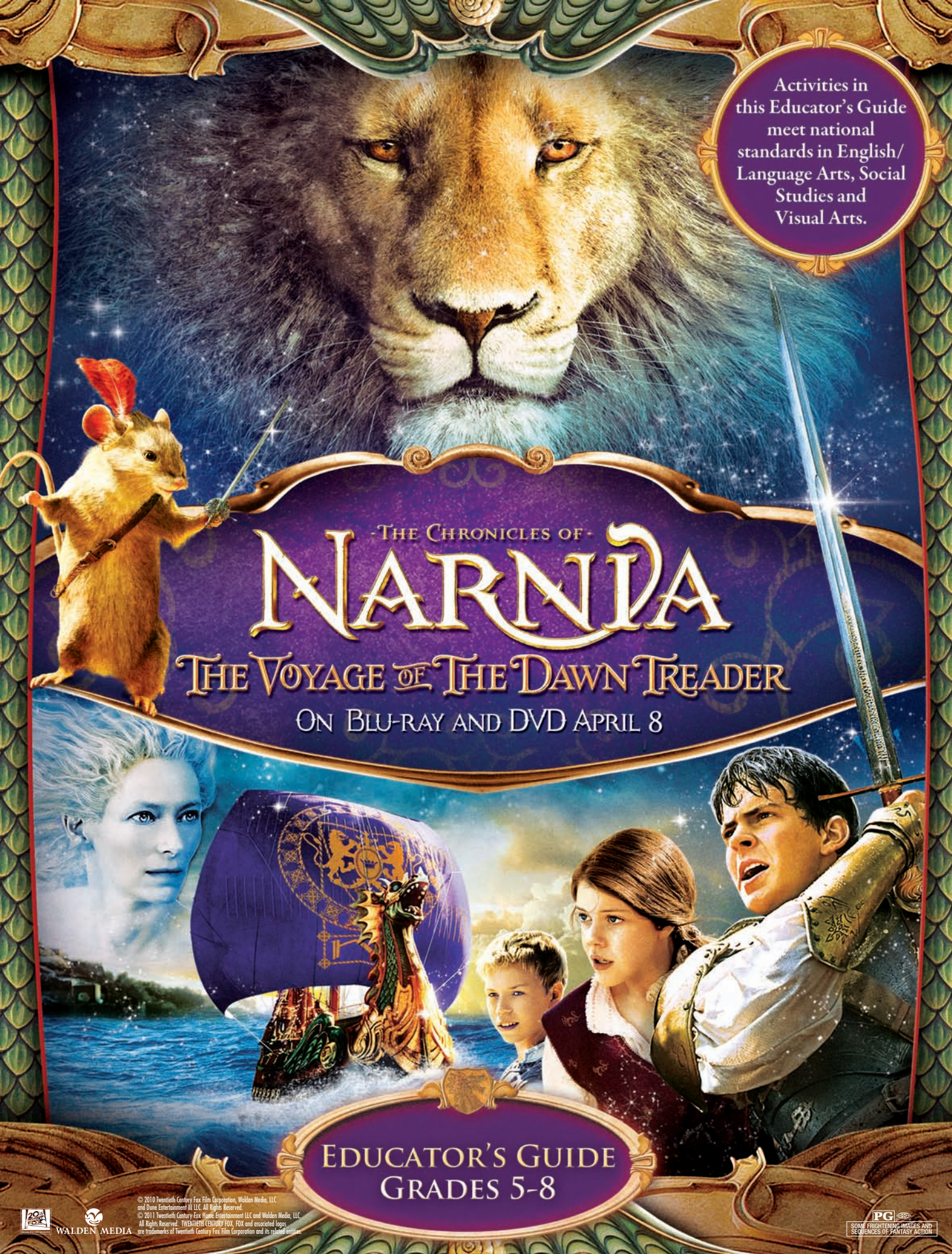


Activities in
this Educator's Guide
meet national
standards in English/
Language Arts, Social
Studies and
Visual Arts.



THE CHRONICLES OF
NARNIA
THE VOYAGE OF THE DAWN TREADER
ON BLU-RAY AND DVD APRIL 8



EDUCATOR'S GUIDE
GRADES 5-8

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WALDEN MEDIA



SOME FRIGHTENING IMAGES AND
SEQUENCES OF FANTASY ACTION

Name: _____

Welcome Aboard the *Dawn Treader*!

“NOTHING EXCEPT YOUR MAJESTIES’ PRESENCE WAS LACKING TO THIS GLORIOUS VENTURE!”

DEAR EDUCATORS,

Walden Media proudly joins Twentieth Century Fox in returning to the hope and wonder of C.S. Lewis’s beloved world via the upcoming motion picture *The Chronicles of Narnia: The Voyage of the Dawn Treader*. In this sweeping movie event, Edmund and Lucy Pevensie—along with their cousin Eustace—find themselves swallowed into a painting and aboard the *Dawn Treader*. The fate of Narnia rests on their mission to find the Lost Lords banished by the evil Miraz, and their voyage takes them to mysterious islands where they meet spectacular creatures and sinister enemies, and have a reunion with their friend and protector, the “Great Lion” Aslan.

C.S. Lewis has crafted an exciting quest in the tradition of Homer’s *Odyssey* for young readers, exploring the stormy seas of personal challenge, turning points, temptations, and opportunities.

This aspect of “exploring” is undertaken by the character of Eustace Clarence Scrubb, a friendless loner whom Edmund calls a “record stinker.” Eustace takes particular delight in bossing and bullying others. Lewis offers a clue as to what ails Eustace: The young man has “read all the wrong books.” Which then begs the question of readers and movie audiences alike: “What are the *right* books?”

C.S. Lewis has extraordinary things in store for Eustace, whose journey aboard the *Dawn Treader* reminds us that with King Caspian at the helm and Aslan as lookout, the voyage has a deeper magic than any we have ever before experienced.

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Acknowledgments: Activity 2/ *The Voyage* map is adapted from the map *The Voyage of the Dawn Treader*, from *The Companion to Narnia* by Paul F. Ford, San Francisco: HarperSanFrancisco, a Division of HarperCollins Publishers, 1994.

HOW TO USE THIS GUIDE

The activities within this Educator’s Guide are **designed for students in grades 5–8 and comply with national standards in key content areas.** All pages can be reproduced for educational purposes.

ABOUT THE MOVIE

Return to the adventure and wonder of C.S. Lewis’s world on the fantastic Narnian ship, the *Dawn Treader*. This new installment of “The Chronicles of Narnia” motion picture series is directed by Michael Apted (*Amazing Grace*, *49 Up*) from a screenplay by Christopher Markus, Stephen McFeely, and Michael Petroni.

For group sales, go to www.Narnia.com/groupsales.

ONE VOYAGE, MANY JOURNEYS

Everyone aboard the *Dawn Treader*, from the valiant and brave Reepicheep to the “singularly discourteous” Eustace Clarence Scrubb, has his or her own unique journey to embark upon—one that will help each of them become wiser and more noble.

Eustace and Reepicheep have a long way to go before they see eye-to-eye. Here’s how they are described in the book by C.S. Lewis.

— EUSTACE CLARENCE SCRUBB —

“Eustace Clarence liked animals, especially beetles, if they were dead and pinned on a card. He liked books if they were books of information and had lots of pictures of grain elevators or of fat foreign children doing exercises in model schools. Eustace Clarence disliked his cousins the four Pevensies, Peter, Susan, Edmund and Lucy.”

(Ch. 1, page 2)



— REEPICHEEP —

“But Reepicheep has an even higher hope.” Everyone’s eyes turned toward the Mouse. “As high as my spirit,” it said. “Though perhaps as small as my stature. Why should we not come to the very eastern end of the world?... I expect to find Aslan’s own country. It is always from the east, across the sea, that the great Lion comes to us.”

(Ch. 2, page 21)



YOUR TURN Use the quotes above and what you know from reading *The Voyage of the Dawn Treader* to answer these questions on the back of this page.

1. Do you think Eustace has much of an imagination? What about Reepicheep? Why or why not?
2. C.S. Lewis writes that Eustace had read “none of the right books.” What do you think he means? How do you think this affects the way Eustace behaves toward Reepicheep? See if you can find the clues Lewis offers as to what he thinks the “right books” are.
3. Reepicheep and Eustace are opposites in many ways. How do you think these differences might lead to a clash? How might they lead to a reconciliation?

RECONCILIATION The act of restoring friendship or harmony.

SHIP SECRETS

The ship used in the movie is **BIG**. It weighs **80 tons** (as much as a blue whale) and was made from 1.24 miles of Oregon planking!

THE VOYAGE

CHART THE COURSE OF THE *DAWN TREADER* AS IT SETS SAIL FOR ADVENTURE!

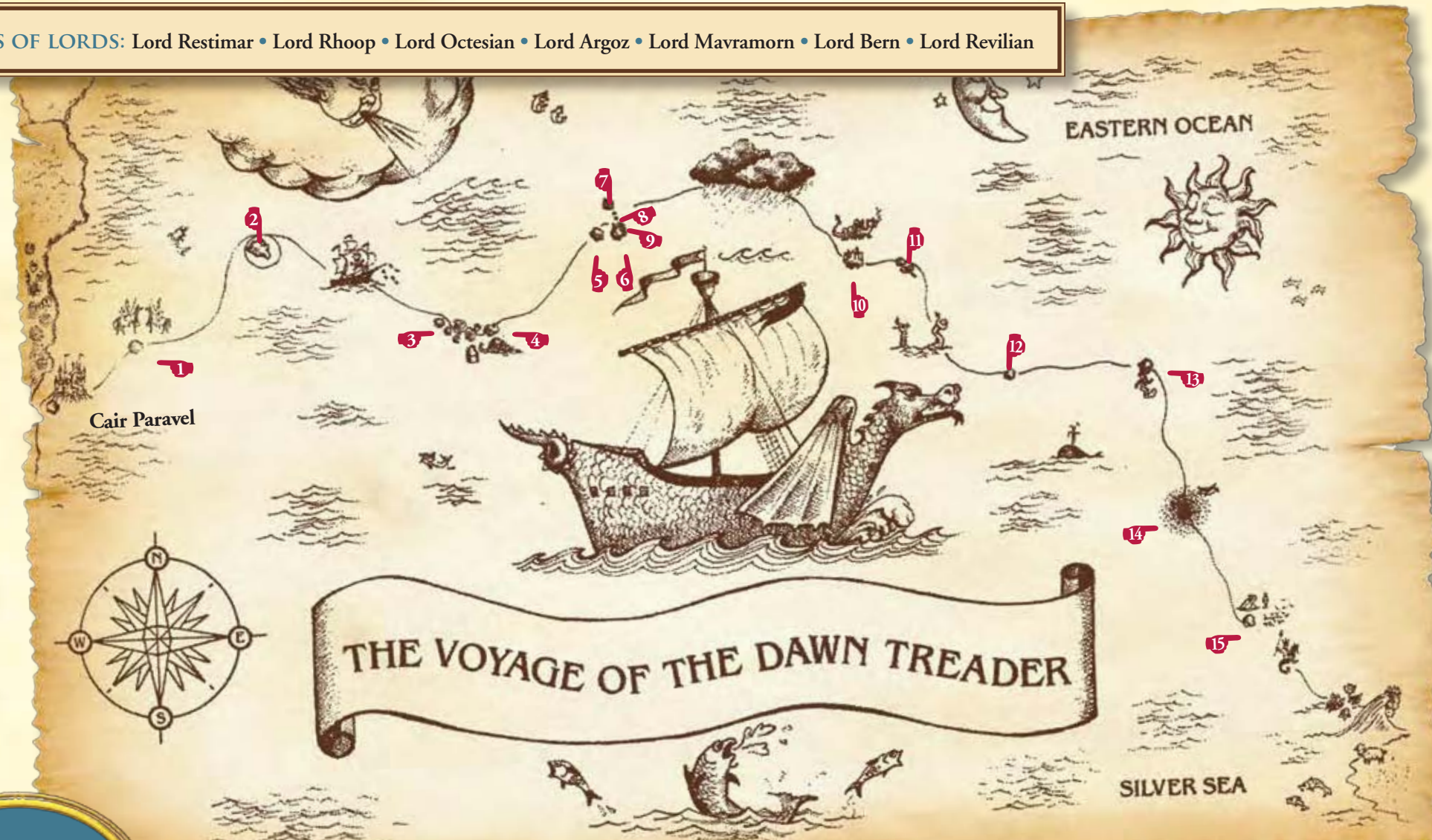
As you read the book: Follow the line to see the route taken by King Caspian and his crew.
 1) Label the places where the *Dawn Treader* travels on the numbered lines provided.
 2) Write down the name(s) of the lord(s) the crew members meet or discover at these places.
 Use the lists of locations and names of the seven lords to help you label your map.

Name: _____

WHO SAID IT?

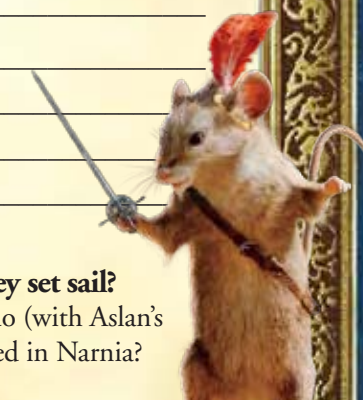
“Then it is after the Lone Islands that the adventure really begins.”

NAMES OF LORDS: Lord Restimar • Lord Rhoop • Lord Octesian • Lord Argoz • Lord Mavramorn • Lord Bern • Lord Revilian



1. Place: _____
2. Place: _____
3. Place: _____
4. Place: _____
5. Place: _____
6. Place: _____
Lord(s): _____
7. Place: _____
8. Place: _____
9. Place: _____
10. Place: _____
Lord(s): _____
11. Place: _____
12. Place: _____
Lord(s): _____
13. Place: _____
14. Place: _____
Lord(s): _____
15. Place: _____
Lord(s): _____

YOUR TURN Why do they set sail? What did Caspian vow he would do (with Aslan's approval) once peace was established in Narnia?



WHO SAID IT?

“This is the island where dreams come true.”

NAMES OF PLACES: Terebinthia • Galma **LONE ISLANDS:** Avra • Felimath • Bernstead • Narrowhaven • Doorn **OTHER ISLANDS:** Coriakin's Island
 Burnt Island • Deathwater Island • Dark Island • Ramandu's Island • Dragon Island **SEVEN ISLES:** Redhaven on the Isle of Brenn • Muil

BONUS Imagine you are one of King Caspian's loyal crew. Choose three locations from this map. Then use the book to write creative journal entries describing what happened, who you met, and what you saw there!

Name: _____

THE DAWN TREADER What the Dawn Treader Proclaims

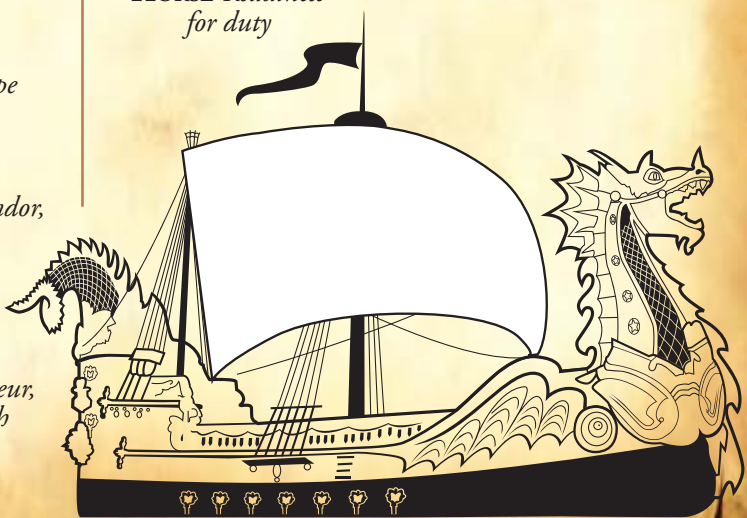
The *Dawn Treader's* sail is purple and shows two ramping lions. Ramping means “standing in a threatening position” and the color purple represents royalty and justice. These are elements of *heraldry*. Heraldry can be defined very simply as “elegant name tags.” Heraldry began during the 12th century as a way to identify someone wearing a metal helmet or armor in battle. Since then it has evolved into a system of symbols used to identify families, friends, and foes. **What do the heraldry symbols on the sail of the *Dawn Treader* proclaim to other ships? Why?**

Use the following symbols from heraldry to design a sail for your own ship. What does your sail proclaim about you?

PROCLAIM To announce or declare or make known publicly.



DESIGNS	ELEMENTS	COLORS
 DOMINION <i>Authority, wisdom</i>	 ESCALLOP SHELL <i>Successful commander, one who has made long journeys</i>	 SILVER OR WHITE <i>Sincerity, peace</i>
 MILITARY STRENGTH <i>Fortitude</i>	 HAND <i>Faith, sincerity, justice</i>	 PURPLE <i>Royalty, justice</i>
 ST. ANDREW'S CROSS <i>Resolution, resolve</i>	 LOZENGE <i>Honesty, constancy, noble birth</i>	 MAROON <i>Victorious, patient in battle</i>
 MILITARY BELT <i>Honor</i>	 ANCHOR <i>Hope</i>	 BLUE <i>Strength or loyalty</i>
	 SUN <i>Glory, splendor, authority</i>	 ORANGE <i>Worthwhile ambition</i>
	 TOWER <i>Grandeur, society, wealth</i>	 GREEN <i>Hope</i>
	 DOG <i>Courage, fidelity, loyalty</i>	 RED <i>Warrior</i>
	 CHAIN <i>A mark of honor and obligation</i>	
	 LION <i>Peace, courage, also great warrior</i>	
	 HORSE <i>Readiness for duty</i>	



A MORAL COMPASS

Navigating life is difficult and important. There are choices to be made at every turn and every decision brings new possibilities. In *The Voyage of the Dawn Treader*, the adventurers make use of three ways to find their own paths: a) using their own eyes and ears; b) respecting the advice of others; and c) collecting wisdom and knowledge from books.

1 THE ADVENTURERS ON DEATHWATER ISLAND

But Edmund, who appeared to be having some trouble with his boots—at least he was bending down and looking at them—straightened himself all at once and shouted out in the sharp voice which people hardly ever disobey:

“Get back! Back from the water. All of you. At once!”
They all did and stared at him.
“Look,” said Edmund, “look at the toes of my boots.”
“They look a bit yellow,” began Eustace.
“They’re gold solid gold,” interrupted Edmund. “Look at them. Feel them. The leather’s pulled away from it already. And they’re heavy as lead.” (Ch. 8, page 134)



YOUR TURN
Read the quotes above, then answer these questions on the back of this page.

1. Edmund’s careful observations probably saved everyone’s life. Describe one way that using your own eyes and ears have helped you make a good choice.

2. Lucy relies on Aslan as a guide and teacher. Who do you rely on to give you advice?

3. C.S. Lewis feels that if Eustace had read different books, he might have been better prepared for his adventure. Describe a few things you can learn by reading different kinds of books (e.g., detective stories, fantasies, etc.).

2 LUCY AND THE MAGICIAN’S BOOK

“Child,” [Aslan] said, “I think you have been eavesdropping.”
“Eavesdropping?”
“You listened to what your two school-fellows were saying about you.”
“Oh that? I never thought that was eavesdropping, Aslan. Wasn’t it magic?”
“Spying on people by magic is the same as spying on them in any other way. And you have misjudged your friend. She is weak, but she loves you.” (Ch. 10, page 170)



Something *was* crawling. Worse still, something was coming out. Edmund or Lucy or you would have recognized it at once, but Eustace had read none of the right books. The thing that came out of the cave was something he had never even imagined—a long, lead-colored snout, dull red eyes, no feathers or fur, a long lithe body that trailed on the ground... And the lines of smoke were coming from its two nostrils. He never said the word *Dragon* to himself. Nor would it have made things any better if he had. (Ch. 6, page 89)

3 EUSTACE ON DRAGON ISLAND

Something *was* crawling. Worse still, something was coming out. Edmund or Lucy or you would have recognized it at once, but Eustace had read none of the right books. The thing that came out of the cave was something he had never even imagined—a long, lead-colored snout, dull red eyes, no feathers or fur, a long lithe body that trailed on the ground... And the lines of smoke were coming from its two nostrils. He never said the word *Dragon* to himself. Nor would it have made things any better if he had. (Ch. 6, page 89)



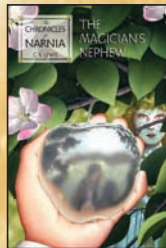
TEACHER RESOURCES

The Voyage of the Dawn Treader Educator's Guide • Academic Standards for Grades 5–8

Sources: McREL (Mid-continent Research for Education and Learning), NCTE/IRA, NCSS, NAEA

Standard	Benchmark	Activity 1	Activity 2	Activity 3	Activity 4
ENGLISH/LANGUAGE ARTS					
Uses reading skills and strategies to understand and interpret a variety of literary texts	Understands elements of character development in literary works	X			X
	Uses reading skills and strategies to understand a variety of literary passages and texts	X	X		X
	Understands the ways in which language is used in literary texts	X			X
Uses the general skills and strategies of the reading process	Establishes a purpose for reading	X	X		X
	Makes, confirms, and revises simple predictions about what will be found in a text	X	X		
	Understands the author's purpose			X	X
SOCIAL STUDIES					
Understands the characteristics and uses of maps, globes, and other geographic tools and technologies	Knows the basic elements of maps and globes		X		
VISUAL ARTS					
Knows a range of subject matter, symbols, and potential ideas in the visual arts	Knows different subjects, themes, and symbols which convey intended meaning in artworks			X	

READ IT BEFORE YOU SEE IT! Explore the world of Narnia with all seven books in the series from HarperCollins Children's Books!



The Magician's Nephew



The Lion, the Witch and the Wardrobe



The Horse and His Boy



Prince Caspian



The Voyage of the Dawn Treader



The Silver Chair



The Last Battle

Additional Movie Details Director: Michael Apted Producers: Mark Johnson, Andrew Adamson & Philip Steuer Executive Producers: Douglas Gresham & Perry Moore Screenplay: Christopher Markus & Stephen McFeely and Michael Petroni Main Actors Lucy Pevensie: Georgie Henley Edmund Pevensie: Skandar Keynes Caspian: Ben Barnes Eustace: Will Poulter Reepicheep: Simon Pegg