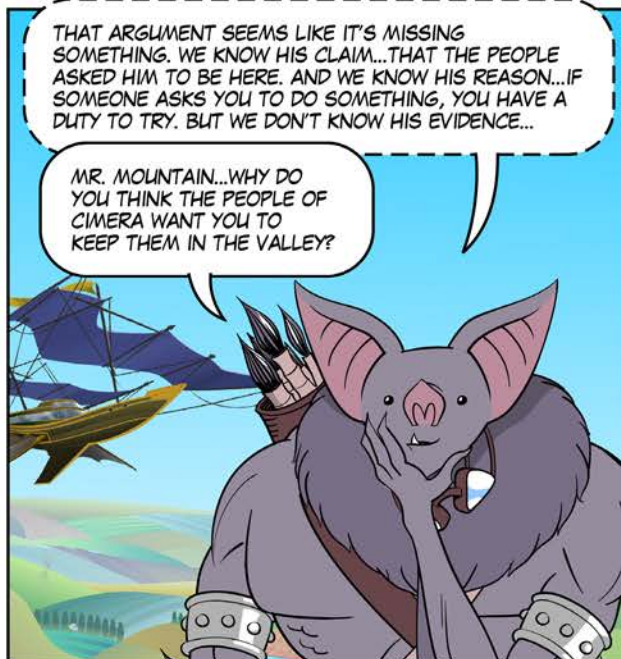
YES, AND WE APOLOGIZE, BUT IF YOU'LL JUST GIVE US A MOMENT OF YOUR TIME!

WELL...I'M NOT GOING ANYWHERE. SO SPEAK YOUR PIECE.



YOU KNOW, MR. MOUNTAIN, SIR...WE'VE NEVER BEEN EXACTLY CLEAR ON WHY YOU DON'T HAVE ANY WISH TO LEAVE THE VALLEY. DO YOU WANT TO TELL US?!

IT IS NOT A MATTER OF MY WISHES. I AM HERE BECAUSE THE PEOPLE OF CIMERA WANT ME TO BE HERE. IF I AM ASKED TO DO SOMETHING, I MUST DO IT. THAT IS WHAT DUTY MEANS.



THAT ARGUMENT SEEMS LIKE IT'S MISSING SOMETHING. WE KNOW HIS CLAIM...THAT THE PEOPLE ASKED HIM TO BE HERE. AND WE KNOW HIS REASON...IF SOMEONE ASKS YOU TO DO SOMETHING, YOU HAVE A DUTY TO TRY. BUT WE DON'T KNOW HIS EVIDENCE...

MR. MOUNTAIN...WHY DO YOU THINK THE PEOPLE OF CIMERA WANT YOU TO KEEP THEM IN THE VALLEY?



WHY DO I THINK THE PEOPLE WANT ME TO PROTECT THEM? WELL...BECAUSE THEY ASKED ME TO. AFTER CONSULTING THE BOOK... THE CODEX MAGNIFICA.

IT WAS ONLY 1,000 YEARS AGO... JUST YESTERDAY, IN THE LIFE OF A MOUNTAIN. THE PEOPLE OF CIMERA ASKED THE CODEX HOW THEY COULD BE SAFE FOREVER...AND THE CODEX TOLD THEM.



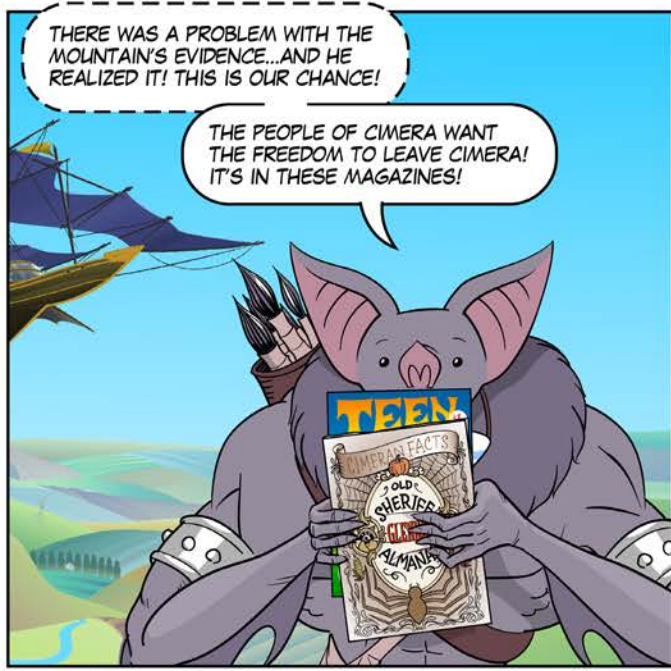
THE CODEX TOLD THEM TO SEAL THEMSELVES OFF, SO THAT NO ONE COULD ENTER OR LEAVE THE VALLEY. THAT'S WHY THEY ASKED ME TO BE THEIR GUARD. IT WAS...WISE. IF YOU NEVER TAKE A RISK...YOU WILL NEVER BE SURPRISED. NOTHING BAD CAN HAPPEN.

NEVER RISK, NEVER BE SURPRISED... SOUNDS LIKE WHAT THEO SAID TO ME WHEN I TOLD HIM MY DREAMS OF LEAVING HOME...



THE CIMERANS ASKED YOU 1,000 YEARS AGO...WHAT ABOUT TODAY?

WHAT DO THE PEOPLE OF CIMERA WANT TODAY? I...I SUPPOSE I DON'T KNOW. 1,000 YEARS NEVER SEEMED LIKE A VERY LONG TIME TO ME...IT NEVER OCCURRED TO ME THAT THEY MIGHT CHANGE THEIR MIND ABOUT WHAT THEY WANTED. DO YOU KNOW...WHAT THEY WANT?



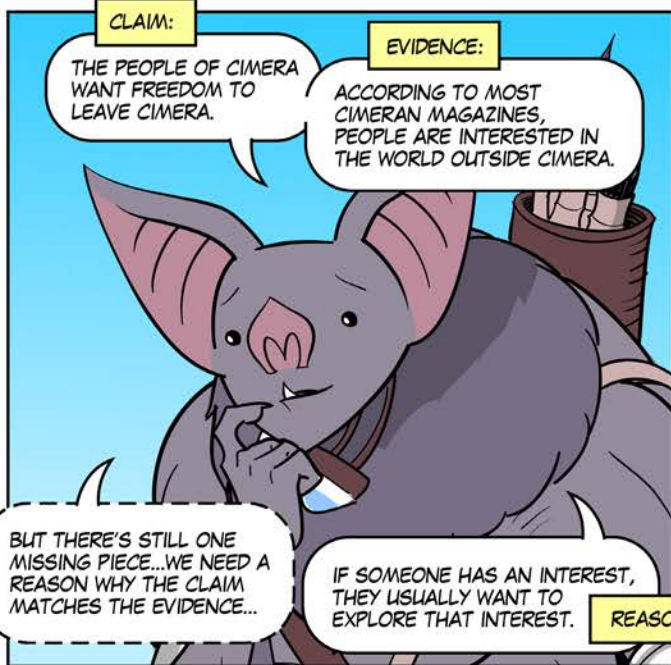
THERE WAS A PROBLEM WITH THE MOUNTAIN'S EVIDENCE...AND HE REALIZED IT! THIS IS OUR CHANCE!

THE PEOPLE OF CIMERA WANT THE FREEDOM TO LEAVE CIMERA! IT'S IN THESE MAGAZINES!



WHAT...IS THIS? WORDS...ON PAPER? THE ECHO? TEEN CIMERA STAND UP? ARE THESE...SOME NEW VERSION OF THE CODEX?

IN A WAY, I SUPPOSE! BOTH THOSE MAGAZINES TALK ABOUT HOW MORE AND MORE CIMERANS ARE CURIOUS ABOUT THE WORLD OUTSIDE THIS VALLEY. THEY'RE EVIDENCE OF OUR CLAIM!



CLAIM:

THE PEOPLE OF CIMERA WANT FREEDOM TO LEAVE CIMERA.

EVIDENCE:

ACCORDING TO MOST CIMERAN MAGAZINES, PEOPLE ARE INTERESTED IN THE WORLD OUTSIDE CIMERA.

BUT THERE'S STILL ONE MISSING PIECE...WE NEED A REASON WHY THE CLAIM MATCHES THE EVIDENCE...

IF SOMEONE HAS AN INTEREST, THEY USUALLY WANT TO EXPLORE THAT INTEREST.

REASON!



YES...IF SOMEONE HAD AN INTEREST...SUCH AS, ER, WELL, PAINTING...AND WAS UNABLE TO TRULY EXPLORE IT...BECAUSE THEY HAD BEEN GUARDING A VALLEY FOR 1,000 YEARS...THAT WOULD SEEM A SAD THING...

HE'S CONSIDERING OUR ARGUMENT...I THINK WE'VE DONE IT!



INTERESTING...I MUST TAKE A HASTY MONTH OR TWO TO THINK THIS ARGUMENT OVER...



FOR SO LONG I'VE HAD ONE PURPOSE. I'VE NEVER QUESTIONED IT. IF I WASN'T HERE GUARDING THE VALLEY...WHAT IS IT I'D DO?



I MIGHT DO...ANYTHING.



I MIGHT EVEN GO TO DWORP... ITS MAGMA CAVERNS...I COULD BE THE FIRST TO PAINT THEM...



YOU DID IT, YOU TWO! THE MOUNTAIN'S MOVING! IT ALMOST LOOKS _HAPPY_...

IT DOES...AND ALL THE YOUNG PEOPLE LOOK HAPPY, TOO.



JUST AS HAPPY AS I FELT, THE DAY I FIRST FOUND MY CRACK IN THE WALL.



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Mission 9: Secrets in Simile

The team meets with an ex-Bureau agent whose strange speech hides the location of the Heart of Grandd Folie. They'll need to learn her figurative way of speaking to find out what she knows.

SEL Connection:

Accurate Self-Perception:

- Recognizing strengths
- Self-confidence
- Empathy
- Perspectives

Close Reading Focus:

Identify similes, metaphors, and allusions in literature and interpret how these devices add meaning.

Discussion Questions:

Figurative language can be a useful and powerful way to explain our **emotions**. That is why it is often found in song lyrics and poetry. Here are some similes that students wrote about school:

- The first day of school is like opening a fresh notebook.
- Learning is like a marathon and not a sprint.
- Learning something new is like climbing a mountain.

Q: Let's go one by one and discuss what these similes mean. What does the writer of each simile feel about school and learning?

A: *Open-ended response.*

Q: Which of the sentences feels most true to you?

A: *Open-ended response.*

Q: Let's try to make our own simile(s) about school. What feelings do we have about school?

A: *Open-ended response.*

Q: What is something else that makes you feel this way?

A: *Open-ended response.*

Okay, let's work together and create similes. Then let's discuss what they mean.

Examples:

- School is like a cozy sweatshirt. It makes me feel safe and comfortable.
- School is like a roller coaster. It has its ups and downs.





AGENT POE HAS ... HER OWN UNIQUE IDEAS ABOUT THINGS. MANY IN THE BUREAU FOUND HER TOO STRANGE TO WORK WITH.



IT'S HARD IMAGINING SOMEONE TOO STRANGE EVEN BY THE BUREAU'S STANDARDS.



THE BUREAU HAS SPENT CENTURIES LOOKING FOR THE HEART OF GRAN FOLIE AND YET TO THIS DAY WE DON'T KNOW WHAT IT EVEN LOOKS LIKE.



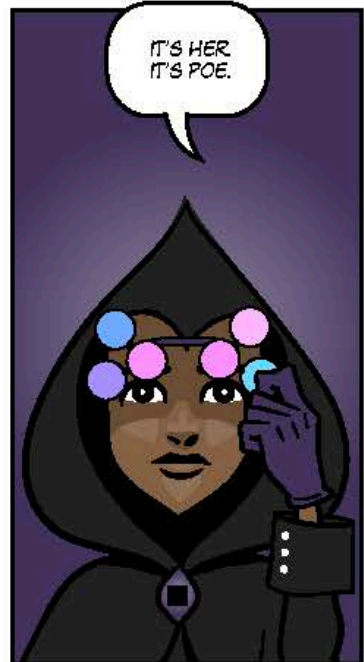
THEN A FEW WEEKS AGO, I LEARNED A FORMER AGENT NAMED POE HAS A NEW LEAD ON WHERE THE HEART IS.

IF WE WANT TO FIND THE HEART, AND BY EXTENSION THE CODEX MAGNIFICA WE'LL HAVE TO FIND OUT WHAT POE KNOWS.



CRAKKK!

IRIS... LOOK!



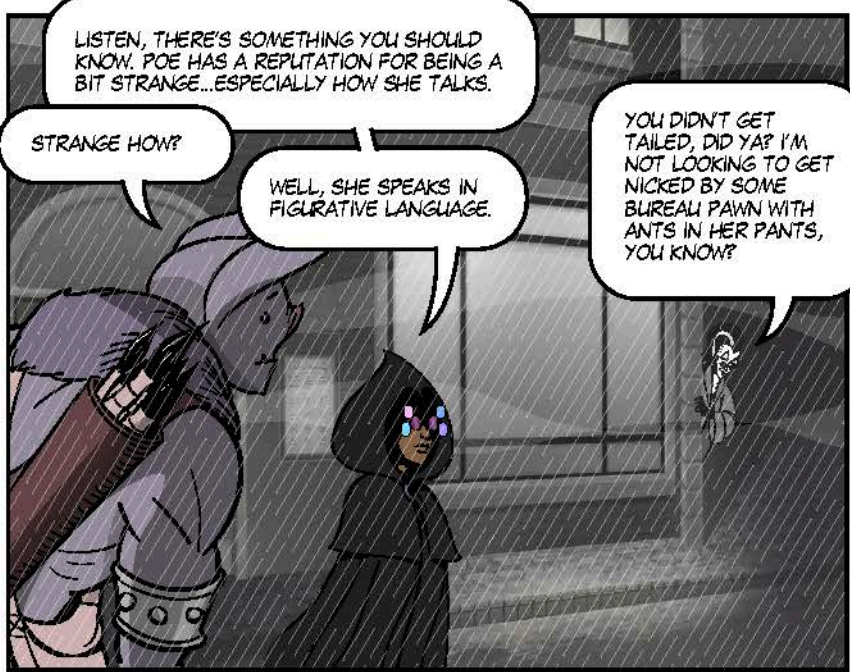
IT'S HER. IT'S POE.



POE HAS A REPUTATION FOR BEING SKITTISH. IF WE APPROACH HER AS A WHOLE GROUP, WE MIGHT SPOOK HER.

IN THAT CASE, RUBY AND I WILL CHECK THE REST OF THE BLOCK AND MAKE SURE THERE'S NO FLUNNY BUSINESS.

GREAT.



LISTEN, THERE'S SOMETHING YOU SHOULD KNOW. POE HAS A REPUTATION FOR BEING A BIT STRANGE... ESPECIALLY HOW SHE TALKS.

STRANGE HOW?

WELL, SHE SPEAKS IN FIGURATIVE LANGUAGE.

YOU DIDNT GET TAILED, DID YA? I'M NOT LOOKING TO GET NICKED BY SOME BUREAU PAWN WITH ANTS IN HER PANTS, YOU KNOW?



I'LL TELL YOU WHAT YOU NEED TO KNOW. WAIT — WHAT'S THAT SOUND?



OH NO! THE BUREAU!!

POE! WAIT!



SHE'S HEADING UP TO THE ROOFTOPS.

DONT WORRY. TAG AND RUBY WILL BE HOT ON HER TAIL.



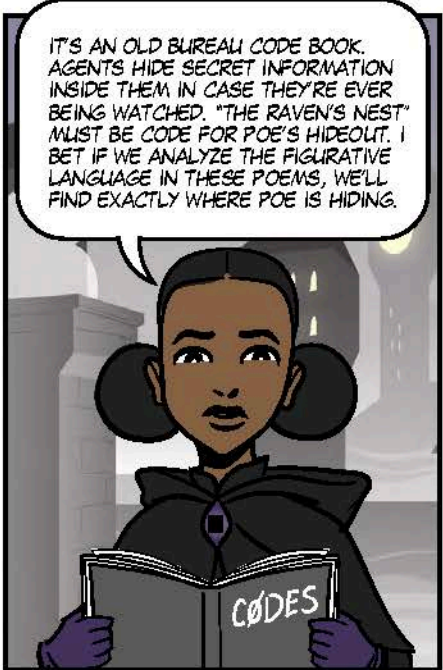
SOON...

WELL, WE LOST POE, BUT LOOK WHAT I FOUND!



SHE MUST'VE DROPPED THIS BOOK.

THERE'S NOTHING BUT POEMS IN THERE.



IT'S AN OLD BUREAU CODE BOOK. AGENTS HIDE SECRET INFORMATION INSIDE THEM IN CASE THEY'RE EVER BEING WATCHED. "THE RAVEN'S NEST" MUST BE CODE FOR POE'S HIDEOUT. I BET IF WE ANALYZE THE FIGURATIVE LANGUAGE IN THESE POEMS, WE'LL FIND EXACTLY WHERE POE IS HIDING.



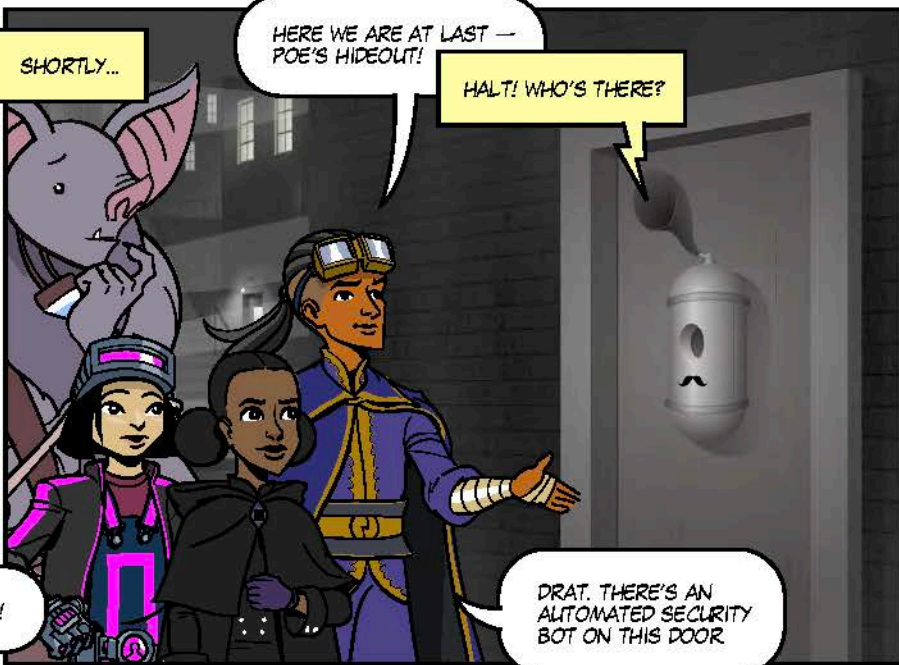
EACH POEM HIDES A SECRET LOCATION, USUALLY A STREET OR LANDMARK SOMEWHERE IN GRAN FOLIE. CAN YOU FIGURE OUT WHAT LOCATION MIGHT BE CONNECTED TO THESE POEMS?



LIAR'S ALLEY AND NAIL-BITER'S LANE...

THOSE TWO STREETS CROSS IN A SINGLE POINT IN THE CITY! THAT MUST BE WHERE POE'S "NEST" IS.

LET'S GO!



SHORTLY...

HERE WE ARE AT LAST — POE'S HIDEOUT!

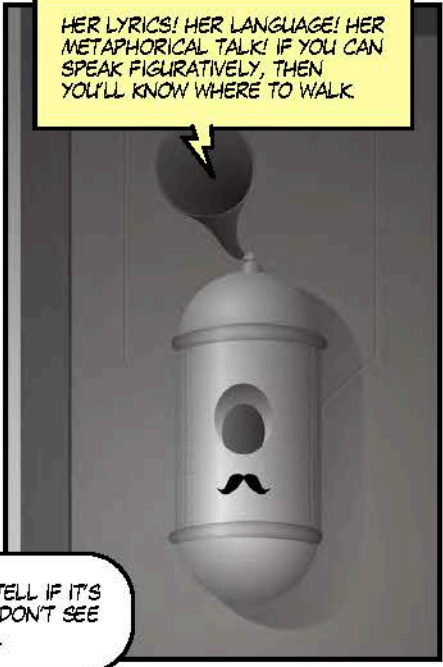
HALT! WHO'S THERE?

DRAT. THERE'S AN AUTOMATED SECURITY BOT ON THIS DOOR.



ONLY POE THE POET HAS PERMISSION TO PASS, BUT PEOPLE WITH PRYING PEEPERS HAD BETTER LEAVE FAST.

HOW CAN YOU TELL IF IT'S POE OR NOT? I DON'T SEE ANY CAMERAS...



HER LYRICS! HER LANGUAGE! HER METAPHORICAL TALK! IF YOU CAN SPEAK FIGURATIVELY, THEN YOU'LL KNOW WHERE TO WALK.

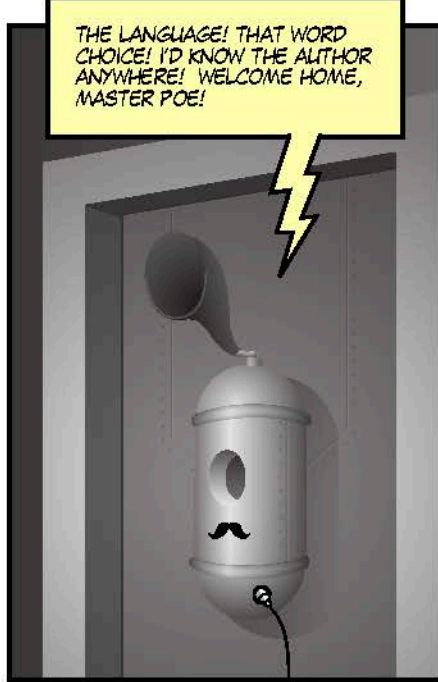


FIGURATIVE LANGUAGE, HUH? ALL RIGHT, WE'LL NEED TO COME UP WITH SOMETHING THAT'LL IMPRESS THIS SECURITY BOT ENOUGH TO OPEN THE DOOR.



HERE GOES NOTHING...

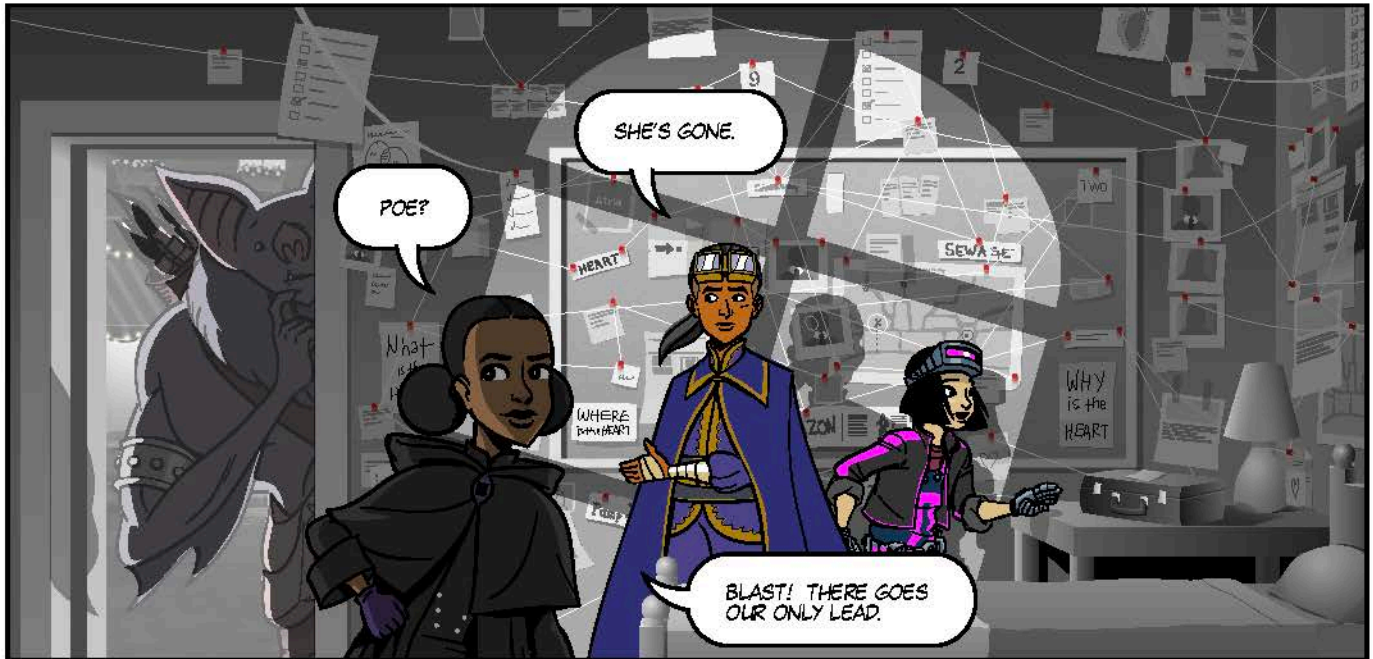
RUBY IS LIKE A TREE BECAUSE SHE JUST STANDS THERE AND SHE'S ABSOLUTELY NOTHING AT ALL.



THE LANGUAGE! THAT WORD CHOICE! I'D KNOW THE AUTHOR ANYWHERE! WELCOME HOME, MASTER POE!



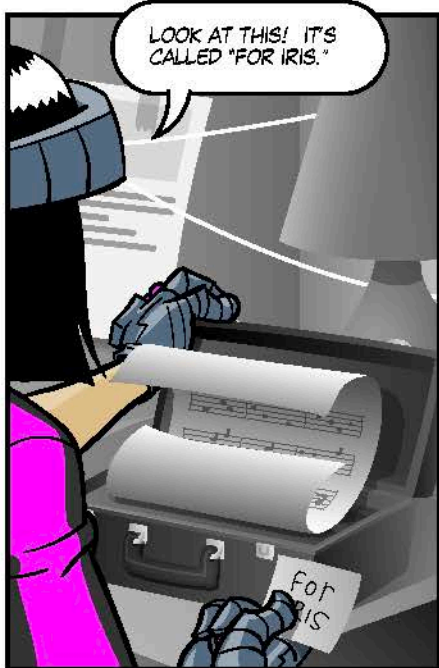
NO MORE GAMES, POE.



POE?

SHE'S GONE.

BLAST! THERE GOES OUR ONLY LEAD.



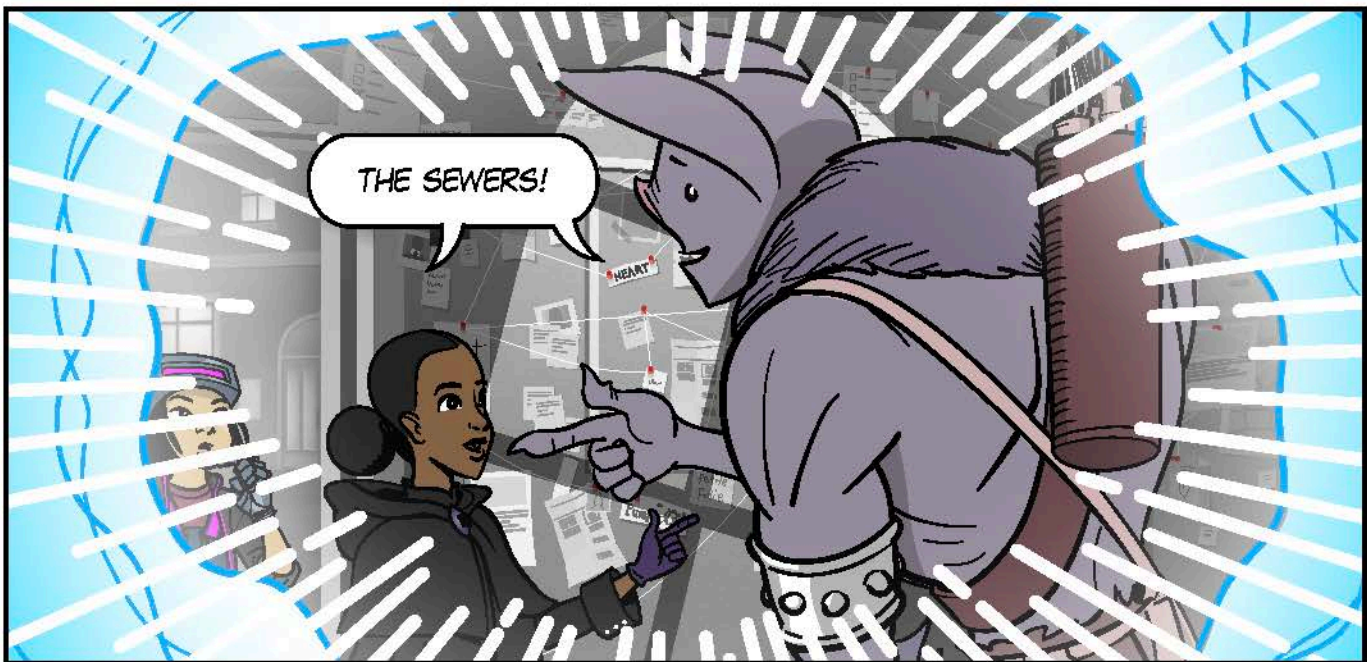
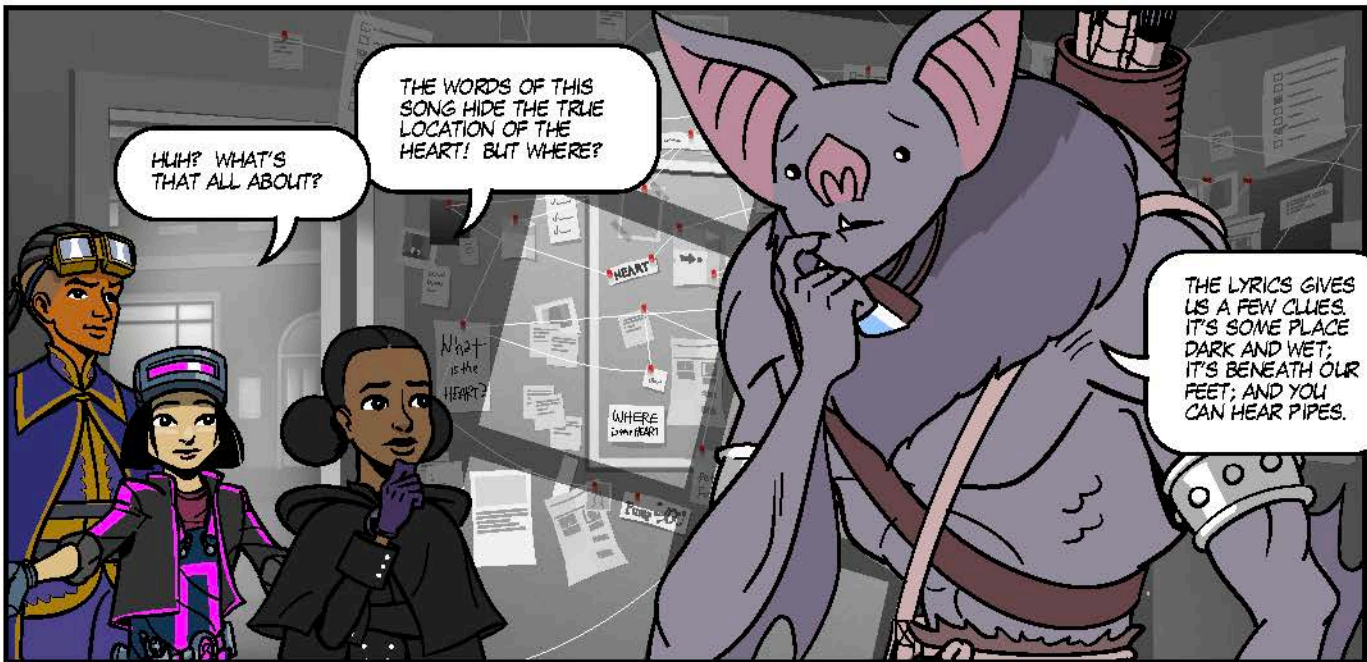
LOOK AT THIS! IT'S CALLED "FOR IRIS."

FOR IRIS



WHAT'S IT SAY, IRIS?

Some hearts are in our chest,
 Some hearts run more deep,
 The heart of the city
 courses 'neath our feet.
 Hear the trickling music
 sounding from our pipes.
 Hear the city's secrets
 grow dark, and dank, and ripe.



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Mission 10: Where Waters Flow

Is the Heart of Grand Folie a place and not a thing? Iris leads the team into sewers in search for answers in what might be her only chance to get back in the good graces of the Bureau.

SEL Connection:

- **Self-Awareness:**
Self-efficacy
- **Social Awareness:**
Perspective-taking

Close Reading Focus:

Recognize a cause and effect text structure using language clues and understand why authors use this structure.

Discussion Questions:

This mission takes place in the sewers of Grand Folie, which is a place that Iris finds familiar and normal. However, her friends are not from Grand Folie and have never been in the sewers. They think the sewers are smelly and scary.

In our world, there are times when something that seems totally normal to you can seem strange or scary to others. This is because we all have different backgrounds and experiences that shape how we view the world. This is what makes our world interesting and magnificent!

Sometimes, it may be really hard for you, or even adults, to understand how someone can feel so differently about something you love or hate. And, you can lose sight of the importance of being kind when talking to someone who shares a different viewpoint than you.

Q: There is a phrase, "Don't yuck my yum." What do you think that means?

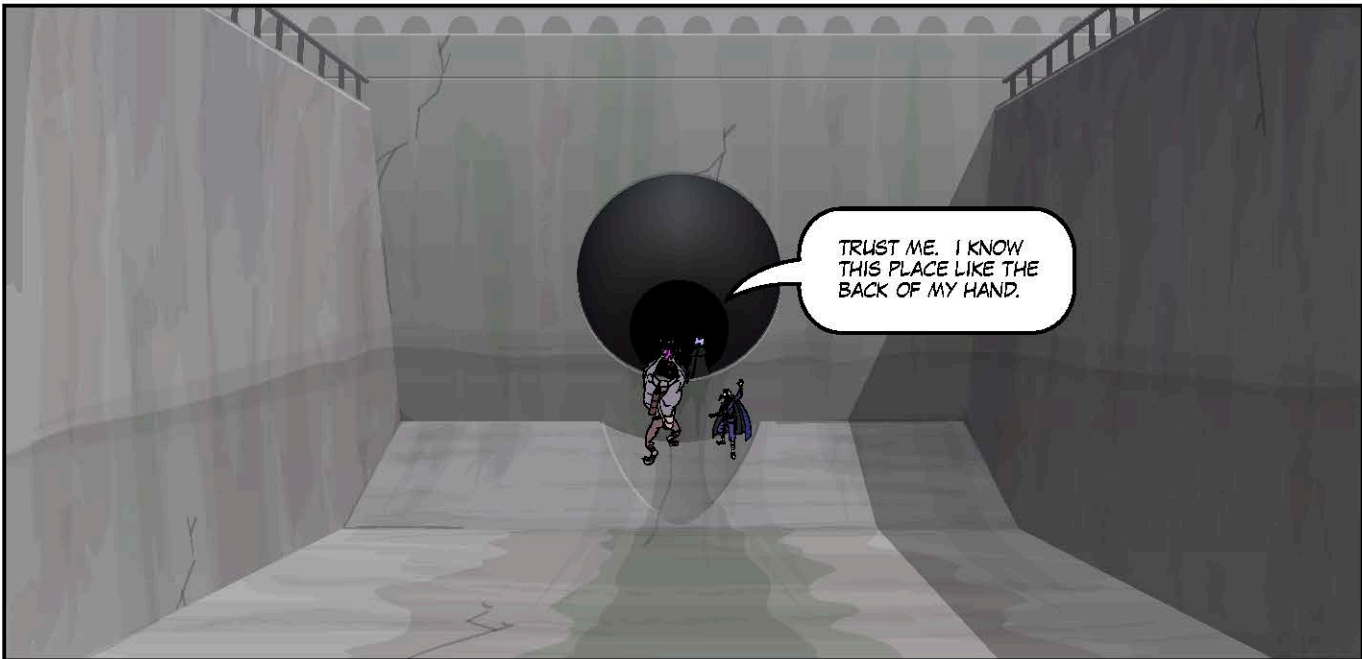
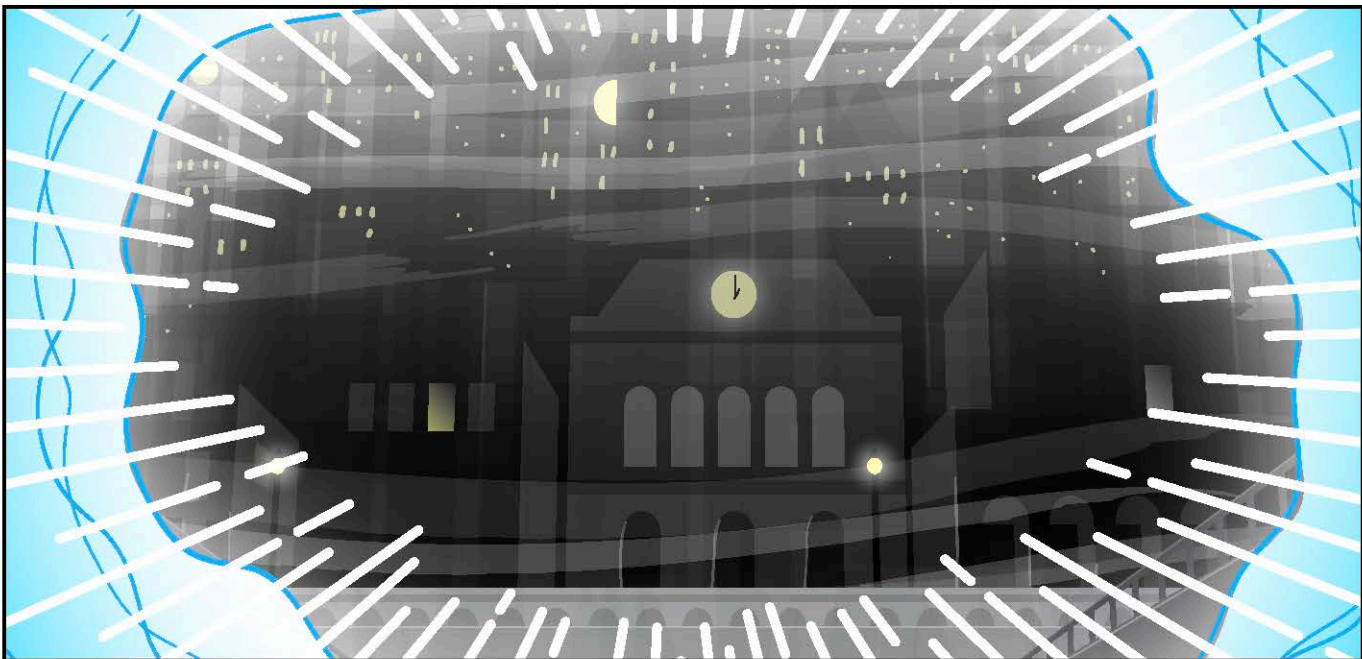
A: *It's not nice to put down something that someone else enjoys. We should respect that we all enjoy different things that may derive from our experiences and backgrounds, and this should be celebrated!*

Q: Have you heard the phrase: "Put yourself in somebody else's shoes?" What do you think that means?

A: *It means understanding someone else's perspective. This can help you understand why a person might feel the way they do about something. Let's practice putting ourselves "other people's shoes."*

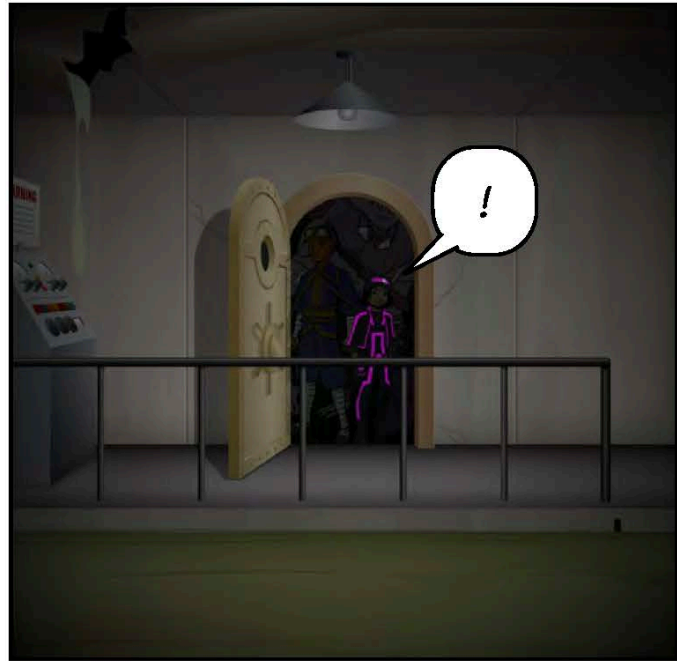
Q: Think of a scenario in which two people feel differently about the same thing. Then, identify the cause and effect of the misunderstanding between the two people.

A: *Open-ended response example: I thought it was a perfect day to go to beach for a swim. The sun was shining, and we had the day off. My brother said, "No way!" because it was winter! So, he left me in the cold. Cause: It was too cold to swim. Effect: A disagreement about what makes the beach enjoyable.*

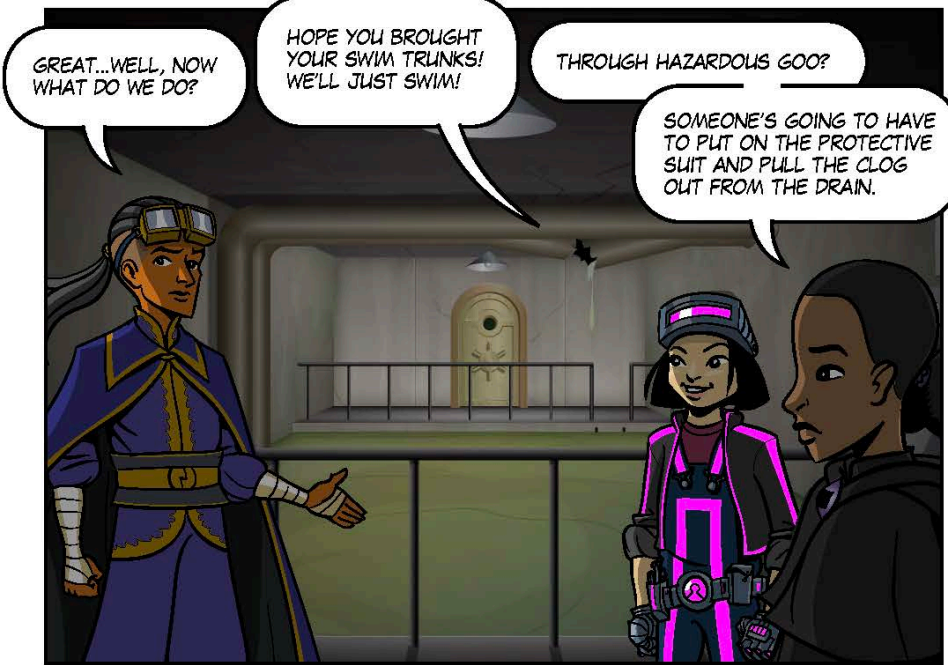




LOOK! THERE'S A ROOM UP AHEAD.



!



GREAT...WELL, NOW WHAT DO WE DO?

HOPE YOU BROUGHT YOUR SWIM TRUNKS! WE'LL JUST SWIM!

THROUGH HAZARDOUS GOO?

SOMEONE'S GOING TO HAVE TO PUT ON THE PROTECTIVE SUIT AND PULL THE CLOG OUT FROM THE DRAIN.



CONSIDER IT DONE!

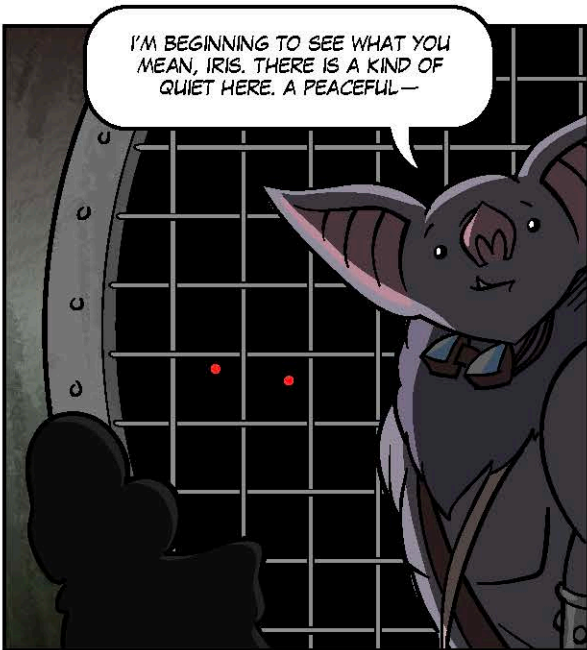


HE'S DOING IT!



WHAT AN ODD PIECE OF GARBAGE...

AND SO, THE JOURNEY CONTINUES...



I'M BEGINNING TO SEE WHAT YOU MEAN, IRIS. THERE IS A KIND OF QUIET HERE. A PEACEFUL—



LOOK OUT!



AH THIS THING'S NOT SO TOUGH!



GIVE ME A BOOST, YOUR HIGHNESS!



WHAT IS THAT THING?

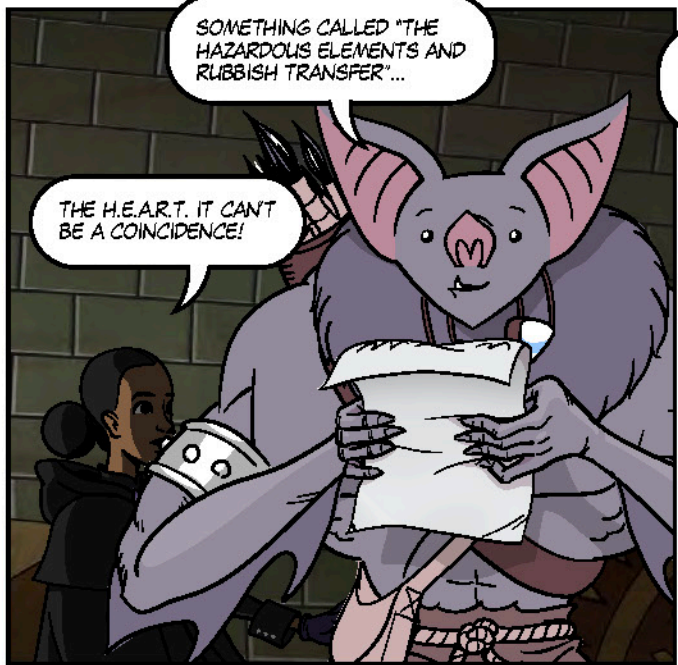
LET'S FIND OUT.



THERE'S A LEVEL 12 SECURITY FILE HERE FROM THAT INVENTOR, PROFESSOR OFFNOGGIN. IT'S TITLED README.

LEVEL 12? THAT WILL TAKE US FOREVER TO

ALL DONE! NOW LET ME JUST PRINT THIS THING OUT...

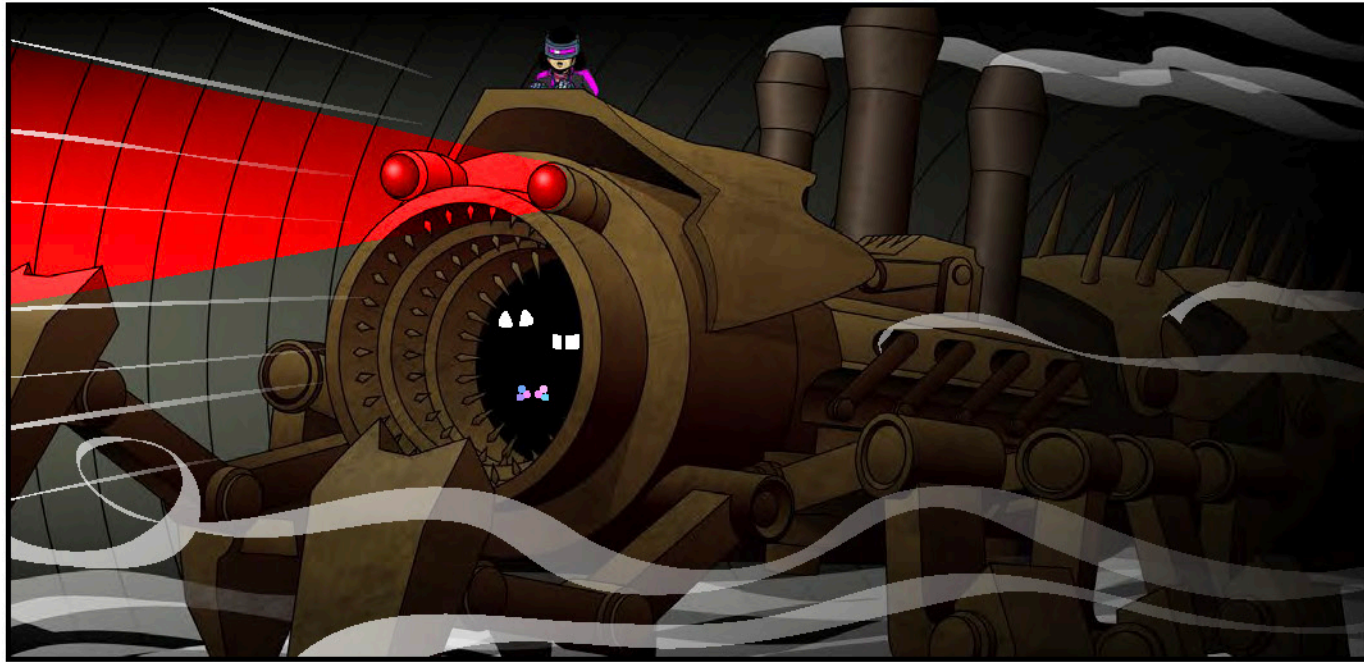


SOMETHING CALLED "THE HAZARDOUS ELEMENTS AND RUBBISH TRANSFER"...

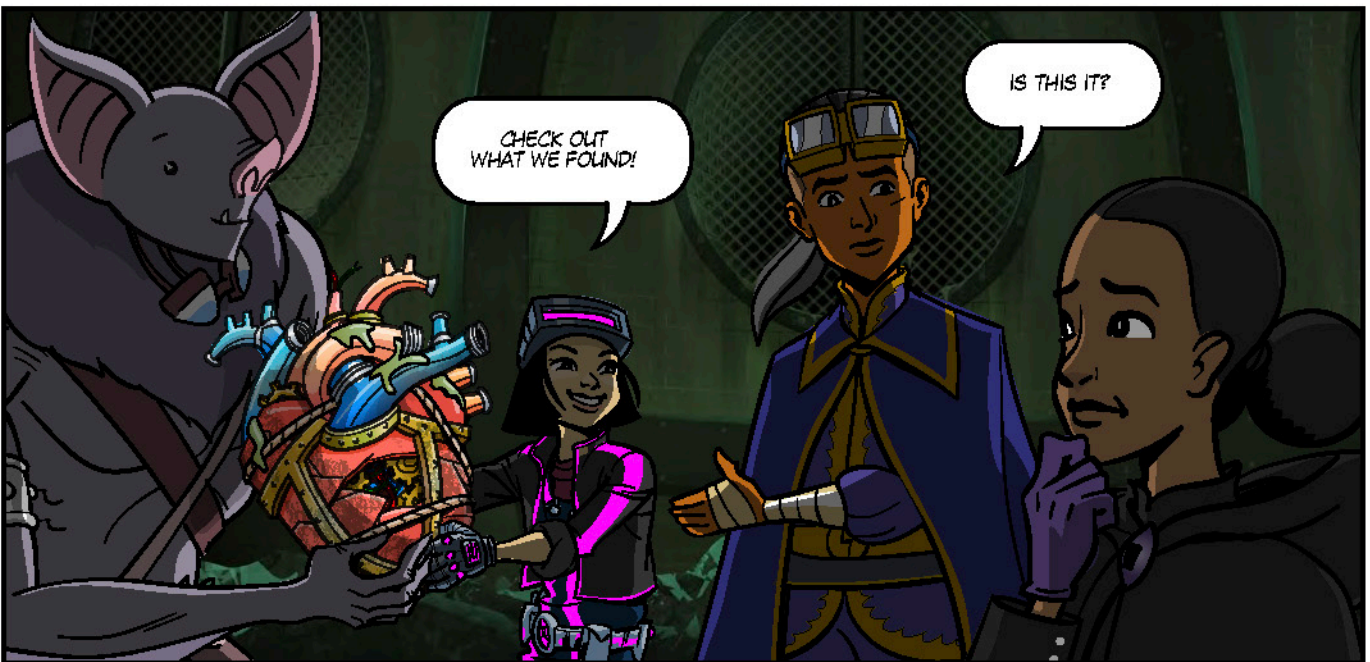
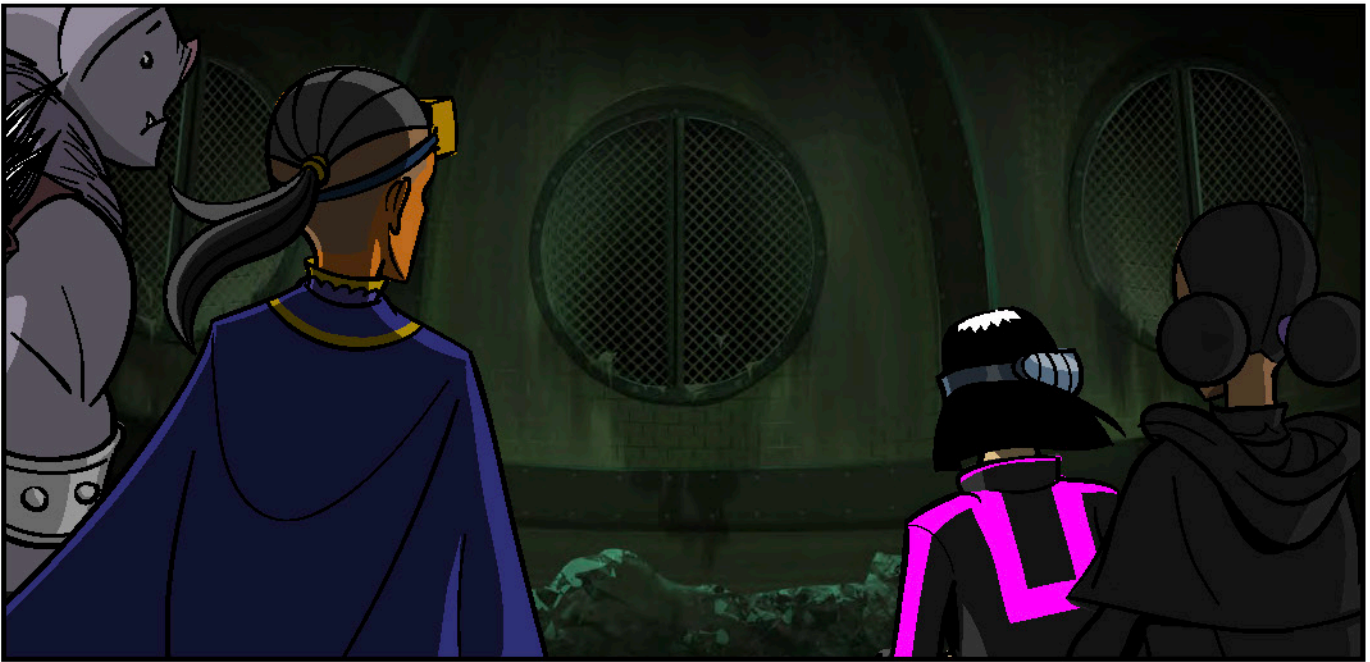
THE H.E.A.R.T. IT CANT BE A COINCIDENCE!



EVERYONE HOP INSIDE. I THINK I CAN RIG THIS THING TO TAKE US STRAIGHT THERE. ALL ABOARD!







TEXT STRUCTURE

IRIS
AGENT OF THE BUREAU



DESCRIPTION

SEQUENCE

COMPARE + CONTRAST

PROBLEM + SOLUTION

CAUSE + EFFECT

IN ORDER TO PIN
DOWN **COMPLEX**
INFORMATION,
BUREAU AGENTS
ALWAYS ANALYZE
THE TEXT
STRUCTURE TO
UNCOVER WHAT
MESSAGES
AN AUTHOR WANTS
TO SHARE.

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Mission 11: Conflicted

The Four Eyes have found the Heart of Grand Folie...or have they? Iris and Ruby aren't so sure and have traveled to Petite Folie, home of the mysterious Agent Poe, to investigate further...

SEL Connection:

- **Self-Awareness:**
Accurate self-perception
- **Social Awareness:**
Perspective-taking
- **Relationship Skills:**
Negotiating conflict

Close Reading Focus:

Recognize the external and internal conflicts characters encounter in a story and describe the connections between them.

Discussion Questions:

In Mission 11, Ruby says, "Forgetting about our feelings seems sketchy to me. Our feelings are important...and if we feel bad or conflicted about something, maybe we should try to figure out why?"

Q: When you feel conflicted about something, what's the first thing you should know in order to think about changing your situation? (Hint: What two things are in conflict?)

A: *You need to know what two things in conflict and whether your conflict is internal or external. **Internal conflict** is caused by our thoughts and feelings and **external conflict** is caused by our interactions with other people.*

If you determine that your conflict is internal, the next step is to identify the thoughts and feelings that are in conflict.

Q: Can you think of a time you had an **internal conflict**?

A: *Open-ended responses can include identifying the thoughts or feelings that caused the internal conflict.*

Q: What are some strategies for coping with or resolving (finding solutions to) our internal conflicts?

A: *Coping strategies:*

- *Identify the thoughts and feelings you are having.*
- *Evaluate what triggered those thoughts and feelings.*
- *Ask yourself why you feel that way.*

Q: Can you think of a time you had an **external conflict**? What happened? How were you able to resolve the conflict?

A: *Open-ended responses can include retelling the situation and explaining its dynamics, but leaving out names and personal details.*

Q: What are some strategies we can use to resolve our external conflicts?

A: *Listening effectively and being specific about your thoughts and feelings. Developing conflict resolution strategies such as compromise, collaboration, and accommodation.*



UH, EXCUSE ME!

THERE IS A TIME FOR MIME, BUD, BUT IT ISN'T RIGHT NOW!



WHAT'S UP, FRIEND? YOU'RE JUST IN TIME...IRIS AND I HAVE COME HERE TO SUNNY PETITE FOLIE.

A PLACE I NEVER THOUGHT I'D HAVE TO VISIT.

NO ONE EVER SEEMS TO WORK HERE...HOW DO THEY LIVE?

SEE, TAQ AND SCADWIN WERE PRETTY SURE THAT ONCE WE FOUND THE HEART STATUE IN THE SEWER, OUR TASK HERE WAS DONE.

BUT I WASN'T SO SURE...

AND NEITHER WAS I! PLUS, I THOUGHT THAT WE MIGHT HAVE SOME UNFINISHED BUSINESS WITH POE.

REMEMBER, THAT WEIRD FORMER AGENT WHO SPOKE IN FIGURATIVE LANGUAGE? WE THINK SHE MIGHT KNOW MORE ABOUT THE HEART THAN SHE LET ON TO US...

SPEAK OF POE, AND YOU'LL HEAR THE RUSTLE OF HER WINGS!

POE!

IRIS, I'M HAPPY AS A CLAM TO SEE YOU HERE! DOES THIS MEAN YOU'VE FINALLY DRAWN A LINE IN THE SAND: THE BUREAU OVER THERE, IRIS OVER HERE? HAVE YOU STOPPED LOOKING FOR THE HEART?

WHAT DOES THAT MEAN—"HAVE WE STOPPED LOOKING FOR IT?" SOUNDS TO ME LIKE YOU'RE CONFESSING THE STATUE IN THE SEWERS ISN'T THE REAL HEART AT ALL!

SO WHERE IS IT REALLY, POE? NO WEIRD RIDDLES, PLEASE, FOR ONCE IN YOUR LIFE!

HA, HA...MAYBE YOU DIDN'T UNDERSTAND WHAT I WAS REALLY TRYING TO TELL YOU.

YEAH? AND WHAT'S THAT?

YOU'VE NEVER ASKED ME WHY I QUIT THE BUREAU, IRIS. WHY IS THAT?

WE DON'T HAVE TIME FOR YOUR MIND GAMES. DO YOU KNOW SOMETHING ABOUT THE HEART, OR NOT?

I MIGHT KNOW SOMETHING ABOUT *YOUR* HEART, IRIS!

MY HEART?

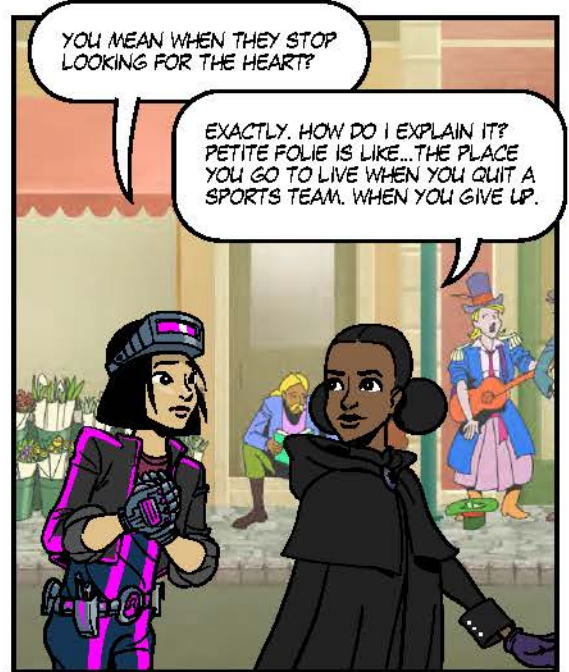
LUCKY, LUCKY! I'LL DO YOU A FAVOR AND GIVE YOU ANOTHER CLUE:

THE SUN DRIES THINGS OUT, BUT THE RAIN MAKES THINGS WETTER. DOES YOUR HEART NOT AGREE WITH YOUR HEAD? WHICH IS BETTER? THE TRICK IS TO FOLLOW THIS CLUE—TO THE LETTER!

THAT'S ALL—HOPE YOU FIGURE IT OUT!

ARE YOU OKAY? HERE, TRY THIS SPAGHETTI-ON-A-STICK I BOUGHT. YOU SEEM LIKE YOU NEED ONE.

NO THANKS. I'M JUST REMEMBERING HOW MUCH I LOVED WORKING WITH CERTAIN FORMER AGENTS.



WE SHOULD KEEP AN EYE OUT FOR THE INTERNAL AND EXTERNAL CONFLICT IN EACH OF THESE LETTERS. THAT MIGHT REALLY HELP, UM, ANYONE WHO MIGHT HAVE A CONFLICT ON HER MIND. OK?



ARE YOU OK, IRIS? YOU SEEM KIND OF SAD AFTER READING ALL THESE LETTERS.

IT'S NOTHING. IT DOESN'T HAVE ANYTHING TO DO WITH FINDING THE HEART OF THE CITY.



I THINK THIS WAS A WASTE OF TIME. WE NEED TO FORGET ABOUT WHATEVER WE'RE FEELING. WE NEED TO FOCUS...

FORGETTING ABOUT OUR FEELINGS SEEMS SKETCHY TO ME. OUR FEELINGS ARE IMPORTANT... AND IF WE FEEL BAD OR CONFLICTED ABOUT SOMETHING, WE SHOULD MAYBE TRY TO FIGURE OUT WHY.



HEY, LISTEN, IRIS... ONE TIME WHEN I WAS FEELING REALLY BAD, SCADWIN REALLY HELPED ME OUT BY LISTENING TO ME. AND I KIND OF WANT TO PAY HIM FORWARD. WHAT I'M SAYING IS, YOU CAN TELL ME ANYTHING THAT'S ON YOUR MIND, IF YOU WANT. I'M NOT SAYING YOU HAVE TO, BUT YOU KNOW. THAT'S WHAT FRIENDS ARE FOR, RIGHT?



IF YOU REALLY WOULDN'T MIND... MAYBE IT'S EASIEST IF I SHOW YOU BOTH SOME MORE LETTERS — THIS TIME, ONES I WROTE.

THE FIRST IS ONE I WROTE TO OLIVIA RIGHT WHEN I FIRST JOINED THE FOUR EYES. I NEVER QUITE GOT AROUND TO SENDING IT. YOU COULD SAY IT HAS SOMETHING TO DO WITH CONFLICT.

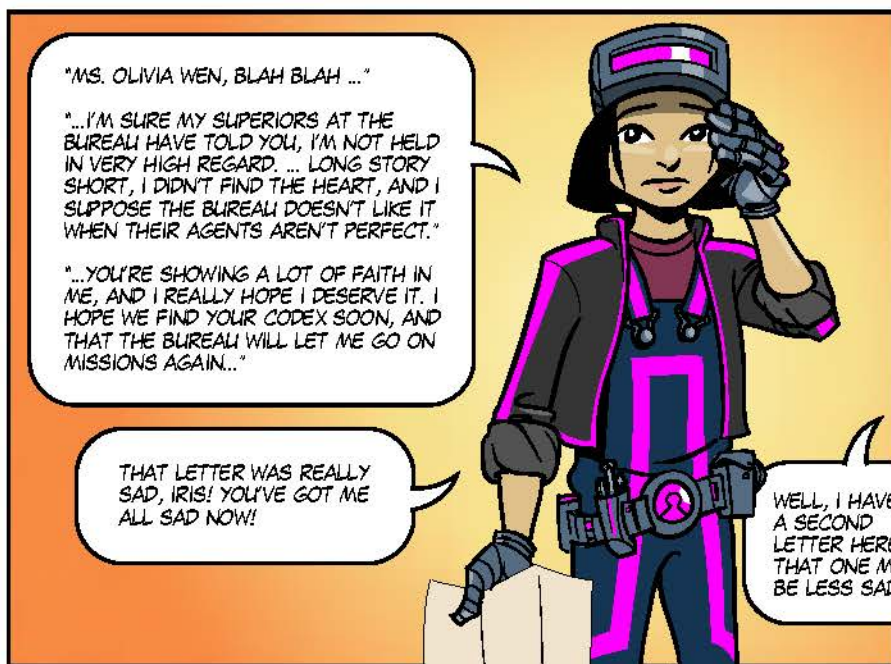


"MS. OLIVIA WEN, BLAH BLAH ..."

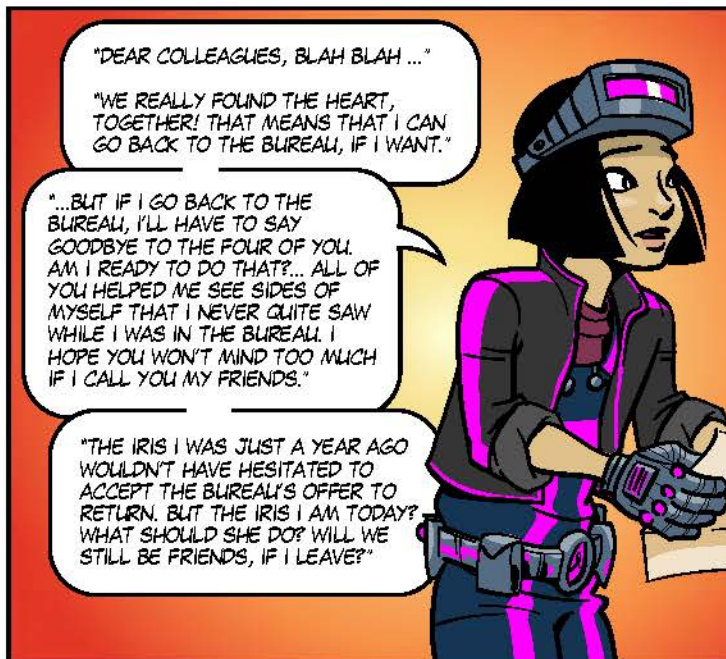
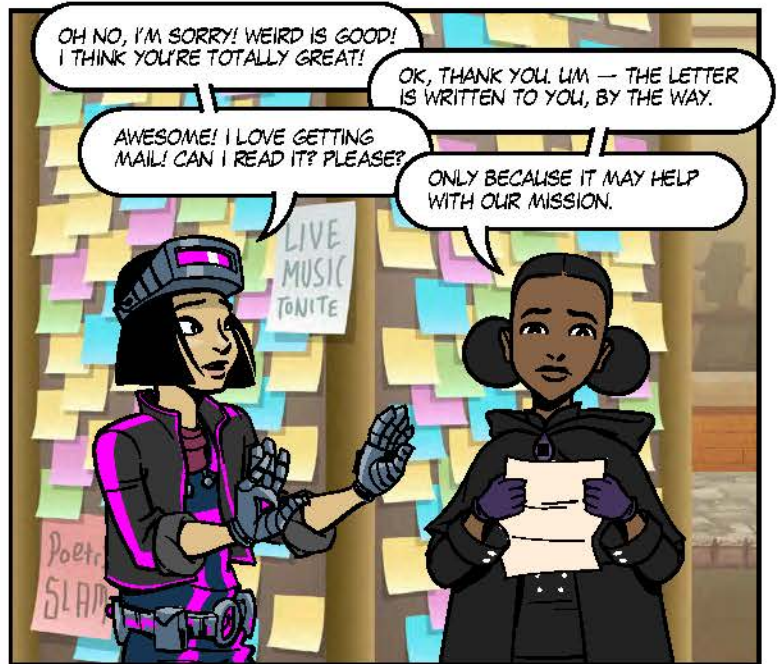
"... I'M SURE MY SUPERIORS AT THE BUREAU HAVE TOLD YOU, I'M NOT HELD IN VERY HIGH REGARD. ... LONG STORY SHORT, I DIDN'T FIND THE HEART, AND I SUPPOSE THE BUREAU DOESN'T LIKE IT WHEN THEIR AGENTS AREN'T PERFECT."

"... YOU'RE SHOWING A LOT OF FAITH IN ME, AND I REALLY HOPE I DESERVE IT. I HOPE WE FIND YOUR CODEX SOON, AND THAT THE BUREAU WILL LET ME GO ON MISSIONS AGAIN..."

THAT LETTER WAS REALLY SAD, IRIS! YOU'VE GOT ME ALL SAD NOW!



WELL, I HAVE A SECOND LETTER HERE. THAT ONE MAY BE LESS SAD.





THIS RIVER...IT'S THE SAME ONE THAT RAN BY MY HOUSE, GROWING UP. I'M SUPPOSED TO BE SO GOOD AT INVESTIGATING. SO WHY HAVE I NEVER TAKEN THE TIME TO LOOK AT IT BEFORE?



OH...YOU FOUND ME. I MAY STILL NEED A LITTLE TIME ALONE TO THINK...

WHAT'S THIS?



I'M NOT...I'M NOT VERY GOOD WITH...LISTEN, THANK YOU.



IRIS! YOU LOOK DETERMINED. HAVE YOU FIGURED OUT THAT DILEMMA OF YOURS?



...I THINK...WHEW.

I GUESS THIS IS WHAT I WAS GOING TO ASK THE CODEX, WHEN WE FOUND IT.

WHY DOESN'T ANYONE EVER TELL YOU HOW HARD IT IS TO REALLY MAKE A BIG DECISION?



I THINK I'M NO LONGER AN AGENT. I'M ONE OF THE FOUR EYES. AND I'M GOING TO KEEP TRAVELING WITH MY FRIENDS.

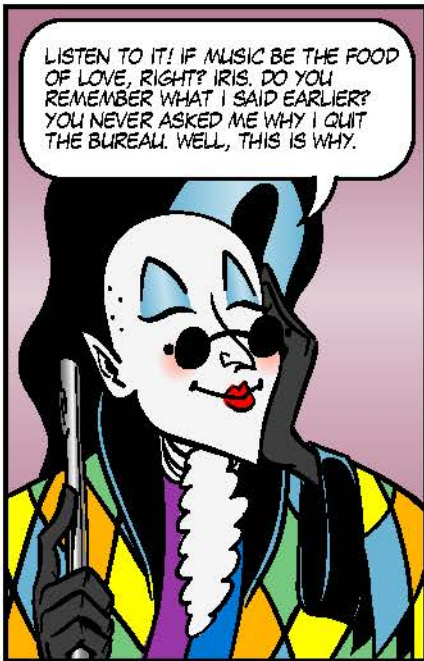
BUDDY! C'MERE! HA, HA!



WHAT'S SHE DOING UP THERE? I DON'T KNOW, BUT THIS COULD BE BAD...



HA, HA! IT'S ONLY BAD IF YOU REFUSE TO FACE THE... *MUSIC*!



LISTEN TO IT! IF MUSIC BE THE FOOD OF LOVE, RIGHT? IRIS. DO YOU REMEMBER WHAT I SAID EARLIER? YOU NEVER ASKED ME WHY I QUIT THE BUREAU. WELL, THIS IS WHY.



I..FINALLY UNDERSTAND YOU, I THINK! YOU QUIT THE BUREAU BECAUSE YOU DIDN'T WANT TO LOOK FOR THE HEART OF THE CITY ANYMORE. YOU WANTED TO PLAY MUSIC. SO IN THE END, YOU FOLLOWED YOUR HEART.



AND YOU DID TOO, YOU LITTLE STAR! AND IF YOU DID...THAT MEANS OTHER AGENTS MAY LEAVE THE BUREAU SOON, TOO, TO FOLLOW THEIR HEARTS. LIKE MY BROTHER...

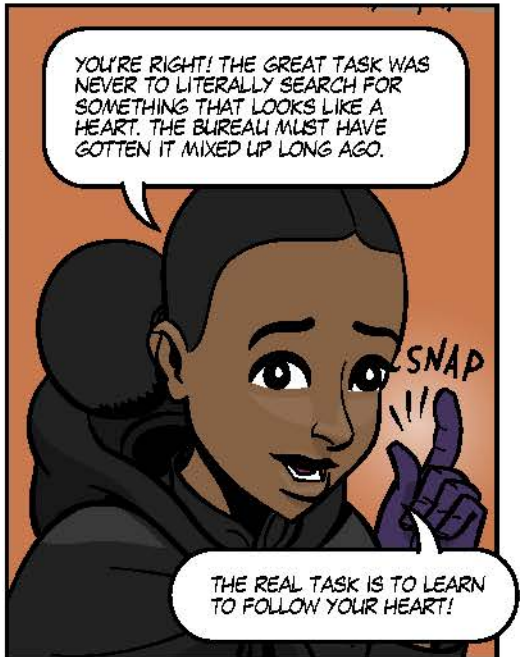


...FOLLOW YOUR HEART... HMM... WAIT A MINUTE...



THAT'S IT! IRIS, YOU SOLVED YOUR INNER CONFLICT...BUT I THINK YOU MAY HAVE ALSO SOLVED OUR MYSTERY! THOSE LETTERS REALLY WERE THE CLUE.

PEOPLE LEAVE THE BUREAU AND COME TO PETITE FOLIE WHENEVER THEY LEARN TO FOLLOW THEIR HEARTS!



YOU'RE RIGHT! THE GREAT TASK WAS NEVER TO LITERALLY SEARCH FOR SOMETHING THAT LOOKS LIKE A HEART. THE BUREAU MUST HAVE GOTTEN IT MIXED UP LONG AGO.

SNAP
THE REAL TASK IS TO LEARN TO FOLLOW YOUR HEART!



BUT WAIT...WASN'T THERE A LITTLE BIT MORE TO THE TASK? IF I'M REMEMBERING RIGHT, WE'RE SUPPOSED TO 'BRING BACK THE HEART OF GRAN FOLIE.'

IF THE HEART OF GRAN FOLIE IS HERE, THEN WHAT ARE WE SUPPOSED TO DO?

I THINK IT MAY BE TIME AT LAST FOR THE FOUR EYES TO PAY A VISIT TO THE BUREAU ITSELF.

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Mission 12: Masked Persuasions

With the supposed “Heart” returned, the Four Eyes embark on a high-stakes mission to sneak into the Bureau’s masquerade ball and show the entire city the true Heart of Grand Folie!

SEL Connections:

- **Self-Awareness:**
Self-efficacy
- **Self Management:**
Stress management
Self-motivation

Close Reading Focus:

Identify whether an author is appealing to our hearts or minds when making an argument, and learn how authors craft these arguments.

Discussion Questions:

At the Costume Ball in Mission 12, we discover that the Bureau Chief wants to re-hide the Heart of Grand Folie so that everything can go back to the way it’s always been.

Q: What do you think the Bureau Chief was feeling and how did his feelings affect his decision-making?

A: *The Bureau Chief is feeling stressed by the idea of change and moving on from an accomplishment. This causes him to want to re-enact the same accomplishment (hide and search for the Heart of Grand Folie), rather than take the risk of moving on to something even more challenging. He knows he can succeed at finding the Heart, and it feels great. He’s scared of what comes next, since this was such a big part of his life.*

This is a very normal feeling that we all can experience and learn to manage by practicing a **growth mindset**.^{*} People tend to have one of two different beliefs about their intelligence and ability to learn new skills:

- **growth mindset**—the belief that the ability to do things can grow through hard work.
- **fixed mindset**—the belief that how good or bad a person is at something is fixed, and it cannot be changed.

Q: Have you ever accomplished something and then felt unsure that you could take on an even bigger challenge? How could a growth mindset help you overcome your uncertainty and continue to grow?

A: *Open-ended responses should include **Growth Mindset Traits**.*

^{*}You may optionally use the Growth Mindset Chart included in this program guide to support this discussion.





THIS IS A STRANGE CELEBRATION. WHO EVER HEARD OF A COSTUME BALL WITHOUT MUSIC?

WHY WOULD THERE BE MUSIC? LISTEN, LET'S FOCUS ON THE MISSION.



WE NEED TO FIND THE DIRECTOR OF THE BUREAU AND MAKE OUR CASE TO HIM ABOUT THE HEART. IF WE CONVINCE HIM, HE'LL CONVINCE EVERYONE.



AND HOW ARE WE SUPPOSED TO FIND THE DIRECTOR? HE COULD BE ANYWHERE...OR ANYONE.

I KNOW HE KEEPS A SMALL OFFICE NEXT TO THE BALLROOM, IN CASE HE GETS TOO STRESSED BY THE PARTY AND NEEDS A PAPERWORK BREAK. WE SHOULD START THERE.



PAPERWORK? THAT DOESN'T SOUND VERY FESTIVE.

THE DIRECTOR WOULD TAKE THAT AS A COMPLIMENT. COME ON, LET'S HURRY. TAQ AND RUBY WILL BE HERE ANY MOMENT, TO SUPPLY THE OTHER HALF OF OUR PLAN...



BUREAU AGENTS ARE STUBBORN. DO YOU HAVE ANY IDEAS ABOUT HOW WE'LL CONVINCE THE DIRECTOR ONCE WE FIND HIM?

WE'LL HAVE TO USE GOOD ARGUMENTS...MAKING SURE TO APPEAL BOTH TO THE HEAD AND THE HEART.



THE HEAD AND THE HEART?

EMOTIONS AND THOUGHTS...



WHAT IS THIS? THE DIRECTOR'S SUGGESTION BOX IS OVERFLOWING!

READING WHAT THE AGENTS HAVE WRITTEN MAY PROVIDE US WITH SOME USEFUL EVIDENCE FOR OUR ARGUMENT.



EXCUSE ME, ARE YOU ON THE GUEST LIST? WAIT...YOU'RE READING CLASSIFIED SUGGESTION BOX ITEMS WITHOUT A PERMIT!

UM, ACTUALLY, WE...WE DO HAVE PERMITS! THEY'RE JUST IN OUR FRIEND THE DIRECTOR'S OFFICE! ONE MOMENT!

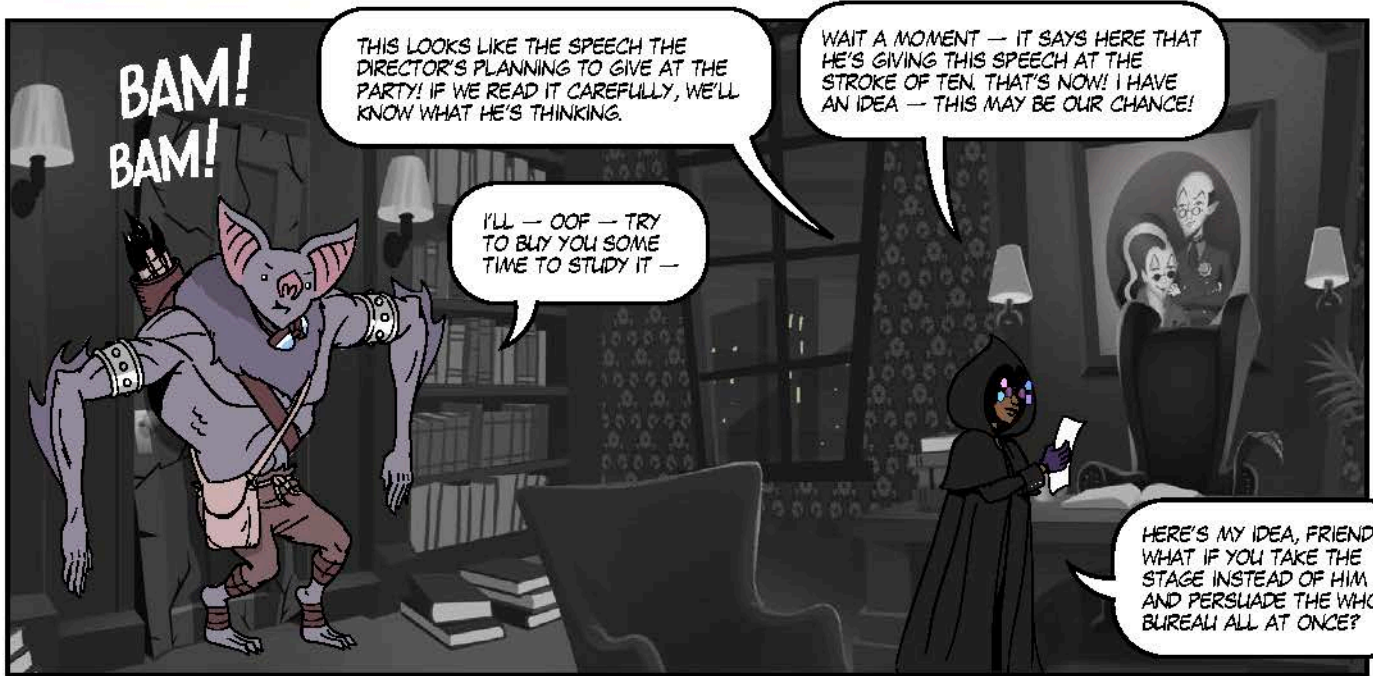


WHOOOOOOOOO
SLAM!



GRACIOUS! I'M NOT SURE THEY BELIEVED YOUR STORY.

HOLD THE DOOR A LITTLE LONGER! HMM...THE DIRECTOR'S NOT HERE. BUT WHAT'S THIS ON HIS DESK?



BAM!
BAM!

THIS LOOKS LIKE THE SPEECH THE DIRECTOR'S PLANNING TO GIVE AT THE PARTY! IF WE READ IT CAREFULLY, WE'LL KNOW WHAT HE'S THINKING.

WAIT A MOMENT — IT SAYS HERE THAT HE'S GIVING THIS SPEECH AT THE STROKE OF TEN. THAT'S NOW! I HAVE AN IDEA — THIS MAY BE OUR CHANCE!

I'LL — OOF — TRY TO BUY YOU SOME TIME TO STUDY IT —

HERE'S MY IDEA, FRIEND: WHAT IF YOU TAKE THE STAGE INSTEAD OF HIM AND PERSUADE THE WHOLE BUREAU ALL AT ONCE?



I BELIEVE IN YOU! REMEMBER, SOME PEOPLE WILL BE CONVINCED BY ARGUMENTS THAT APPEAL TO THE HEART...AND SOME PEOPLE WILL BE CONVINCED BY ARGUMENTS THAT APPEAL TO THE HEAD. TO SUCCEED, YOU'LL NEED TO APPEAL TO BOTH.



HMM...A DISTRACTION, MAYBE? NOW IF I REMEMBER, THE SWITCH FOR THE MAIN BALLROOM LIGHTS IS RIGHT HERE...

MY WINGS! I THINK I'VE GOT A SPLINTER. HURRY TO THE STAGE, FRIEND — IRIS AND I WILL HOLD THEM OFF!

OOF! THE LIGHTS —

I CAN'T SEE!

OH! SOMEONE
SHOVED PAST ME —

SOMEONE'S CLIMBING
ONTO THE STAGE!

AHEM! WHAT'S THE
MEANING OF THIS!

EH? WHO ARE YOU? I MUST SAY, YOUR
COSTUME OF THAT EARTH PERSON WHO'S BEEN
TRAVELING WITH ZEPHRAYA'S PRINCE TAQ IS
IMPECCABLE. BUT I'M ABOUT TO GIVE A SPEECH.
WOULD YOU MIND LEAVING THE STAGE?

WHAT? ARE YOU SAYING THE
BUREAU HAS BEEN WRONG IN
ITS UNDERSTANDING OF ITS
THOUSAND-YEAR MISSION?
GO ON...

AHEM! WE BELIEVE
PEOPLE SHOULD
FOLLOW THEIR OWN
HEARTS! THAT'S THE
REAL MEANING OF
GRAN FOLIE'S TASK.

FINDING THIS RANDOM JUNK STATUE
DIDN'T REALLY CHANGE ANYTHING. IT
MAKES NO SENSE: A THOUSAND-YEAR
MISSION THAT CHANGES NOTHING?

AN... INTRIGUING ARGUMENT,
I SUPPOSE. GO ON. WHY DO
YOU THINK IT'S GOOD FOR
US TO FOLLOW OUR OWN
HEARTS, THEN?

SOME OF THE THINGS YOU SAY I
AGREE WITH, SOME I DO NOT. HERE'S
THE PROBLEM. MAYBE WE WILL BE
HAPPY IF WE "FOLLOW OUR HEARTS."
THAT STILL MEANS OUR SOCIETY
WILL CHANGE, AND MAYBE FOR THE
WORSE! WHY SHOULD WE "FOLLOW
OUR HEARTS," IN THAT CASE?

SOCIETIES WHERE PEOPLE DO
A VARIETY OF JOBS THRIVE
— LOTS OF STUDIES AGREE!

IF EVERYONE FOLLOWS THEIR
HEART, EVERYONE WILL AT LEAST
BE HAPPY WITH WHAT THEY
CHOOSE. THAT'S LOGIC!



OF COURSE YOU'RE RIGHT. WE DO NEED TO FOLLOW OUR HEARTS...TO LET THE CITY CHANGE. BUT IT'S HARD TO DO. IT'D BE SIMPLER TO FOLLOW MY PLAN...



IT'S ALWAYS SIMPLER NOT TO TRUST YOURSELF. LET ME HELP--



THE HEART OF THE CITY! WHAT ARE YOU DOING?!

CRASH



NO, THIS ISN'T THE REAL HEART OF THE CITY--

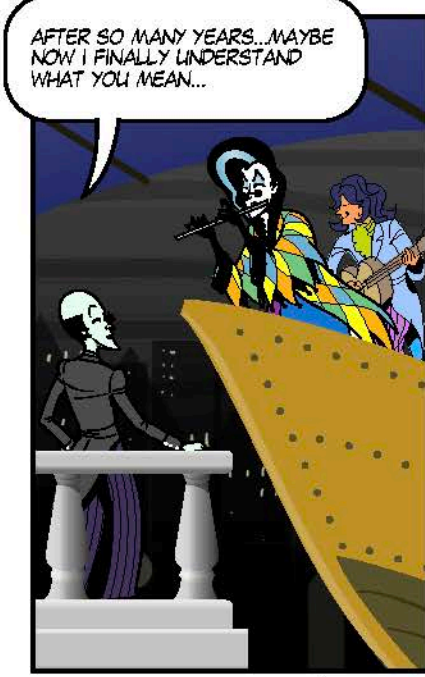


THAT IS.

...MUSIC?



THE FLUTE...MY SISTER!



AFTER SO MANY YEARS...MAYBE NOW I FINALLY UNDERSTAND WHAT YOU MEAN...



WHAT IS THIS?
SHOULD WE...FILE A REPORT ON IT, SIR?

NO...YOU SHOULD 'DANCE' TO IT!



AGENT IRIS, IT APPEARS THE BUREAU HAS MADE A GREAT MISTAKE. I SEE WE HAVE MUCH TO LEARN FROM PETITE FOLIE ABOUT LETTING OUR HEARTS TAKE THE LEAD...

I'M GLAD, DIRECTOR. BUT IT'S JUST 'IRIS', NOW.



THAT'S WHAT MY FRIENDS CALL ME.

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Mission 13: A Fistful of Change

The final Great Task begins: to light the Dragon Egg Lantern deep in the dark underworld of Dworp! But to do that, Ruby may first have to confront a very old enemy...

SEL Connection:

- Self-Management
- Responsible Decision-Making
- Relationship Skills

Close Reading Focus

Identify how characters resolve conflicts and the ways in which the resolution creates character change. Interpret the lesson each character learns from going through that change.

Discussion Questions:

Q: Scadwin says that he believes “any enemy might become a friend.” Do you agree with that? Why or why not?

A: *Open-ended response.*

Q: Ruby says that when Myope kicks her out of the Jackpot Cafe, she feels “so defeated...like I’m made of rags.” Have you ever felt this way? What’s one thing that has helped you feel better when you’ve felt like this?

A: *Talking to friends or family members; doing something relaxing; doing something fun; trying to put the situation in perspective.*

Q: During the showdown with Myope, Ruby says the following: “I can feel my heart beating faster, and my hands are kinda shaking. That usually means I’m pretty close to losing my cool.” When you get angry, what are some things you feel?

A: *Heart racing; shortness of breath; dizziness; anxious; voice raising; walking away; feet stomping; wanting to break something.*

Q: At the end of the episode, Ruby says that what counts is that her friends like her. Do you agree with her? Why or why not?

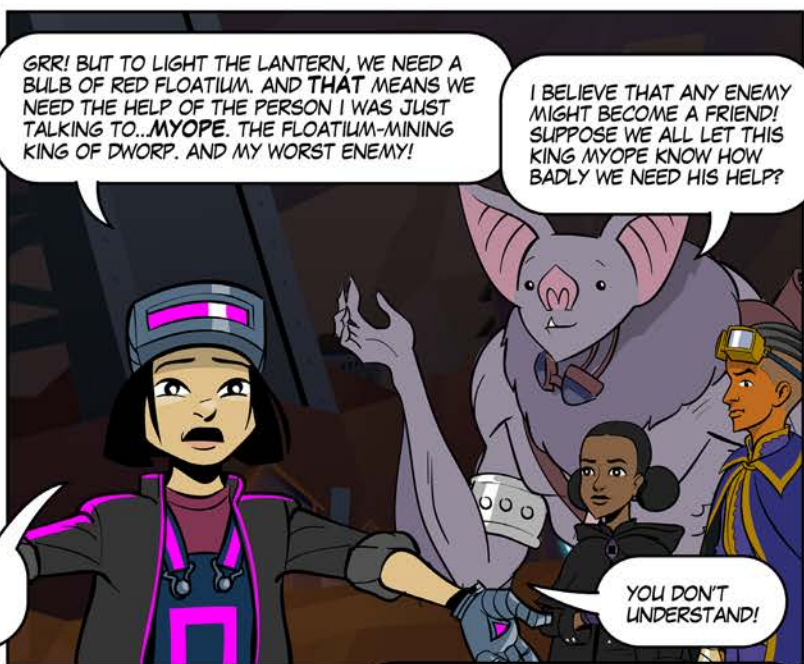
A: *Open-ended response.*





RIGHT...TO LIGHT THE DRAGON EGG LANTERN, AFTER 1,000 YEARS OF DARKNESS. I GREW UP HERE, AND I'VE NEVER SEEN MOST OF THIS CAVERN.

WHAT ELSE IS OUT THERE? VOLCANOES? CRYSTALS? GIGASALAMANDER FOSSILS? I'D LOVE TO LIGHT THE LANTERN AND SEE...



GRR! BUT TO LIGHT THE LANTERN, WE NEED A BULB OF RED FLOATIUM. AND THAT MEANS WE NEED THE HELP OF THE PERSON I WAS JUST TALKING TO...MYOPE. THE FLOATIUM-MINING KING OF DWORP. AND MY WORST ENEMY!

I BELIEVE THAT ANY ENEMY MIGHT BECOME A FRIEND! SUPPOSE WE ALL LET THIS KING MYOPE KNOW HOW BADLY WE NEED HIS HELP?

YOU DON'T UNDERSTAND!

MYOPE RUNS DWORP! AND HE JUST LOVES IT WHEN PEOPLE ASK HIM FOR HELP.

HE LOVES TO SAY NO. AND EVERY TIME I TRY TO ARGUE...

...MYOPE CALLS ME A HOTHEAD. I BLOW UP AT HIM. AND HE KICKS ME OUT!

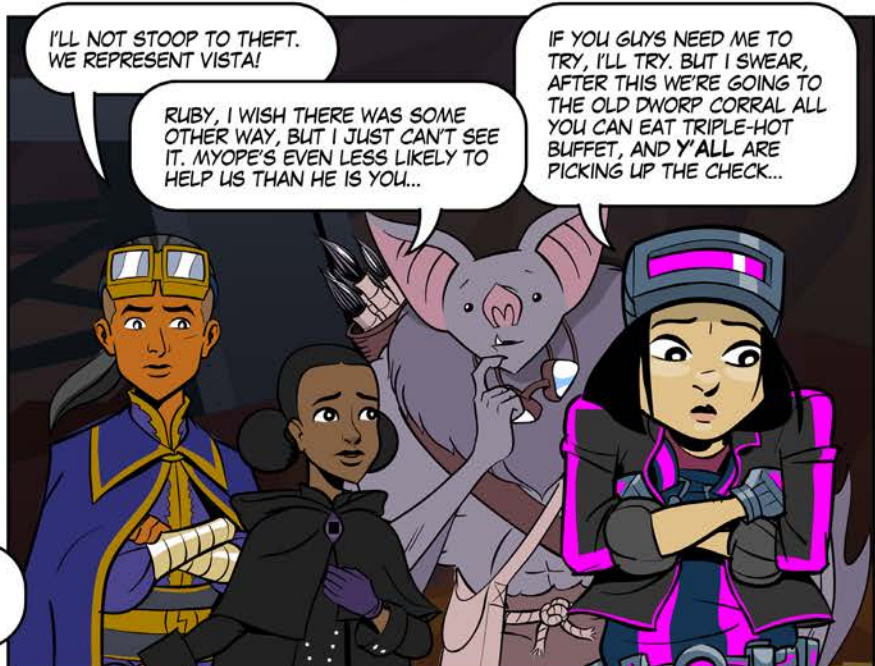


LIKE HE JUST DID. IT ALWAYS HAPPENS. UGH, I FEEL SO DEFEATED — LIKE I'M MADE OF RAGS.



C'MON! THIS IS BORING TO TALK ABOUT! LET'S GO DO SOMETHING! MAYBE WE CAN, UH, BORROW SOME RED FLOATIUM FROM MYOPE'S CAVES? HE DOESN'T HAVE THAT MANY ARMED GUARDS...

I...I CONFESS I'M A LITTLE SCARED OF CAVES.



I'LL NOT STOOP TO THEFT. WE REPRESENT VISTA!

RUBY, I WISH THERE WAS SOME OTHER WAY, BUT I JUST CAN'T SEE IT. MYOPE'S EVEN LESS LIKELY TO HELP US THAN HE IS YOU...

IF YOU GLYS NEED ME TO TRY, I'LL TRY. BUT I SWEAR, AFTER THIS WE'RE GOING TO THE OLD DWORP CORRAL ALL YOU CAN EAT TRIPLE-HOT BUFFET, AND Y'ALL ARE PICKING UP THE CHECK...



RUBY, YOU REMEMBER OUR ADVENTURE BACK IN GRAN FOLIE, DON'T YOU? BACK THEN, I HAD A SERIOUS CONFLICT WITH THE BUREAU, AND YOU AND OUR FRIEND FROM EARTH HELPED ME THROUGH IT.

AW, I DIDN'T DO THAT MUCH! BUT THEN, I WAS HELPING SOMEONE ELSE, YOU KNOW? IT'S HARDER WHEN IT'S YOUR OWN CONFLICT...



SOMETIMES, WHEN CONFLICTS RESOLVE, CHARACTER TRAITS CAN CHANGE — OR SOMETIMES, CHARACTERS NEED TO CHANGE IN ORDER TO RESOLVE A CONFLICT.



I'M NOT SOME CHARACTER IN A BOOK! I'M A PERSON, AND I'M IMPULSIVE! THAT'S PART OF ME! I MEAN — IT'S NOT MY FAVORITE PART OF MYSELF. BUT I CAN'T JUST PULL OUT PARTS OF MYSELF LIKE THEY'RE LOOSE THREAD. I'D JUST BE A PILE OF SCRAPS!



WELL, LUCKY YOU, PRINCE TAQ. HOW DOES THIS HELP ME DEAL WITH MYOPE?

I'M NOT SURE I AGREE, MY FRIEND. I CRINGE A LITTLE TO THINK OF HOW RUDELY I BEHAVED WHEN WE FIRST MET IN ZEPHRYA. BUT OVER OUR TIME TOGETHER, I BELIEVE I'VE CHANGED, AND I HOPE FOR THE BETTER. WE ALL HAVE.

I WAS ABLE TO CHANGE BECAUSE I REMEMBERED OTHER PARTS OF MY CHARACTER. I DIDN'T HAVE TO JUST BE A FRIGHTENED KID FROM WINDY CORNERS. I COULD FIND THE PART OF MYSELF WHO REALLY WAS A CAPTAIN.



THAT'S TRUE OF ME, TOO. I REALIZED I COULD BE MORE THAN JUST A BUREAU WORKER...I COULD BE A FRIEND. AND SCADWIN, YOU REALIZED YOU COULD BE MORE THAN JUST A DREAMER...YOU TOOK RESPONSIBILITY FOR YOUR WHOLE VALLEY.

I BELIEVE YOU SHOULD TRY TO DO THE THING YOU ARE AFRAID OF! YOU DON'T THINK YOU KNOW HOW TO CONTROL YOUR TEMPER. BUT SOMETIMES, WE KNOW HOW TO DO MORE THAN WE THINK, IF ONLY WE TRY! I'M SURE THIS IS THE WAY!

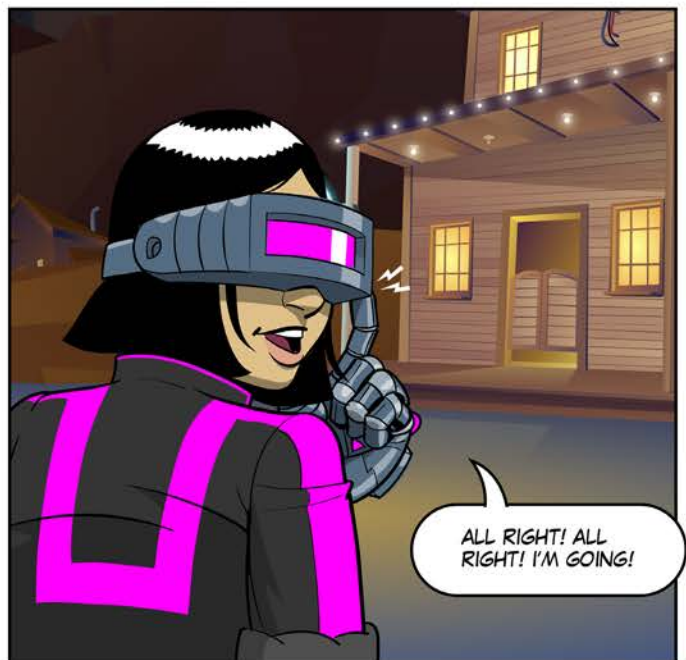


AHEM. TAQ IS BEING A LITTLE, UH, OVERBEARING —

I THINK YOU MEAN LEADERLY!

— BUT I ALSO THINK HE HAS A POINT. YOU'VE ALWAYS TOLD ME YOU WISHED YOU WERE LESS IMPULSIVE. MAYBE THIS IS A CHANCE TO PRACTICE STAYING IN CONTROL? WHAT DO YOU THINK, RUBY?

UGH...OK...I THINK ...YOU MIGHT BE RIGHT.



ALL RIGHT! ALL RIGHT! I'M GOING!



WELL, LOOK WHO'S COME CRAWLING BACK! THOUGHT UP SOME NEW WAYS TO BEG ME TO LET YOU INTO MY FLOATIUM MINES, RUBY?

I'M NOT BEGGING, MYOPE, I'M ASKING. ARE YOU GOING TO GIVE ME A YES OR NO ANSWER THIS TIME?

WE-ELLLL...



HMM...RED FLOATIUM...ONE OF THE MOST BEAUTIFUL STONES IN MY MINES. RARE! AND IT FLOATS, TOO, IF YOU PASS AN ELECTRIC CURRENT THROUGH IT... IMAGINE IF I HAD A WHOLE THRONE MADE OF IT! GLITTERING AS RED AS A MAGMA FLARE, AND ALL THE PEOPLE WAVING AT ME AS I FLY OVERHEAD... EEEEEEEEEEEEEE...



BUT OH, I'LL SAVE MY THRONE DAYDREAMS FOR LATER. REMIND ME WHY YOU NEED RED FLOATIUM AGAIN? YOUR REASONS SEEMED PRETTY UNIMPORTANT, SO I FORGOT THEM ALREADY.

UNIMPORTANT?? WHY, LISTEN HERE, YOU — AHEM. OK, SURE. I'LL TELL THEM TO YOU AGAIN.



WE NEED RED FLOATIUM FROM YOUR MINE TO FIX THE LANTERN. THAT'LL LIGHT UP DWORP, SO WE CAN FIND THE CODEX, WHICH WILL LET US —

BLAH, BLAH, BLAH! I CAN'T EVEN LISTEN, IT'S SO BORING. I'M A KING. HOW IS THIS WORTH MY TIME?



HEY, UH...HE'S WORSE THAN USUAL! I CAN FEEL MY HEART BEATING FASTER, AND MY HANDS ARE KINDA SHAKING? THAT USUALLY MEANS I'M PRETTY CLOSE TO LOSING MY COOL...

BREATHE.

THE OTHER EYES ALL REALLY SUPPORTED ME EARLIER, TRIED TO BUILD ME UP. AND I KNOW EVERYONE WILL HAVE MY BACK, HOWEVER THIS GOES. BACK INTO THE FRAY...



AHEM. OK, MYOPE, I'LL TELL YOU HOW IT'S WORTH YOUR TIME, IF YOU'RE REALLY INTERESTED. ARE YOU? OR SHOULD I LEAVE?

HEH HEH, NOOOO, DON'T LEAVE! WE HAVEN'T FINISHED TALKING. I'M VERY CURIOUS ABOUT THIS GENIUS IDEA I'M SURE YOU HAVE. HEH HEH HEH. GO ON, TELL ME.



OK, LISTEN, MYOPE. YOU MINE FLOATIUM TO SELL, RIGHT? BUT SO MUCH OF DWORP IS DARK — WE CAN'T EVEN SEE THE OTHER SIDE OF THE CAVERN. THERE MIGHT BE THOUSANDS OF FLOATIUM MINES YOU DON'T EVEN KNOW ABOUT YET!

THOUSANDS? GO ON...



IF YOU LET US INTO YOUR MINES, WE CAN LIGHT THE LANTERN AGAIN. ALL OF DWORP WILL LIGHT UP, AND YOU'LL BE ABLE TO FIND SO MANY NEW MINES! YOU'LL BE RICH! THE OTHER LANDS WILL START TRADING WITH US AGAIN! AND EVERYONE, FROM ZEPHRYA TO GRAN FOLIE, WILL BE ALL LIKE, "KING MYOPE? THE ONE WHO HELPED TURN THAT LANTERN BACK ON? WHAT A SMART, COOL GUY!"

WELL? NOTHING TO SAY TO THAT, "YOUR HIGHNESS"?



HMM. IF YOUR IDEA WAS A GOOD ONE, WHICH IT'S NOT, WHY SHOULD I TRUST YOU TO DO IT, RUBY? YOU COULDN'T EVEN STICK TO WORKING FOR ME AS A MECHANIC! EVERYTHING'S BEEN FALLING APART AROUND HERE SINCE YOU LEFT TO GO CHASING CODEXES. NOT TO MENTION, YOU WERE THE WORST MECHANIC I EVER HAD!



AGHGH! IT'S LIKE TALKING TO A WALL...A REALLY MEAN WALL! I'M SERIOUSLY GOING TO LOSE IT!

TAKE A BEAT. THINK.

IF I'M THE WORST MECHANIC, THEN WHY IS HE COMPLAINING THAT I'M NOT AROUND TO FIX THINGS? HE MUST BE REALLY DESPERATE. KNOWING THAT HE'S ON EDGE TOO MAKES THIS ALL EASIER...



YOU'RE INSULTING ME NOW, WHICH ISN'T OK, DUDE. LET'S KEEP IT PROFESSIONAL! I'VE MADE OUR CASE. YOU BENEFIT IF YOU LET US INTO THE MINES. WE BENEFIT. ALL OF VISTA BENEFITS!

SO, WHAT DO YA THINK? SHAKE ON IT?

YOU SAY I'M NOT PROFESSIONAL? I'M A KING! I DON'T NEED TO BE PROFESSIONAL, BECAUSE I'M ALWAYS RIGHT! AND YOU, RUBY, ARE NOTHING BUT A HOTHEAD!

HOTHEAD?

NO, IT'S OK! I CAN DO THIS. I'M IN CONTROL!



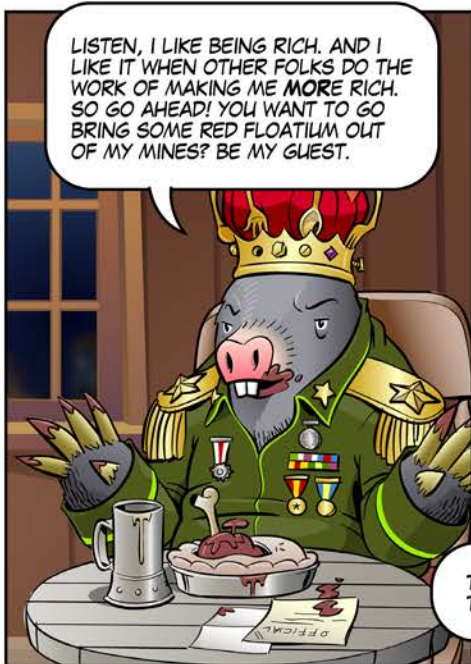
YOU CAN CALL ME A HOTHEAD ALL YOU WANT, KING MYOPE. I KNOW WHO I AM. AND MY OFFER'S STILL ON THE TABLE. WHAT DO YOU SAY?



HEH! HEH! HEH!



YOU KNOW WHO YOU ARE, HUH? I UNDERESTIMATED YOU, RUBY! I DIDN'T THINK YOU COULD STICK IT OUT. THAT'S A NICE SURPRISE! ALWAYS A SURPRISE WHEN PEOPLE DON'T DISAPPOINT YOU, AM I RIGHT?



LISTEN, I LIKE BEING RICH. AND I LIKE IT WHEN OTHER FOLKS DO THE WORK OF MAKING ME MORE RICH. SO GO AHEAD! YOU WANT TO GO BRING SOME RED FLOATIUM OUT OF MY MINES? BE MY GUEST.



YOU KNOW THE EQUIPMENT YOU'LL NEED. YOU WERE MY BEST MECHANIC, AFTER ALL!

THAT MEANS MORE TO ME THAN YOU CAN KNOW, MYOPE.



MY FRIENDS LIKE ME — THAT'S WHAT COUNTS. YOU GUYS WERE RIGHT! I GUESS I LEARNED THAT EVEN A HOTHEAD CAN STAY IN CONTROL, IF SHE NEEDS TO...

WELL, AT THE RISK OF BEING FORWARD, I THINK YOU'RE GREAT, RUBY.

BACK ATCHA, PAL!

NOW, I RECALL YOU MENTIONED SOMETHING ABOUT A — A VERY LARGE, COSTLY BUFFET.



SCADWIN, YOU'RE COMING, RIGHT?

ONE MOMENT, TAQ!



MR. MYOPE —

KING MYOPE.

UH, YES! I JUST WANTED TO SAY THANK YOU.



YOU SEE, I BELIEVE ANY ENEMY CAN BECOME A FRIEND. AND ALTHOUGH YOU WEREN'T VERY NICE TO RUBY, IN THE END, YOU DIDN'T TURN OUT TO BE SO BAD.

HEH HEH! HEH! HEH HEH HEH! YOU REALLY BELIEVE THAT, HUH?



I SEE YOU, UH, HAVE A SENSE OF HUMOR! THAT CAN BE A GOOD QUALITY, IN A FRIEND...

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Mission 14: The Stuff of Dreams

With Myope's permission, the team heads down into the Floatium Mines to extract this precious mineral. But danger strikes when one important team member loses their footing...

SEL Connection:

- Self-Management
- Self-Awareness

Close Reading Focus

Identify how authors use symbolism in stories. Interpret those symbols, along with the changes characters experience, in order to determine the overarching theme of a story.

Discussion Questions:

Q: Poe says that the dream doors represent “the parts of yourself you can't, or won't, admit to.” Why do you think someone wouldn't admit something about themselves?

A: *Afraid of being disliked, losing friends, or getting in trouble; thinking negatively of themselves, or losing self-confidence.*

Q: Poe describes fear as “sinister.” Do you think this word describes fear? Why or why not?

A: *Open-ended response. Encourage students to use their emotional vocabulary and to be descriptive when discussing the feelings they associate with fear.*

Q: The episode talks a lot about the fear of being alone. What scares you about being alone?

A: *Open-ended response. Encourage students to use their emotional vocabulary when discussing the feelings they associate with being alone.*

Q: When you're worried about being alone, who's the person you feel most comfortable talking to? (Aside from a person, you may like sharing your feelings with an animal, a favorite toy, or in a diary entry, too.)

A: *Open-ended response. Encourage students to use their emotional vocabulary when discussing the benefits of sharing their feelings.*



AH, RIGHT ON TIME. WE'RE ALMOST TO THE QUARRY.

IT'S JUST THROUGH HERE.



BREATHTAKING... I'M ASTONISHED YOU MANAGED TO CONVINCE MYOPE TO LET US DO THIS, RUBY.

WELL, IT WASN'T EASY!



YES!

EVERYONE KNOW THEIR JOBS?

YES!

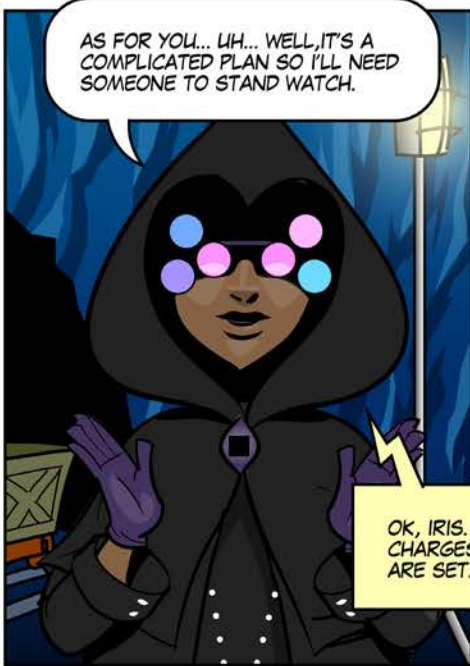
WE'LL HAVE TO BE CAREFUL AND PERFECTLY COORDINATED WITH THAT FLOATIUM IF WE'RE GOING TO GET IT DOWN SAFELY.



TAG AND SCADWIN WILL SET GRAY CHARGES UNDERNEATH THE RED FLOATIUM. ONCE I DETONATE IT, THE WHOLE THING IS GOING TO DROP LIKE A BRICK.



THAT'S WHY RUBY IS SETTING UP ZIPLINES UNDERNEATH. WE'RE GOING TO USE THE RIGGING LIKE A SAFETY NET GUIDING THE FLOATIUM GENTLY ONTO THE GROUND.



AS FOR YOU... UH... WELL, IT'S A COMPLICATED PLAN SO I'LL NEED SOMEONE TO STAND WATCH.

OK, IRIS. CHARGES ARE SET.



COPY. RUBY, YOU READY?

ALL CLEAR!

DETONATING NOW.

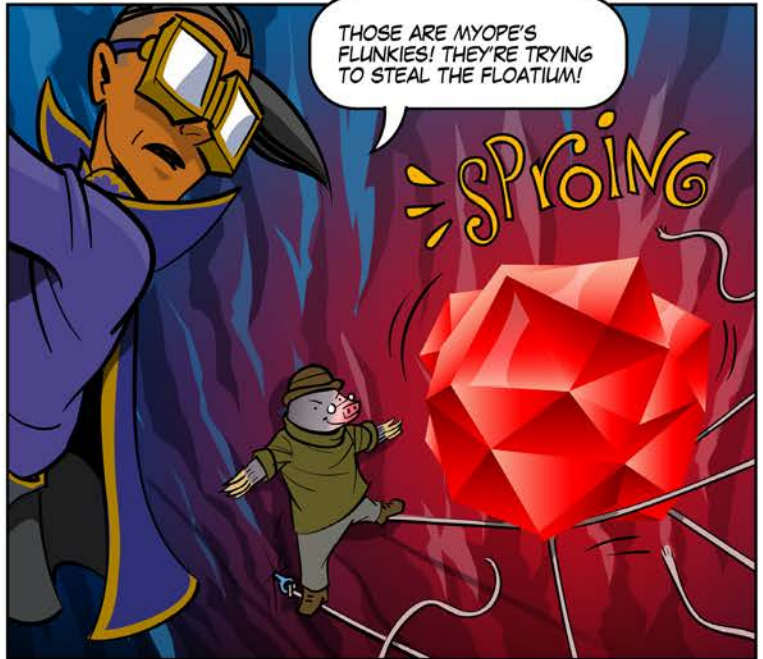


PERFECT! EVERYTHING'S GOING ACCORDING TO PLAN.



SLASH!

THE CABLE'S CUT!



THOSE ARE MYOPE'S FLUNKIES! THEY'RE TRYING TO STEAL THE FLOATIUM!

SPRING

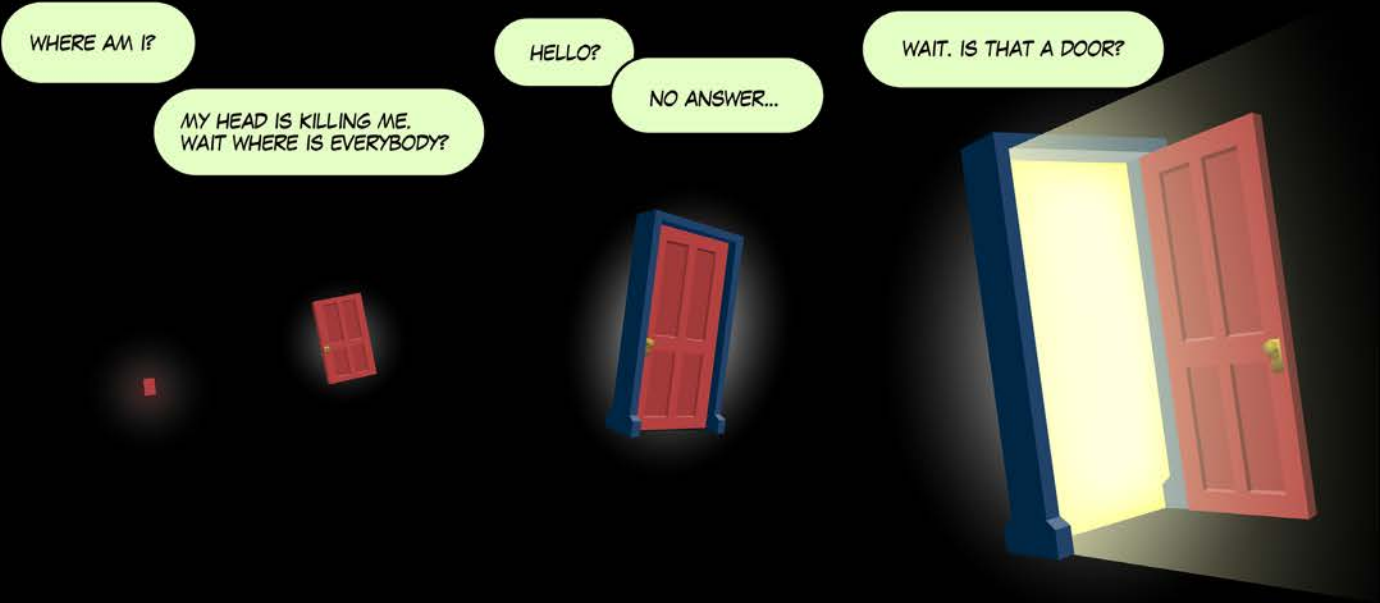


OK, NOBODY PANIC. FIRST THING IS...



SLAM!





WHERE AM I?

HELLO?

WAIT. IS THAT A DOOR?

MY HEAD IS KILLING ME.
WAIT WHERE IS EVERYBODY?

NO ANSWER...



THE BLACK KESTREL?
HOW DID I GET HERE...?

YOU'RE JUST BRIMMING WITH
QUESTIONS, AREN'T YOU?

WHAT ARE YOU
DOING HERE?

NOT EVERYTHING IS WHAT IT SEEMS, MY
FRIEND. I AM BOTH POE AND NOT POE;
BOTH HERE AND NOT HERE. JUST AS
YOU ARE BOTH HERE, AND NOT HERE.

WHAT DOES THAT MEAN?



PERHAPS THIS RIDDLE WILL MAKE IT CLEAR.
WHAT IS A CROW WITHOUT THEIR FLOCK?
WHAT IS A PLAYER WITHOUT THEIR TEAM?
WHAT IS A CREW WITHOUT THEIR MATES?
WHAT GOOD IS A SUN THAT'S LOST ITS BEAM?

ALONE, ALONE—YOU SAIL, YOU SAIL
FROM CLOUD TO CLOUD & STREAM TO STREAM
THE FOUR EYES HAVE LOST THEIR FIFTH
WHO PALS WITH POE IN AN ENDLESS...

...DREAM!



HMPH. I HATE WHEN PEOPLE
INTERRUPT A POETRY READING!

FINE, FINE I'M IN A
DREAM. HOW DO I
GET OUT OF HERE?



AH, IF YOU WISH TO RE-JOIN YOUR
FRIENDS, YOU MUST FIRST MASTER
THE THEME AND SYMBOLISM OF
THAT WHICH HOLDS YOU BACK.

HOLDS ME BACK?
THERE'S NOTHING
HOLDING ME BACK...



HMMM...ISN'T THERE? COME,
YOUNG ADVENTURER. TAKE THIS...

WHAT IS THIS?

THIS IS THE FIFTH EYE. KEEP IT CLOSE
TO YOU. IT MAY HELP YOU SORT OUT THE
THEME OF YOUR LITTLE ADVENTURE...

THEME...?

BIG IDEAS, LIKE "TRUE FRIENDS ALWAYS HAVE YOUR BACK," AND "NEVER GIVING UP," ARE OFTEN THE THINGS THE AUTHOR WANTS YOU TO LEARN AFTER READING THEIR BOOKS. THESE BIG IDEAS ARE CALLED THEMES.

THE THEME OF A BOOK IS THE MESSAGE AN AUTHOR WANTS TO TEACH YOU ABOUT YOUR LIFE, AND EVERYONE'S LIFE.

SYMBOLISM IS WHEN AN AUTHOR USES A PERSON, PLACE, WORD, OR OBJECT REPEATEDLY IN A STORY TO REPRESENT A LARGER IDEA. IT GIVES THE OBJECT A DEEPER, MORE IMPORTANT MEANING.

THESE DOORS...WHY DO THEY FEEL SO FAMILIAR?

YOU MIGHT SAY THESE DOORS ARE A KIND OF SYMBOL AS WELL. THEY REPRESENT THE PARTS OF YOURSELF YOU CAN'T — OR WON'T — ADMIT TO.

AH, PETITE FOLIE!

HOW DID WE GET HERE?

WHY, YOU DREAMED IT UP, OF COURSE. MY HOME SWEET HOME.

IT'S SO EMPTY...

RRAWRRR

OOPS. I GUESS HE'S AWAKE.

WHAT IS THAT? WHO'S AWAKE?

WHY, YOUR FEAR OF COURSE! THE THING OF WHICH YOU'RE MOST AFRAID!

WHAT AM I AFRAID OF?

LOOK AROUND YOU. LOOK AT THIS PLACE. THIS IS THE WORLD OF DREAMS, WHERE FEAR CAN LIVE. EVERYTHING YOU SEE COMES FROM YOUR FEAR. THE EMPTY KESTREL. THE BARREN CITIES. THAT TALISMAN I GAVE YOU. EVEN ME.

YOU'RE SYMBOLS.

BINGO! ONCE YOU FIGURE OUT WHAT WE SYMBOLS MEAN AND SPEAK THE NAME OF YOUR FEAR, WILL YOU BE FREE FROM IT.

DO YOU UNDERSTAND NOW, WHY YOU'RE DREAMING OF THIS BOOK? OF THIS PLACE? OF ME?

WELL, TIME IS GROWING SHORT. THERE'S JUST ONE MORE DOOR WHERE YOUR FEAR AWAITS!

RRAWRRRRRAWRRR

THIS IS JUST A DREAM.
THIS IS JUST A DREAM.

THIS-IS-JUST-A-DREAM-THIS-IS-JUST-
A-DREAM-THIS-IS-JUST-A-DREAM...

LISTEN. YOU'LL BE OK.

YOU GOT THIS BUDDY.

WE'LL BE WITH YOU
ON THE OTHER SIDE.

THIS IS EVERYTHING YOU'VE
BEEN WORKING TOWARD.

TAQ? WHAT ARE YOU
DOING HERE?

IRIS, YOU'RE
HERE TOO!

OK. I GOT THIS.



"TO DEFEAT YOUR FEAR YOU MUST SPEAK ITS NAME. ALL THROUGHOUT THE DREAM, YOU'VE BEEN SHOWN DIFFERENT SYMBOLS. LET'S FIGURE OUT WHAT THEY MEAN."



IF THIS IS A DREAM, WHY AM I DREAMING OF POE? WE ONLY MET THAT ONE TIME IN GRAN FOLIE. SHE'S WEIRD, THOUGH. SO WEIRD, IN FACT, THAT SHE WAS KICKED OUT OF THE BUREAU AND FORCED TO LIVE WITH THE OTHER MISFITS IN PETITE FOLIE.



POE REPRESENTS ABANDONMENT BY THOSE YOU TRUST.

A PART OF THIS DREAM TOOK PLACE ON THE DECK OF THE BLACK KESTREL. IN A LOT OF WAYS, THE KESTREL HAS BEEN LIKE A SECOND HOME FOR THE TEAM. IT WAS SAD TO SEE IT SO EMPTY. USUALLY, EVERYONE HAS TO WORK TOGETHER TO KEEP THE SHIP AFLOAT. BUT THIS TIME, THERE WAS NO CREW, NO CAPTAIN, NO ONE.

THE SHIP SYMBOLIZES BEING ALONE.

I THINK I HAVE ENOUGH TO FIGURE OUT THE THEME OF THIS DREAM...



"NOW, SPEAK YOUR FEAR TO VANQUISH IT."



NOT BEING PART OF THE TEAM.



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Mission 15: Butting Heads

The fate of the Dragon Egg Lantern hangs in the balance, as Ruby and the rest of the team go head-to-head against the so-called “King” Myope for control of the land of Dworp.

SEL Connection:

- Self-Management
- Responsible Decision-Making
- Relationship Skills

Close Reading Focus

Define counterarguments and rebuttals and understand how these two things can offer or disprove “the other side” of an argument.

Discussion Questions:

Q: Taq tells Ruby that “part of being a leader is recognizing the leadership potential in others.” What do you think leadership potential means?

A: *Open-ended responses may include: being inspirational, fair, friendly, responsible, thoughtful, and able to make decisions.*

Q: Ruby seems reluctant to think of herself as a leader. Do you think you would make a good leader if someone asked you to be one? Why or why not?

A: *Open-ended response.*

Q: If you and Ruby try to insult Myope, Scadwin warns that “trading insults won’t win anyone for our cause.” Have you ever been insulted by someone? If you feel comfortable talking about it, how did you feel when it happened?

A: *Open-ended response. Encourage students to use their emotional vocabulary and to reflect on the cause of their emotions.*

Q: Have you ever had an argument with someone like the ones in this episode? In a few words, explain what the experience was like?

A: *Open-ended response. Encourage students to use their emotional vocabulary and to reflect on the cause of their emotions.*



AH, HELLO. YOU'VE CAUGHT US AT A FRUSTRATING MOMENT—

—WE STILL DON'T KNOW HOW TO GET BACK THE RED FLOATILUM MYOPE STOLE! DO WE SNEAK INTO THE JACKPOT CAFE? TRY TO WIN IT FROM HIM AT CARDS? NOTHING SEEMS RIGHT...

WE'VE BEEN TALKING IN CIRCLES FOR HOURS. LET'S NOT THINK ANY MORE ON AN EMPTY STOMACH, OKAY?



HMM, WHAT'S THAT YOU'RE LOOKING AT? A NOTE—TO US?



WHAT COULD THIS MEAN?

Wedge Hill Graveyard
MIDNIGHT
Ask for
Mr. Puddlegrub



MY FRIEND, I DON'T KNOW! BUT WE DON'T HAVE ANY OTHER LEADS. LET'S KEEP THIS APPOINTMENT!



I DON'T SEE ANYONE ELSE
HERE—BUT IT'S MIDNIGHT.
WERE WE TOO LATE?

MAYBE THE NOTE WAS
ONE OF MYOPE'S TRICKS...



AHA!



BRILLIANT! LET'S SEE WHERE
THESE STAIRS LEAD...





OH NO...CAVES. WHY'D IT HAVE TO BE CAVES?

EASY, BUDDY! REMEMBER, A CAVE IS JUST A VERY BIG SPACE SMUSHED INTO A VERY SMALL SPACE...



YAAAAAGH!

QUICKLY, EVERYONE -NIGHT VISION OFF!

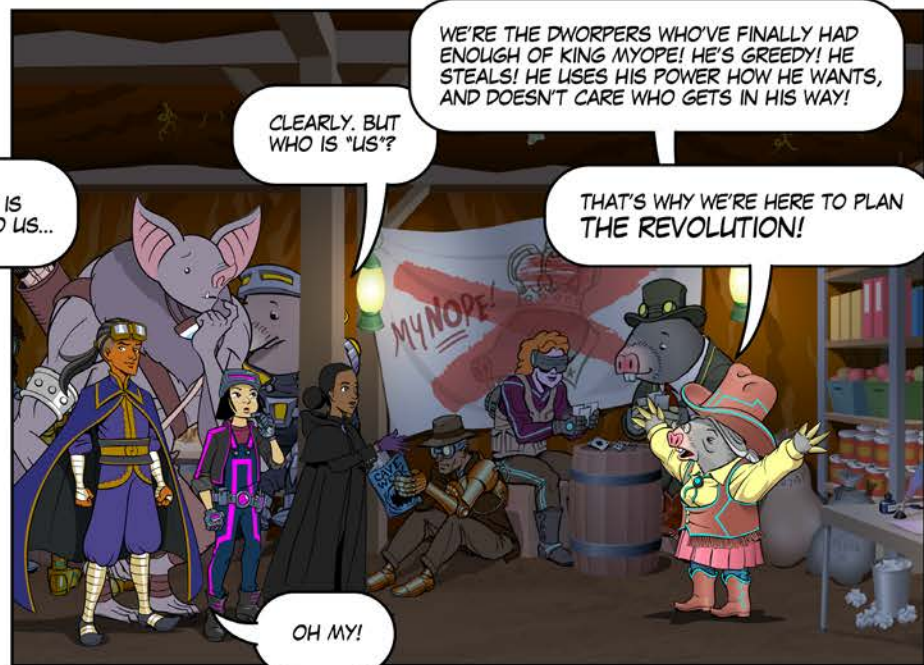


YOU'VE COME! THANK THE CLODS. I'M MADAME SHORTMUDGE.



ON BEHALF OF MY GROUP, WE APOLOGIZE FOR CONTACTING YOU IN SUCH AN, ER, INTRICATE WAY.

BUT SECURITY IS IMPORTANT TO US...



WE'RE THE DWORPERS WHO'VE FINALLY HAD ENOUGH OF KING MYOPE! HE'S GREEDY! HE STEALS! HE USES HIS POWER HOW HE WANTS, AND DOESN'T CARE WHO GETS IN HIS WAY!

CLEARLY. BUT WHO IS "US"?

THAT'S WHY WE'RE HERE TO PLAN THE REVOLUTION!

OH MY!



YOU SEE, TO RISE UP, THE PEOPLE NEED TO BE INSPIRED! DWORP NEEDS TO RALLY BEHIND A BELOVED LEADER! AND WE THINK THAT LEADER SHOULD BE...



...RUBY!



...ME?



RRR...I DON'T KNOW. HEY, SHORTMUDGE...BEFORE I AGREE TO ANYTHING, TELL ME THIS. YOU SAY YOU WANT THIS REVOLUTION, BUT WHAT'S YOUR PLAN?

GOOD QUESTION! RIGHT NOW, MYOPE HAS MORE FOLLOWERS THAN WE DO. TO WIN, WE NEED MOST OF THE PEOPLE OF DWORP ON OUR SIDE. SO, WE'VE GOT TO GO DOOR TO DOOR MAKING OUR CASE —

OK, LET ME STOP YOU RIGHT THERE!

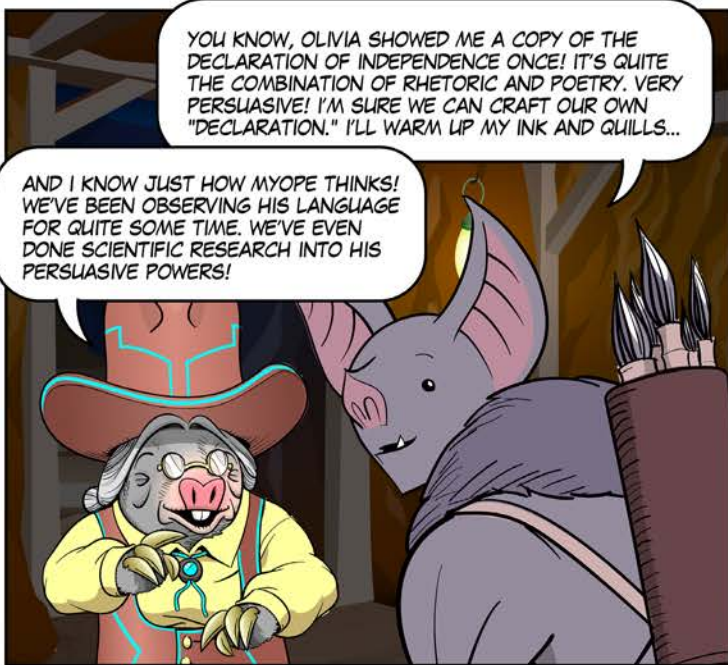


WHAT'S YOUR CONCERN? HER PLAN SEEMS AS IF IT WOULD WORK.

BUT MYOPE'S NOT GOING TO JUST TWIDDLE HIS THUMBS WHILE WE GO TELLING PEOPLE TO OVERTHROW HIM! HE'S GOING TO ARGUE BACK AT US!

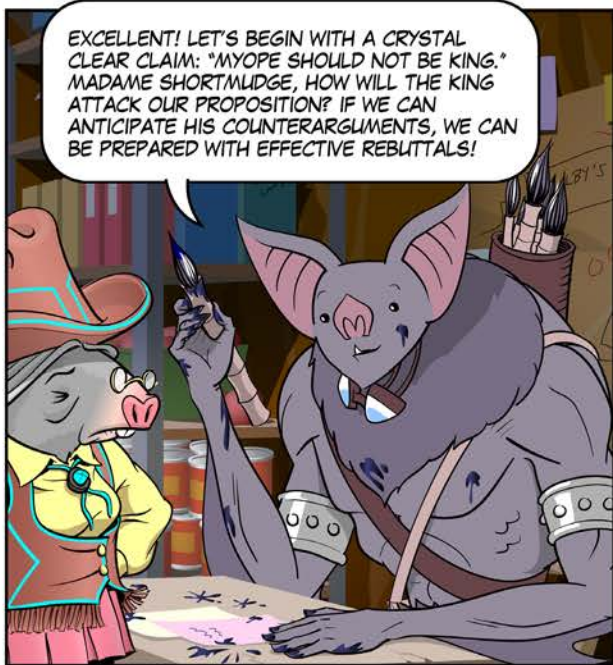
I SEE...SO HE'LL MEET OUR ARGUMENTS WITH COUNTERARGUMENTS.

AND THE PEOPLE MAY NOT KNOW WHO TO BELIEVE...UNLESS WE ANSWER HIS COUNTERARGUMENTS...WITH REBUTTALS.



YOU KNOW, OLIVIA SHOWED ME A COPY OF THE DECLARATION OF INDEPENDENCE ONCE! IT'S QUITE THE COMBINATION OF RHETORIC AND POETRY. VERY PERSUASIVE! I'M SURE WE CAN CRAFT OUR OWN "DECLARATION." I'LL WARM UP MY INK AND QUILLS...

AND I KNOW JUST HOW MYOPE THINKS! WE'VE BEEN OBSERVING HIS LANGUAGE FOR QUITE SOME TIME. WE'VE EVEN DONE SCIENTIFIC RESEARCH INTO HIS PERSUASIVE POWERS!



EXCELLENT! LET'S BEGIN WITH A CRYSTAL CLEAR CLAIM: "MYOPE SHOULD NOT BE KING." MADAME SHORTMUDGE, HOW WILL THE KING ATTACK OUR PROPOSITION? IF WE CAN ANTICIPATE HIS COUNTERARGUMENTS, WE CAN BE PREPARED WITH EFFECTIVE REBUTTALS!

First, myope cannot act as king of dworp, because even though he treats all dworpers equally, we are still suffering and not enjoying our lives. It is habit now in dworp for all citizens to work every day of the week, with no break on the weekend. As a result, the vast majority of us are weary and yet still do not have the money we need to live in basic comfort. It may be the case that we are all equal under myope, but we are not equally joyful.

Second, myope cannot act as king of dworp, for dworpers are entitled to try different leadership. Despite our many hardships, we are clever and ingenious, solving many problems together, and guiding one another in ways that show true leadership. This quality deserves to be reflected in our leadership.

Third, myope cannot act as king of dworp, because the citizens know best what we truly need from a ruler. Across the lands of vista one sees many leaders, of all types, with many fine ideas. But even those who rule for many years are not perfect rulers, and new ideas must be allowed to grow.

In closing, we the people of dworp want to tell all those who follow us not to listen to myope. He should not be king!



ONE MIGHT CALL THIS... STIRRING! I THINK THIS "DECLARATION" WILL WORK.

PERFECT! THEN LET'S NAIL IT ON EVERY RESIDENCE, WAREHOUSE, DOGHOUSE, AND HENHOUSE IN DWORP! WE'LL TRIPLE OUR MEMBERSHIP BY MORNING!

BUT WAIT...SOMEONE'S COMING DOWN THE STAIRS. IS THAT DUSTY WITH THE... UGH... PINEAPPLE PIZZA WE ORDERED?

NO, I'M NOT PIZZA! I'M MORE THAN YOU BARGAINED FOR! EEEEEEEEEEE!

DUSTY — YOU TRAITOR! YOU TOLD MYOPE ABOUT OUR HIDEOUT!

DON'T BLAME DUSTY FOR WANTING TO BACK THE WINNING TEAM! DID YOU ALL REALLY THINK YOU COULD GET THE BEST OF THE KING OF DWORP?

I MEAN, POINTS FOR TRYING, RUBY! I CAN IMAGINE HOW MUCH IT'D MEAN TO YOU TO BEAT SOMEONE AS GREAT AS ME —

I'VE HAD IT! WHEN A KING TRIES TO CONTROL HIS PEOPLE BY FORCE, IT'S AN EMERGENCY, AND WE'VE GOTTA ACT FAST. PEOPLE OF DWORP—IT'S TIME FOR REVOLUTION NOW!

S-SPOKEN LIKE A TRUE LEADER!

SPOKEN LIKE NOTHING! YOUR REVOLUTION, RUBY, IS NOT GOING TO SUCCEED, NO MATTER HOW MANY DECLARATIONS OF INDEPENDENCE YOU AND YOUR LITTLE FRIENDS WRITE!

YEAH, WHY'S THAT? WHAT'S YOUR REASON?

BECAUSE NO REVOLUTION WORKS WITHOUT LOTS OF PEOPLE SUPPORTING IT! YOU CAN'T HAVE ENOUGH PEOPLE ON YOUR SIDE TO WIN THIS!

EVERYONE, STAY BACK! HE'S USING A COUNTERARGUMENT!

I'VE BEEN LOOKING AT MY NOTES ON THE TOWN RECORDS, AND I'VE COMPARED DWORP'S TOTAL POPULATION TO THE PERCENTAGE OF PEOPLE HERE WHO CONTINUE TO SUPPORT YOU, DESPITE THE CURRENT DANGER. NOW, THROUGH SIMPLE ALGEBRA —

HEAR THAT, MYOPE? MY FRIEND HAS ALGEBRA WITH YOUR NAME ON IT!

SO, YOU HAVE SOME FOLLOWERS, MAYBE. BIG DEAL! YOU CAN FOOL ALL OF THE PEOPLE SOME OF THE TIME! TRUST ME, I'M AN EXPERT IN THAT.

AND YOU KNOW WHAT ELSE I'M AN EXPERT IN? RUNNING DWORP! BUT YOU, RUBY — YOU'VE NEVER RUN ANYTHING! YOU WOULDN'T KNOW WHAT YOU'D DO WITH DWORP, EVEN IF SOMEONE WRAPPED IT FOR YOU AS A BIRTHDAY PRESENT!

HE'S STARTING ANOTHER COUNTERARGUMENT...

GRRRR, DEEP BREATHS, DEEP BREATHS...WHEW. CALM, BLUE SERENITY.

HE'S CLAIMING THAT NO ONE SHOULD SUPPORT ME! HIS REASON IS THAT ONLY AN EXPERIENCED LEADER CAN RUN DWORP. AND HE'S RIGHT THAT I DON'T HAVE EXPERIENCE AT LEADING...JUST AT FIXING STUFF...AND EATING STUFF...



WE ALL KNOW HIS REASON ISN'T CORRECT! I WAS A KID FROM WINDY CORNERS WHEN I BECAME PRINCE. I HAD TO MAKE MY OWN WAY, EXPERIENCE OR NOT. I FOUND MY CONFIDENCE WITH ALL OF YOUR HELP. YOU WILL TOO, RUBY!

AW, JEEZ, TAQ! MAKING ME CRY OVER HERE! THANK YOU...



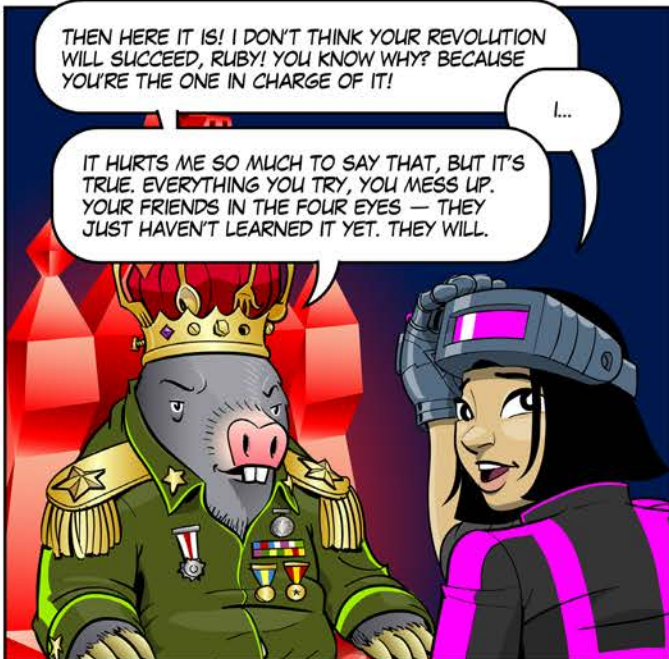
THAT'S RIGHT! THAT'S THE PERFECT REBUTTAL. SO THAT'S TWO OF YOUR COUNTERARGUMENTS DOWN. WE SHOWED THAT WE DO HAVE ENOUGH PEOPLE TO BEAT YOU, AND WE SHOWED THAT EXPERIENCE ALONE DOESN'T MAKE A LEADER. WHAT ELSE YOU GOT?

GRRRR... ALL RIGHT? YOU WANT ME TO BRING IT?

BRING IT!

I'M GONNA BRING IT!

SHOW ME YOUR A-GAME, PLAYER!



THEN HERE IT IS! I DON'T THINK YOUR REVOLUTION WILL SUCCEED, RUBY! YOU KNOW WHY? BECAUSE YOU'RE THE ONE IN CHARGE OF IT!

I...

IT HURTS ME SO MUCH TO SAY THAT, BUT IT'S TRUE. EVERYTHING YOU TRY, YOU MESS UP. YOUR FRIENDS IN THE FOUR EYES — THEY JUST HAVEN'T LEARNED IT YET. THEY WILL.



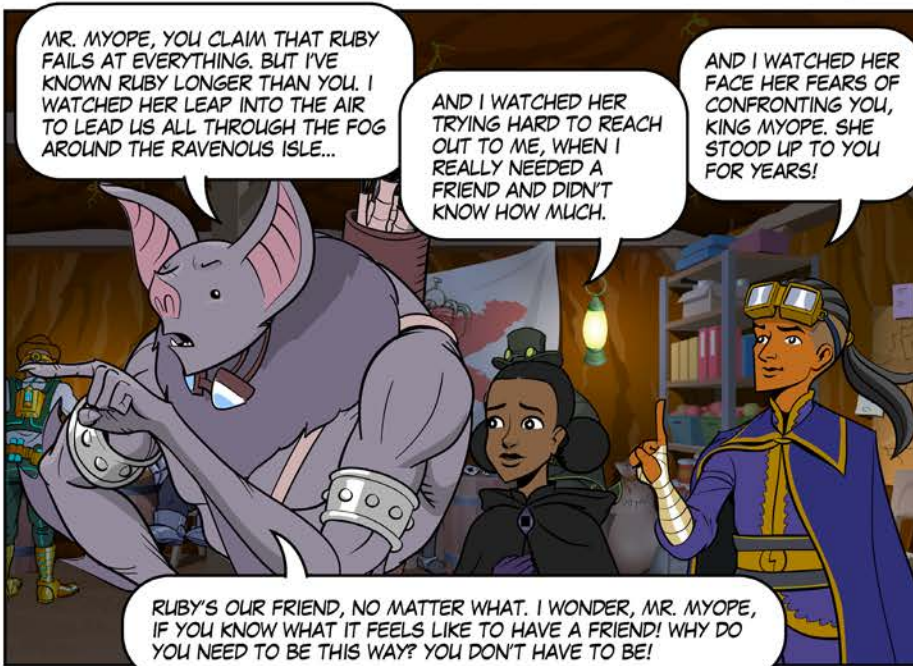
YOU SAY I FAIL AT EVERYTHING. NAME SOMETHING?

WELL... THAT IS TO SAY... THERE WERE LOTS OF TIMES!

NAME ONE!

I... WELL...

I SEE. YOU CAN'T. SO YOUR ARGUMENT DOESN'T HAVE EVIDENCE!



MR. MYOPE, YOU CLAIM THAT RUBY FAILS AT EVERYTHING. BUT I'VE KNOWN RUBY LONGER THAN YOU. I WATCHED HER LEAP INTO THE AIR TO LEAD US ALL THROUGH THE FOG AROUND THE RAVENOUS ISLE...

AND I WATCHED HER TRYING HARD TO REACH OUT TO ME, WHEN I REALLY NEEDED A FRIEND AND DIDN'T KNOW HOW MUCH.

AND I WATCHED HER FACE HER FEARS OF CONFRONTING YOU, KING MYOPE. SHE STOOD UP TO YOU FOR YEARS!

RUBY'S OUR FRIEND, NO MATTER WHAT. I WONDER, MR. MYOPE, IF YOU KNOW WHAT IT FEELS LIKE TO HAVE A FRIEND! WHY DO YOU NEED TO BE THIS WAY? YOU DON'T HAVE TO BE!



I'LL CONCEDE YOU HAVE THE BETTER ARGUMENTS. BUT UNFORTUNATELY, LOOKS LIKE I STILL HAVE MORE HENCHMEN THAN YOU. GET THEM!

GULP... LET'S HOPE THIS ISN'T THE REVOLUTION'S LAST STAND...



DON'T DAMAGE THEIR FINGERS! I'M GOING TO MAKE EVERY REBEL DIG FLOATILUM FOR ME FOR THE REST OF THEIR LIVES...

WHILE YOU WERE REBLITTING MYOPE, I SNUCK OUT TO SHOW OUR DECLARATION TO THE REST OF DWORP! YOUR WORK PAID OFF...THE PEOPLE ARE ON OUR SIDE!

STOP!



SHORTMUDGE!



MYOPE, YOU'RE DONE!

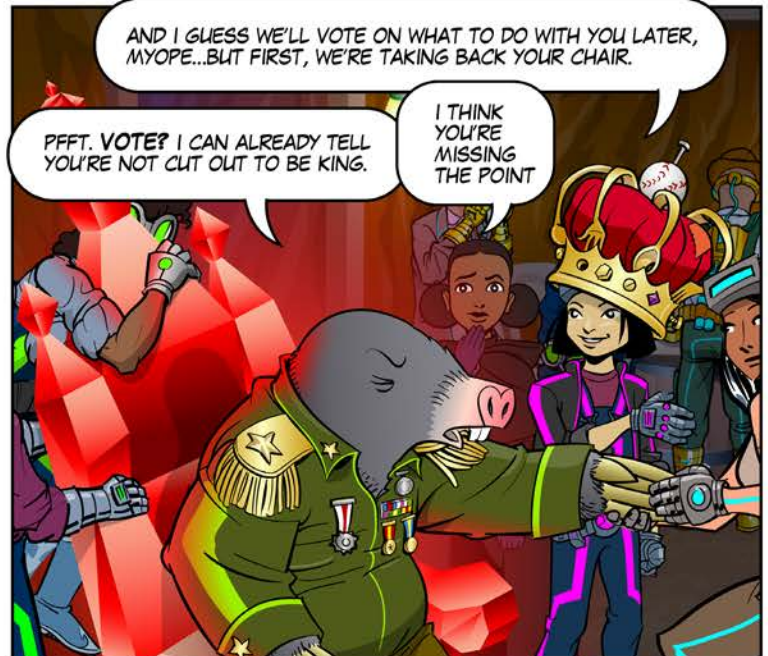


WE'VE DONE IT! MYOPE IS OVERTHROWN! ALL HAIL RUBY...THE NEW KING OF DWORP!



COOL! MY FIRST ROYAL ACT WILL BE TO ABOLISH THE TITLE, "KING OF DWORP!" UH...THAT IS, IN A BIT. I KIND OF WANT TO ENJOY THIS FOR A COUPLE DAYS.

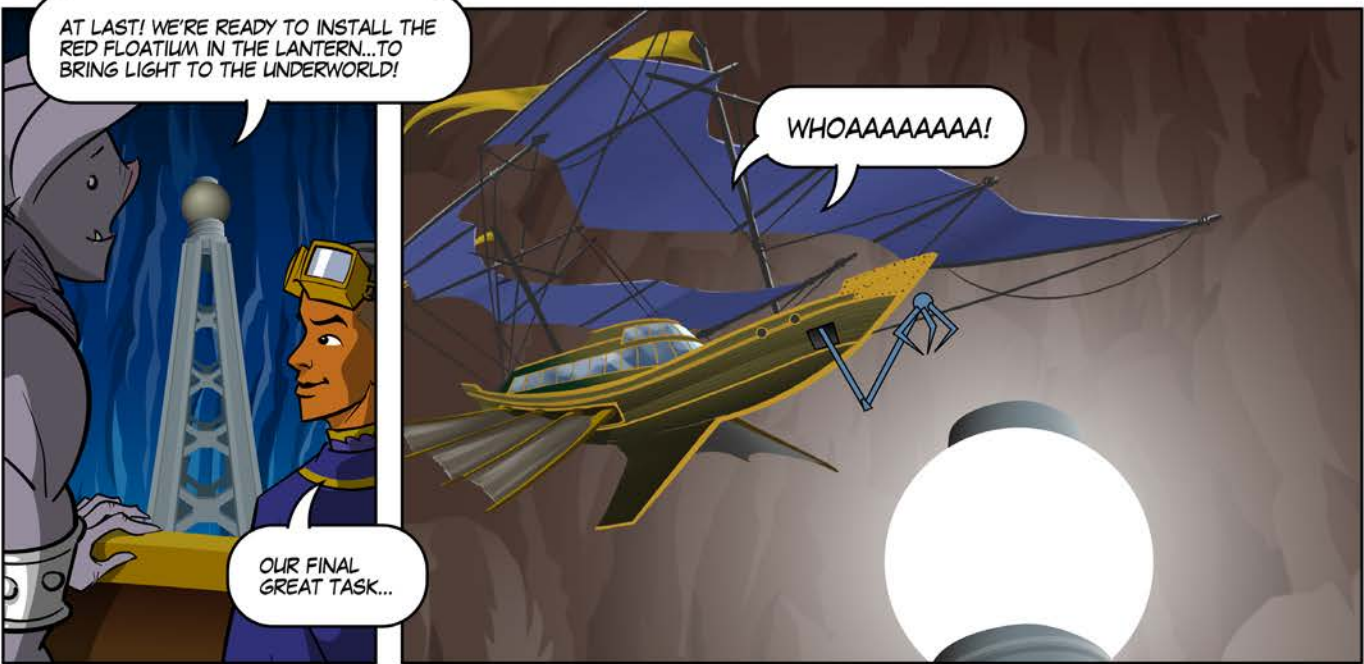
IT'S GOOD TO BE THE KING! OR SO I UNDERSTAND.



AND I GUESS WE'LL VOTE ON WHAT TO DO WITH YOU LATER, MYOPE...BUT FIRST, WE'RE TAKING BACK YOUR CHAIR.

PPFT. VOTE? I CAN ALREADY TELL YOU'RE NOT CUT OUT TO BE KING.

I THINK YOU'RE MISSING THE POINT



AT LAST! WE'RE READY TO INSTALL THE RED FLOATIUM IN THE LANTERN...TO BRING LIGHT TO THE UNDERWORLD!

WHOOAAAAAAA!

OUR FINAL GREAT TASK...



RUBY, LOOK! THE DARK CORNERS! THEY'RE ALL LIT UP...

AND THERE ARE OTHER CITIES THERE?? WHOLE OTHER DWORPIAN CIVILIZATIONS THAT NONE OF US HAD ANY IDEA EXISTED...LOST FOR A THOUSAND YEARS?



I NEVER REALLY KNEW, UNTIL THIS MOMENT, JUST HOW MUCH...GOOD STUFF THERE WAS HERE IN DWORP, YOU KNOW? EVEN FOR ME...



LOOK!

THAT BUILDING...IT MUST BE HUNDREDS OF YEARS OLD!

A THOUSAND YEARS OLD, I THINK.

AND THAT BOOK CARVED OVER THE DOOR! WE'VE COMPLETED THE FOUR GREAT TASKS...COULD THAT BE...?

I THINK IT IS! THE CODEX MAGNIFICA MUST BE INSIDE. MY FRIENDS, OUR JOURNEY TO RESTORE VISTA MAY AT LAST BE OVER...

DON'T SPEAK TOO SOON!

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Mission 16: The Last Argument

With the last of the tasks complete, the Four Eyes finally locate the *Codex Magnifica*, the book that can answer any question. But, which of our heroes should be the one to retrieve it?

SEL Connection:

- Social Awareness
- Relationship Skills
- Responsible Decision-Making

Close Reading Focus

Recognize an argumentative text structure by putting together all the parts of an argument, and determine the strength of an argument within a text.

Discussion Questions:

Q: When challenging Moonshin, the team argues that “the way we support each other makes us stronger as a team than any one adult.” Think about a close friend. How do you support them, and how do they support you?

A: *Open-ended response.*

Q: In the end, none of the Four Eyes chooses to ask the *Codex Magnifica* a question. Would you ask the book to answer one of your questions, if you could? If yes, what would you ask?

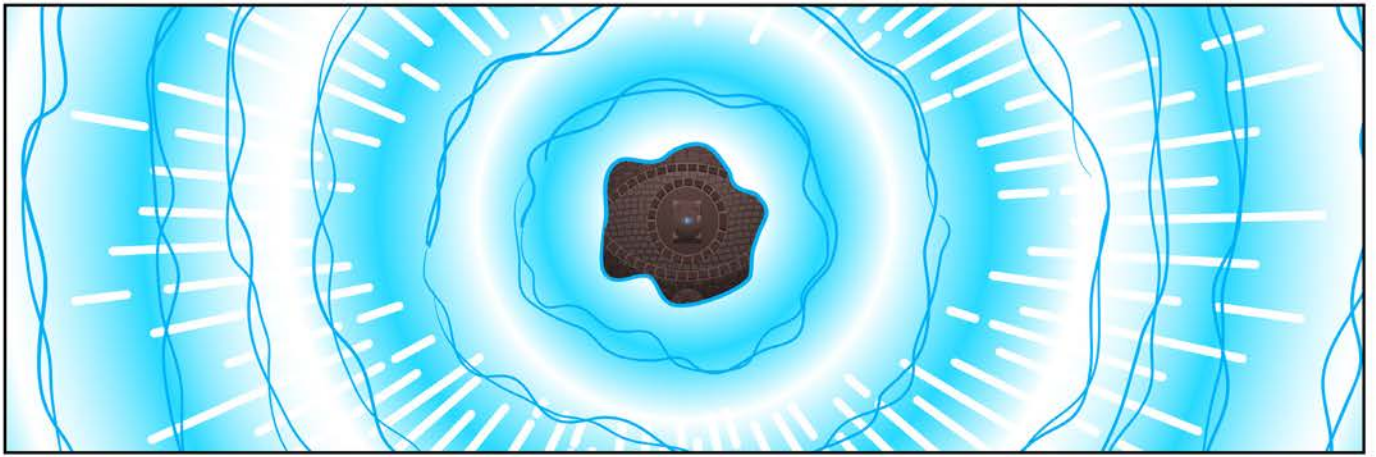
A: *Open-ended response.*

Q: Olivia tells you, “The problems in Vista are happening back home, too. Folks could use some help in understanding each other’s stories.” What do you think she means?

A: *Students may identify groups with opposing views “not listening to one another,” or they may relate this to their own lives.*

Q: In the end, Olivia tells you that you need to leave Vista because “your world is where you’re needed most.” What’s a problem in this world that you could use your new close reading skills to help solve? Tell us about it.

A: *Open-ended response. Encourage students to discuss the close reading skills from the program and to apply what they’ve learned to engaging with community challenges and opportunities.*

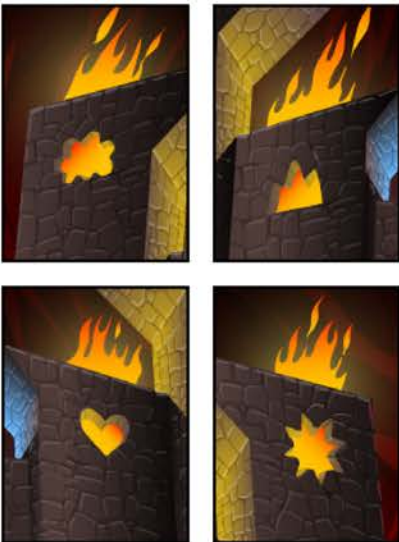




MAYBE YOU CAN HELP US FIND A WAY INTO THE TEMPLE.

NOW THAT WE'VE ACCOMPLISHED ALL FOUR OF THE GREAT TASKS...

...IT APPEARS THERE'S THE MATTER OF ONE MORE TINY TASK LEFT: GETTING IN!



THESE WRITINGS SPEAK OF THREE GUARDIANS THAT BAR THE DOORS TO THE CODEX.



ONLY THE WORTHY MAY ENTER.

WELL, THAT'S US FOR SURE. BUT HOW DO WE GET INSIDE THE TEMPLE?

YOU CAN'T!



YIKES! WHAT IS THAT THING?

IT KIND OF LOOKS LIKE... A DOORBELL LIZARD! BUT CAST IN BRONZE. WHAT'S IT DOING DOWN HERE... WHO ARE YOU?



TREMBLE, HEROES FOR I AM MOONSHIN-GUARDIAN OF THE FIRST GATE!

LOOK AT YOU TWERPS! WHAT MAKES YOU THINK YOU CAN EVEN SURVIVE THE TERRIBLE DANGERS BEYOND THIS GATE?



CLAIM:

THE FOUR EYES SHOULD BE ALLOWED THROUGH THE GATE BECAUSE WE HAVE OVERCOME MANY CHALLENGES TOGETHER.

EVIDENCE:

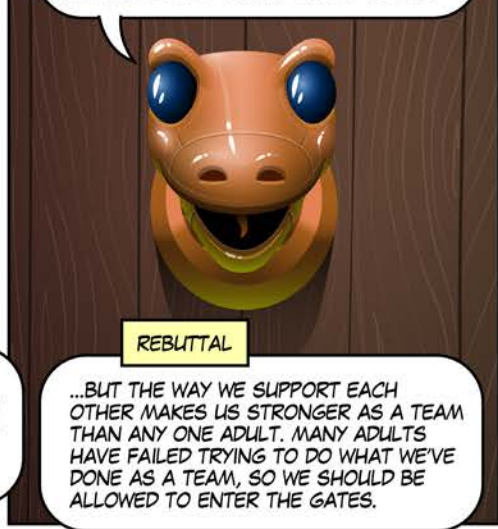
WE SUCCESSFULLY NAVIGATED THROUGH THE FLOATING BOULDERS AND FOG TO MAKE IT TO THE FORGE OF THE SUN.

REASON:

GETTING TO THE FORGE OF THE SUN WAS A HUGE TASK TO OVERCOME, AND SHOWS WHY WE DESERVE TO TAKE ON A NEW CHALLENGE.

COUNTERARGUMENT

PRETTY IMPRESSIVE, FOR A BUNCH OF FLESH BAGS, I HAVE TO ADMIT. BUT THAT DOESN'T MATTER! A LITTLE KID CAN'T HANDLE WHAT'S BEHIND THESE DOORS.



REBUTTAL

...BUT THE WAY WE SUPPORT EACH OTHER MAKES US STRONGER AS A TEAM THAN ANY ONE ADULT. MANY ADULTS HAVE FAILED TRYING TO DO WHAT WE'VE DONE AS A TEAM, SO WE SHOULD BE ALLOWED TO ENTER THE GATES.

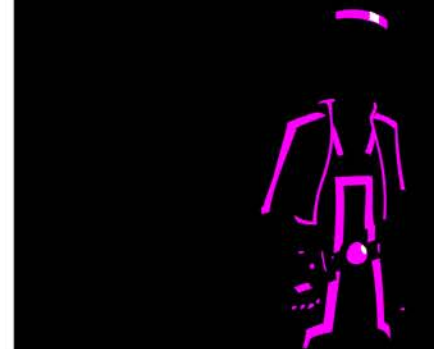
WHOA! WHAT AN ARGUMENT! I'VE NEVER SEEN IT THAT WAY BEFORE. BY ALL MEANS, COME RIGHT IN!



creeeak



SLAM!



AAAAAAAAAAAAHHHHHHH!







'SHEL-DON?' WHAT SORT OF A NAME IS THAT?

WELL IT'S MORE OF A NAME THAN DON-SHEL. HAVE YOU EVER IN YOUR LIFE HEARD OF ANOTHER DON-SHEL? YOU JUST LIKE IT BECAUSE THAT WOULD MAKE YOU FIRST.

WELL? WHAT OF IT? WHY SHOULDN'T I BE FIRST?

I'M NOT HAVING THIS DISCUSSION WITH YOU AGAIN. YOU'RE EMBARRASSING ME IN FRONT OF THE ADVENTURERS.

YOU'RE THE ONE EMBARRASSING ME!

OH FORGET IT! I NEED A VACATION.

OOH! A VACATION, THAT DOES SOUND NICE!



ANYWAY — LET'S GET BACK TO IT. GUARDIAN OF THE SECOND GATE AND ALL THAT.

WAIT! WHY DON'T WE DO IT?

DO WHAT?

GO ON VACATION!

VACATION? HA! THE BOSS WOULD NEVER LET US GO ON VACATION.

WHY NOT? WE JUST NEED A GOOD ARGUMENT. YOU KNOW HOW MUCH SHE LOVES ARGUING.



SHEL THINKS THAT THEY DESERVE A VACATION BECAUSE THEY HAVE A STRESSFUL, HARD JOB PROTECTING THE CODEX. IF THEY DON'T GET A VACATION, THEY COULD GET TOO STRESSED OUT AND THAT COULD AFFECT THEIR HEALTH.

DON THINKS THEY SHOULD GO AWAY ON VACATION BECAUSE OF HOW BEAUTIFUL CIMERA IS THIS TIME OF YEAR. THE BOSS MIGHT PREFER THEY GO TO GRAN FOLIE, BUT THEY'D LOOK SILLY GOING TO A MUSEUM THERE IN THE SWIMSUIT DON BOUGHT FOR THEM.



SO? WHAT DO YOU THINK?

YES, WHICH OF OUR ARGUMENTS DID YOU FIND MORE CONVINCING?

SHEL, DEFINITELY



HA HA, I KNEW IT!

AW, SHUCKS...

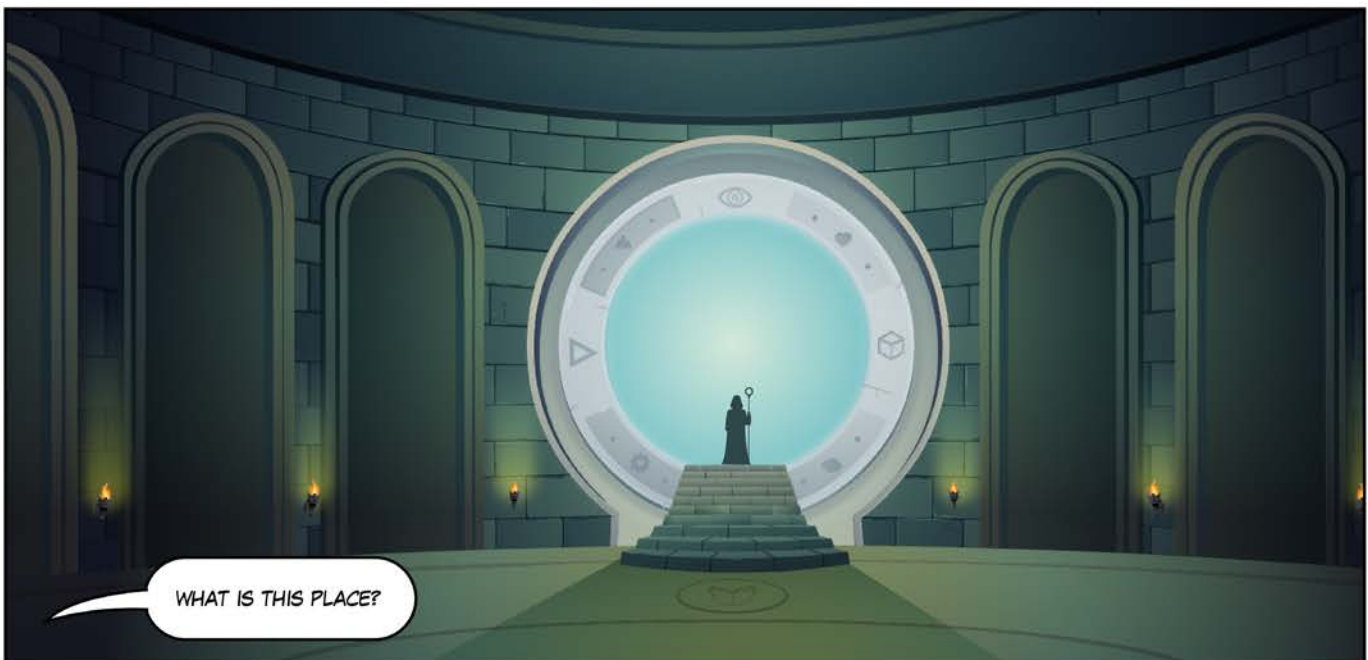
DON'T FEEL TOO BAD. A RISING TIDE RAISES ALL BOATS, YOU KNOW.

WHAT'S THAT SUPPOSED TO MEAN?

IT MEANS, IF I'M GOING ON VACATION, THERE'S ONLY ONE PERSON I'D WANT TO TAKE WITH ME!

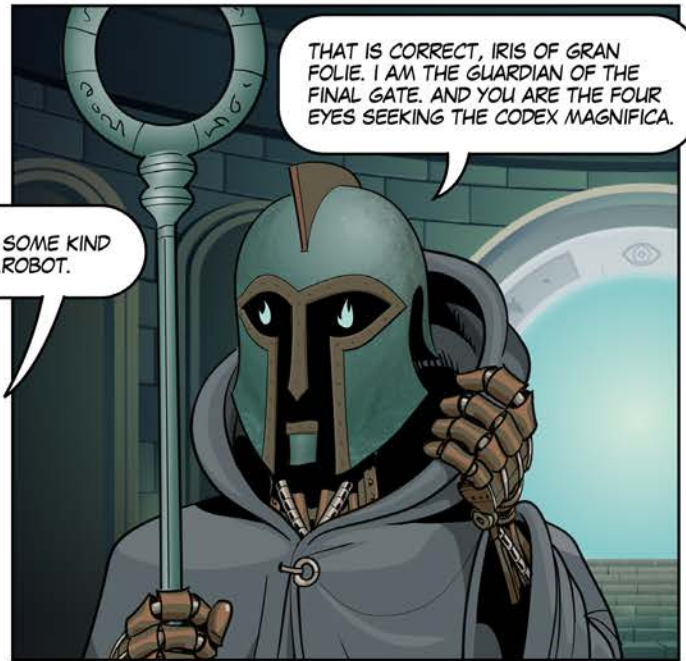
SHEL, YOU DON'T MEAN IT!

OF COURSE I DO! DON AND SHEL!



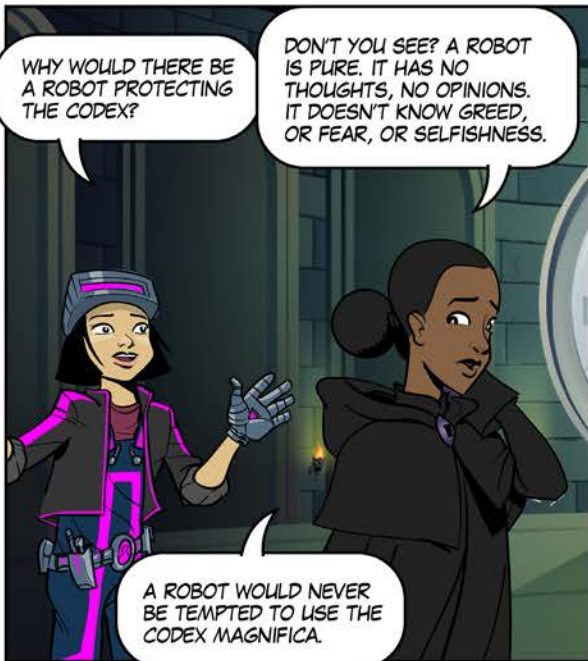


THIS...
...IS THE FINAL GATE.



IT'S SOME KIND OF...ROBOT.

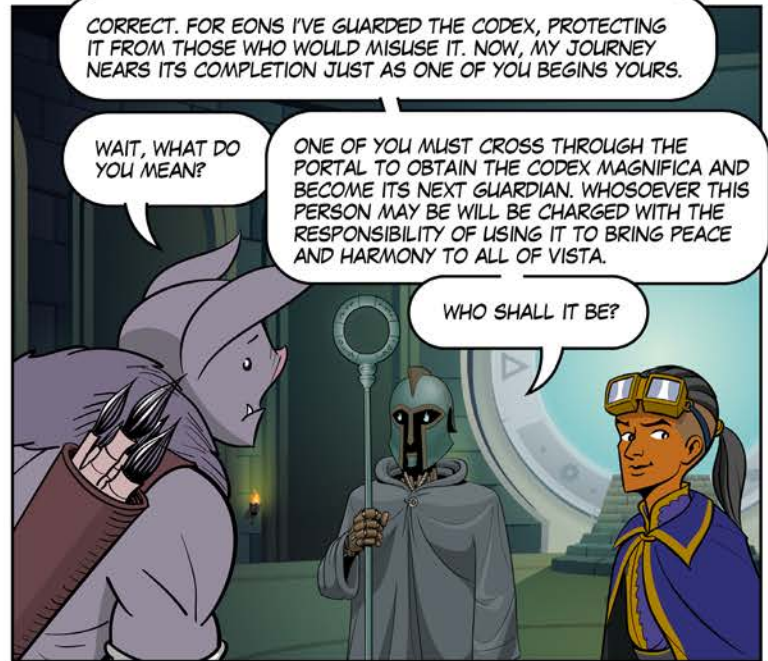
THAT IS CORRECT, IRIS OF GRAN FOLIE. I AM THE GUARDIAN OF THE FINAL GATE. AND YOU ARE THE FOUR EYES SEEKING THE CODEX MAGNIFICA.



WHY WOULD THERE BE A ROBOT PROTECTING THE CODEX?

DON'T YOU SEE? A ROBOT IS PURE. IT HAS NO THOUGHTS, NO OPINIONS. IT DOESN'T KNOW GREED, OR FEAR, OR SELFISHNESS.

A ROBOT WOULD NEVER BE TEMPTED TO USE THE CODEX MAGNIFICA.

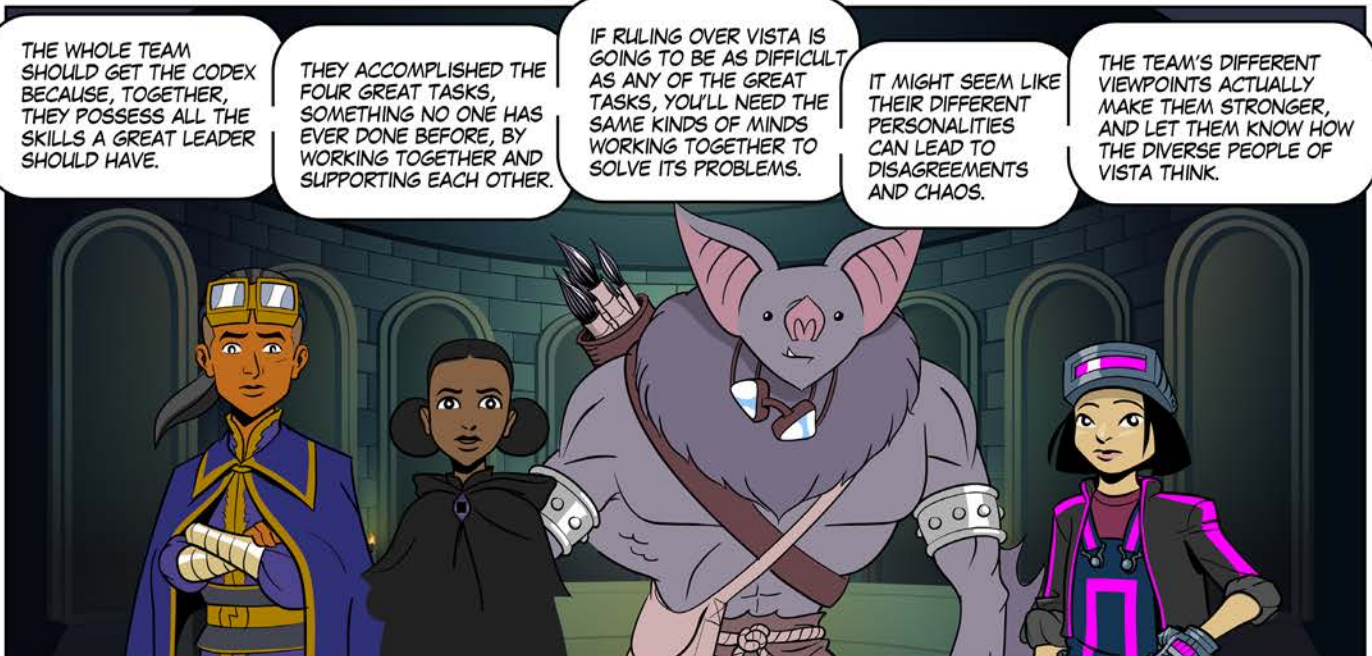


CORRECT. FOR EONS I'VE GUARDED THE CODEX, PROTECTING IT FROM THOSE WHO WOULD MISUSE IT. NOW, MY JOURNEY NEARS ITS COMPLETION JUST AS ONE OF YOU BEGINS YOURS.

WAIT, WHAT DO YOU MEAN?

ONE OF YOU MUST CROSS THROUGH THE PORTAL TO OBTAIN THE CODEX MAGNIFICA AND BECOME ITS NEXT GUARDIAN. WHOEVER THIS PERSON MAY BE WILL BE CHARGED WITH THE RESPONSIBILITY OF USING IT TO BRING PEACE AND HARMONY TO ALL OF VISTA.

WHO SHALL IT BE?



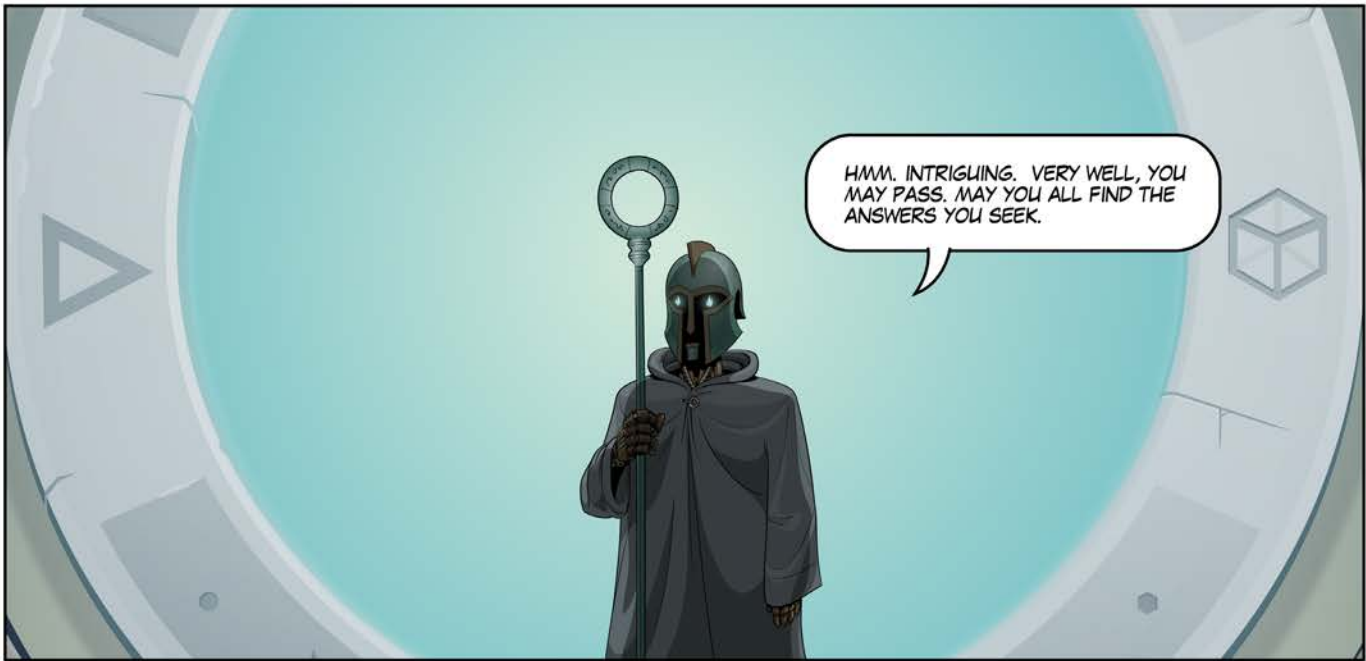
THE WHOLE TEAM SHOULD GET THE CODEX BECAUSE, TOGETHER, THEY POSSESS ALL THE SKILLS A GREAT LEADER SHOULD HAVE.

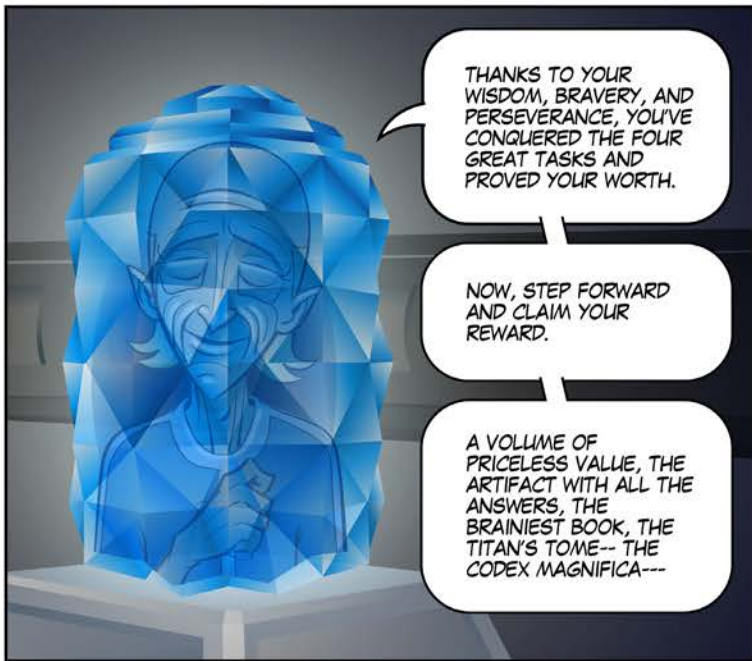
THEY ACCOMPLISHED THE FOUR GREAT TASKS, SOMETHING NO ONE HAS EVER DONE BEFORE, BY WORKING TOGETHER AND SUPPORTING EACH OTHER.

IF RULING OVER VISTA IS GOING TO BE AS DIFFICULT AS ANY OF THE GREAT TASKS, YOU'LL NEED THE SAME KINDS OF MINDS WORKING TOGETHER TO SOLVE ITS PROBLEMS.

IT MIGHT SEEM LIKE THEIR DIFFERENT PERSONALITIES CAN LEAD TO DISAGREEMENTS AND CHAOS.

THE TEAM'S DIFFERENT VIEWPOINTS ACTUALLY MAKE THEM STRONGER, AND LET THEM KNOW HOW THE DIVERSE PEOPLE OF VISTA THINK.

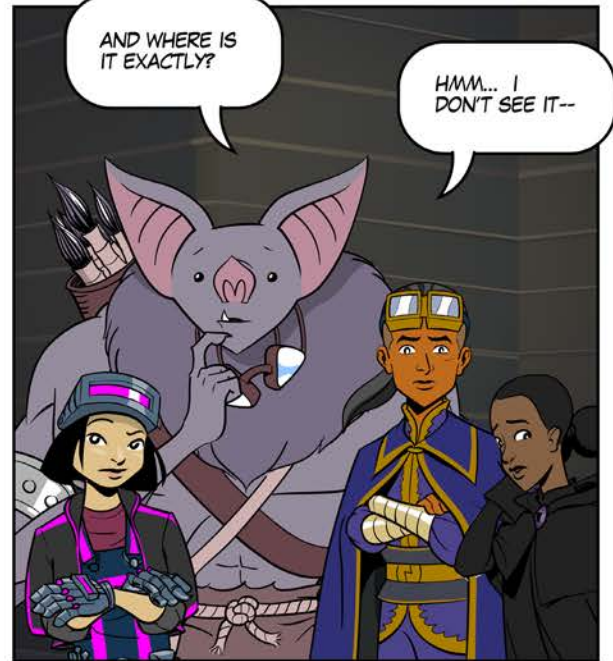




THANKS TO YOUR WISDOM, BRAVERY, AND PERSEVERANCE, YOU'VE CONQUERED THE FOUR GREAT TASKS AND PROVED YOUR WORTH.

NOW, STEP FORWARD AND CLAIM YOUR REWARD.

A VOLUME OF PRICELESS VALUE, THE ARTIFACT WITH ALL THE ANSWERS, THE BRAINIEST BOOK, THE TITAN'S TOME-- THE CODEX MAGNIFICA---



AND WHERE IS IT EXACTLY?

HMM... I DON'T SEE IT--



WITH EVERYTHING YOU'VE LEARNED, AND THIS BOOK BY YOUR SIDE, YOU NOW HAVE ALL YOU NEED TO GUIDE VISTA TO A NEW ERA OF PEACE AND PROSPERITY.

WHOA!



THE CODEX MAGNIFICA.



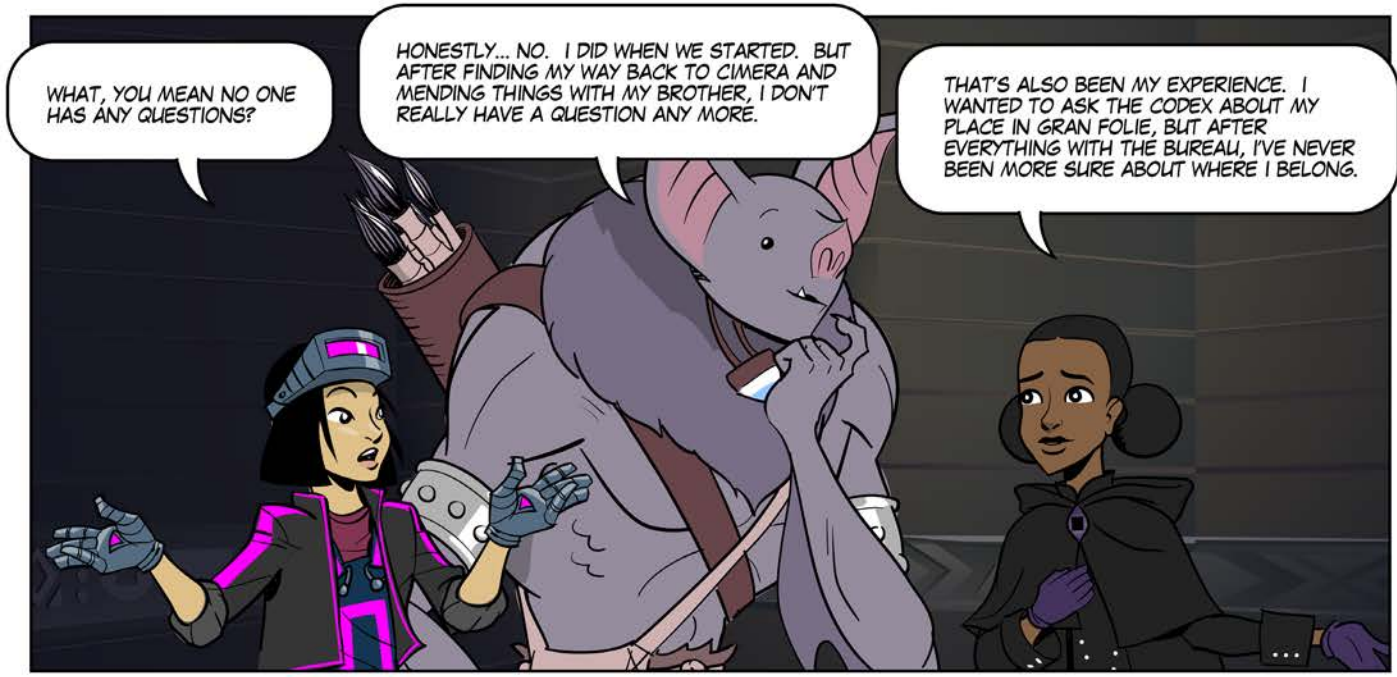
THE BOOK THAT CAN ANSWER ANY QUESTION.



WE'VE FINALLY DONE IT.



SO WHAT ARE WE GOING TO ASK IT?



WHAT, YOU MEAN NO ONE HAS ANY QUESTIONS?

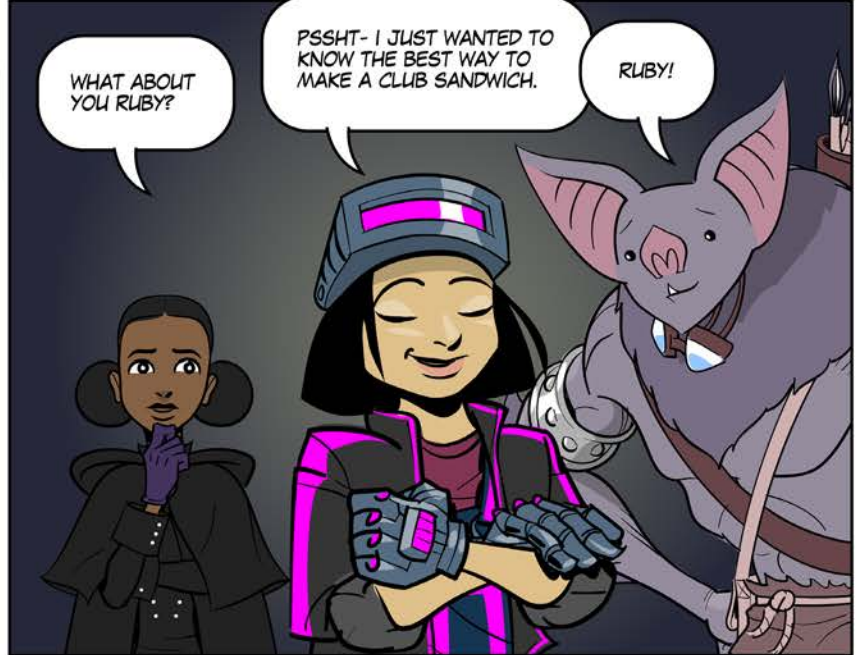
HONESTLY... NO. I DID WHEN WE STARTED. BUT AFTER FINDING MY WAY BACK TO CIMERA AND MENDING THINGS WITH MY BROTHER, I DON'T REALLY HAVE A QUESTION ANY MORE.

THAT'S ALSO BEEN MY EXPERIENCE. I WANTED TO ASK THE CODEX ABOUT MY PLACE IN GRAN FOLIE, BUT AFTER EVERYTHING WITH THE BUREAU, I'VE NEVER BEEN MORE SURE ABOUT WHERE I BELONG.



TAG?

SAME. IN THE BEGINNING, I WANTED TO ASK WHAT IT TOOK TO BE A GOOD LEADER. BUT NOW I DON'T. ALL THIS TIME WE'VE SHARED TOGETHER, YOU'VE SHOWN ME FIRST HAND WHAT TRUE LEADERSHIP IS.



WHAT ABOUT YOU RUBY?

PSSHT- I JUST WANTED TO KNOW THE BEST WAY TO MAKE A CLUB SANDWICH.

RUBY!



OK OK. I GUESS ALL MY LIFE, I WAS USED TO DOING THINGS MY OWN WAY. I DIDN'T KNOW WHAT IT WAS LIKE TO HAVE OTHER PEOPLE COUNT ON ME, YOU KNOW WHAT I MEAN? IT SEEMED LIKE SO MUCH RESPONSIBILITY... BUT NOW I KNOW I CAN. WITH THE HELP OF MY FRIENDS, I CAN.



ALL MY FRIENDS.





HUH? WHAT'S HAPPENING?

WHAT DO WE DO?

THE ROOM IS COLLAPSING!



I HAVE AN IDEA.

ALL RIGHT, CODEX MAGNIFICA-- "HOW DO WE GET OUT OF HERE?"

Look Behind You



UH... GUYS?



A PORTAL? WE'VE NEVER USED ONE OF THOSE BEFORE...

NO TIME LIKE THE PRESENT!



YOU COMING OR WHAT?





RIGHT! WHEN WE SHARE STORIES, WE CAN UNDERSTAND EACH OTHER IN ALL KINDS OF USEFUL WAYS. THE TECHNIQUES WE USED ON OUR ADVENTURE HELPED US READ THE REAL HISTORIES, AND OTHER BOOKS.

WE SAW THAT WHEN EACH LAND WAS CLOSED OFF, THE THINGS THAT MADE VISTA AMAZING FADED. NO ONE HAD ALL THE ANSWERS.



KIND OF LIKE US! WHEN WE STARTED THIS JOURNEY, WE EACH HAD OUR STRENGTHS, AND OUR WEAK SPOTS, RIGHT?

WE NOT ONLY HAD TO LEARN WHAT EACH OTHER KNEW, WE ALSO HAD TO TEACH EACH OTHER. YOU, MY FRIEND, HELPED US SEE THAT.



BUT, OF COURSE, WE COULDN'T KEEP ALL THIS KNOWLEDGE TO OURSELVES. ALL THE CITIZENS OF VISTA NEED TO KNOW WHAT WE LEARNED! WE ARE JUST LIKE ANYONE.

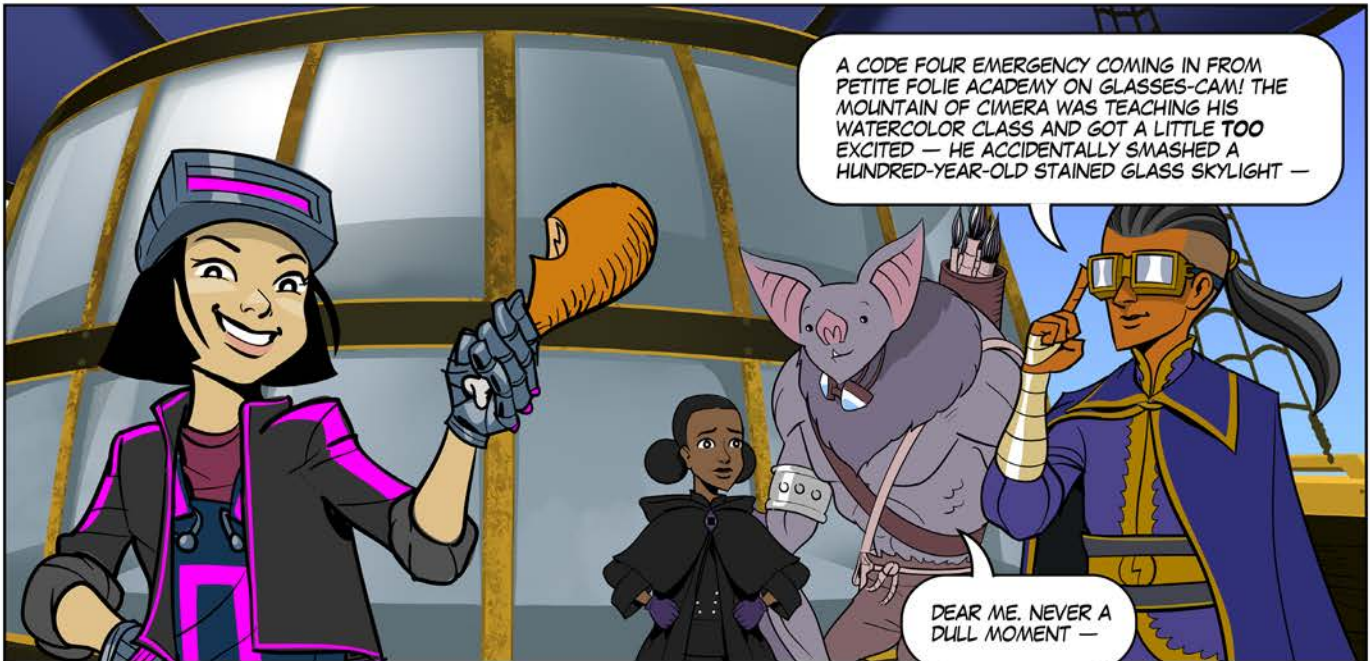
IN ORDER TO FULFILL ELZMUD'S VISION AND RELINITE VISTA, WE REALIZED EVERYONE SHOULD HAVE THE SKILLS TO READ THE FOUR HISTORIES AND USE THE CODEX.

ALTHOUGH WE DO HAVE A SWEET FLYING BOAT!

SKYSHIP.



EXACTLY! WE SHOULD ALL BE ABLE TO FIND OUR OWN ANSWERS! SO WE'VE BEEN SETTING UP COOL SCHOOLS EVERYWHERE, SO ANYONE CAN LEARN ALL THAT HANDY STUFF WE LEARNED WITH YOU. AND UH, IT'S MOSTLY GOING OKAY, BUT—



A CODE FOUR EMERGENCY COMING IN FROM PETITE FOLIE ACADEMY ON GLASSES-CAM! THE MOUNTAIN OF CIMERA WAS TEACHING HIS WATERCOLOR CLASS AND GOT A LITTLE TOO EXCITED — HE ACCIDENTALLY SMASHED A HUNDRED-YEAR-OLD STAINED GLASS SKYLIGHT —

DEAR ME. NEVER A DULL MOMENT —



WE'VE NO TIME TO LOSE. FIRST, TO THE GLASS MINES OF DWORP FOR APPROPRIATE REPAIR SUPPLIES.

AND FAST! THAT WAS A LOAD-BEARING SKYLIGHT!

HOLD ONTO SOMETHING!



HEY. MAY I SPEAK TO YOU A MOMENT? DON'T WORRY ABOUT THEM. THEY'LL SOLVE THIS PROBLEM, AND ANY OTHERS, TOO. YOU'VE TAUGHT THEM WELL.



ALL THIS TIME YOU'VE BEEN WORKING TOGETHER WHILE I WAS OFF LOOKING FOR THE REAL HISTORIES. I'M GLAD YOU HAD A CHANCE TO LEARN ABOUT VISTA, AS I DID.

I LOVED BEING HERE, YOU KNOW? SNEAKING AROUND OLD MUSEUMS — WATCHING SKYSHIP RACES — EVEN THE SMELLY FROG TAMER SUIT I HAD TO WEAR. ALL OF IT.

BUT MY TIME IN VISTA IS DONE, I THINK. I'VE GOT A HOT TIP ON ANOTHER BOOK, THE ATLAS FANTASTICA, THAT I'VE JUST GOT TO FOLLOW UP! AND I THINK YOUR TIME HERE IS DONE, TOO.



I MEAN — GOODBYES ARE SAD. BUT THERE'S ANOTHER WORLD THAT NEEDS YOUR HELP NOW. OUR WORLD — YOUR WORLD. EARTH.



THE PROBLEMS IN VISTA ARE HAPPENING BACK HOME, TOO. FOLKS COULD USE SOME HELP IN UNDERSTANDING EACH OTHER'S STORIES. I THINK YOU DID AMAZING WORK HERE. AND NOW IT'S TIME FOR A NEW CHAPTER.



BECAUSE YOUR WORLD IS WHERE YOU'RE NEEDED MOST.

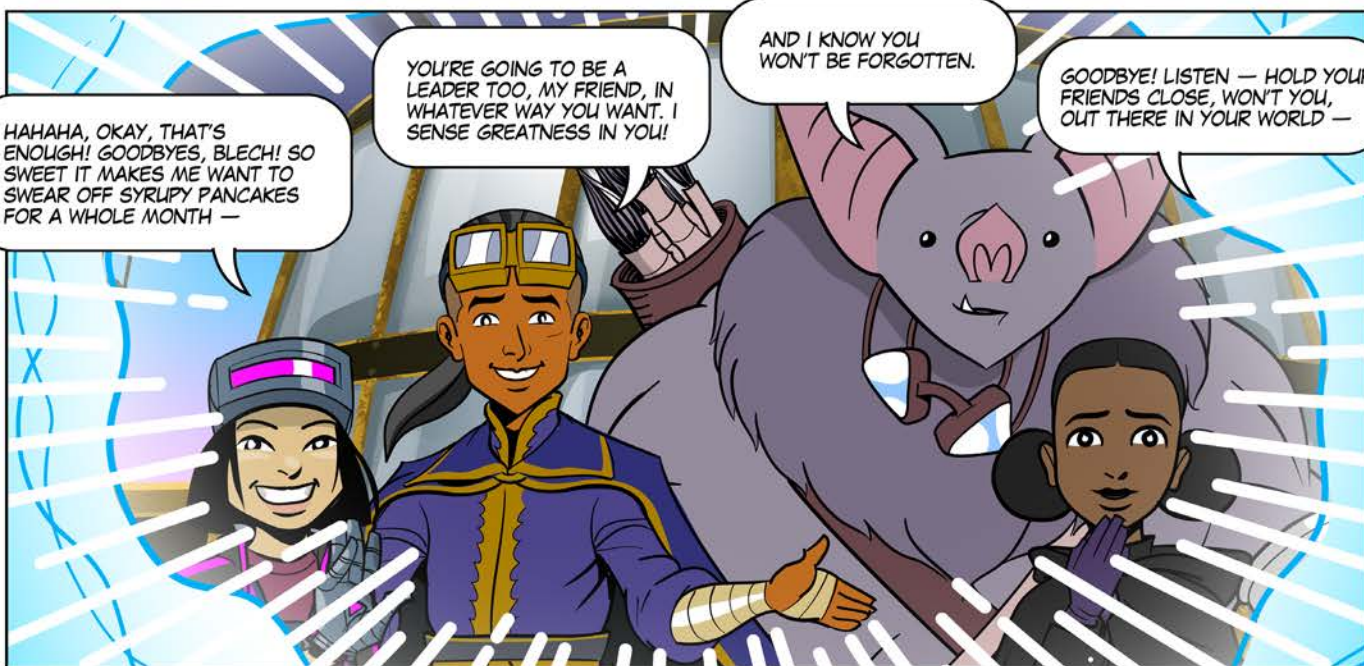


I'VE RECONFIGURED THE PORTAL IN MY WORKSHOP—OR YOUR WORKSHOP NOW, I GUESS! IT'S SET TO HELP YOU PRACTICE ALL THE SKILLS YOU LEARNED IN VISTA. KEEP THEM SHARP, OKAY? YOU'RE GOING TO NEED THEM.



ALL RIGHT — MY PORTAL'S CALLING, AND I'D BETTER SKEDADDLE.

IF IT HAPPENS THAT WE DON'T GET TO SEE EACH OTHER ANYMORE — WELL — KNOW THAT I THINK YOU DID A GOOD JOB, KID. I'M PROUD OF YOU.



Social and Emotional Learning Quest Extension Guide



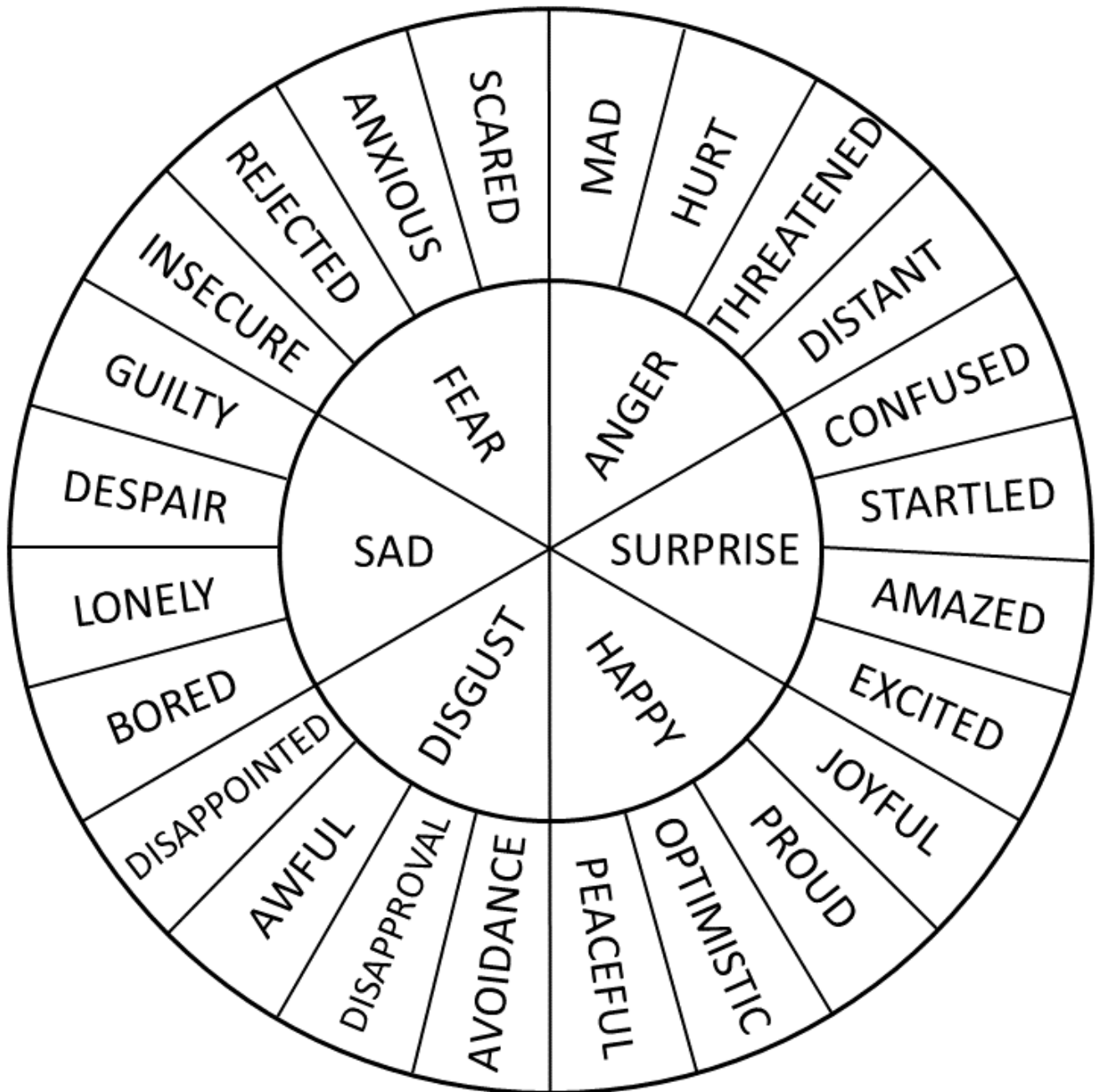
AmplifyReading

A digital literacy program for your student!

Play + practice online at: reading.amplify.com

Learn more: <https://youtu.be/wKpVVdRfm1Q>

Instructions: When your student(s) have completed a quest, you can use these SEL-focused questions to extend learning through group discussion or as individual assignments for students. Use the included **Emotion Wheel** to help students exercise their emotional vocabulary.





Instructions: When your student(s) have completed a quest, you can use these SEL-focused questions to extend learning through group discussion or as individual assignments for students. Use the included **Growth Mindset Chart** to help introduce growth mindset traits and patterns of thinking to your students.

Fixed Mindset

Believes that most skills are based on traits that are fixed and cannot change

Sees effort as unnecessary, something you do only when you are not good enough

Avoids challenges because they could reveal a lack of skill; gives up easily

Thinks feedback is personally threatening to their sense of self and gets defensive

Views setbacks as discouraging; would rather blame others

Feels threatened by the success of others; may undermine others in effort to look good

Instead of thinking ...

I can't do it.

I'm not good at this.

It's good enough.

It's too hard.

I'm afraid of making mistakes.

They are better at it than me.

I don't know how.

I can't make this any better.

I don't like challenges.

I give up.

Growth Mindset

Believes that skills always improve with hard work

Sees effort as a path to mastery and therefore essential

Embraces challenges and uses them as an opportunity to grow

Seeks feedback and applies it toward learning and improving

Views setbacks as feedback to keep applying effort and persevere

Finds lessons and inspiration in the success of others

Try thinking this!

I'm still learning. I'll keep trying!

What can I learn to get better at this.

Is this the best I can do?

With more practice it will get easier.

Mistakes are how I learn and get better.

What can I learn from them?

I can learn how.

I can always find a way to improve.

Challenges make me better.

I can try this a different way.

