



Dear adventurer and parents;

If you're reading my letter, then you're about to begin a wonderful journey to places only your imagination can conceive. To a time when the worlds of magic and men were one, back before the magical world had begun to pull away and humankind had been made to forget.

The Emerald Atlas is the first stage of a journey that will take Kate, Michael, and Emma to strange, dangerous lands, and deep within themselves. It is the story of three children who set out to save their family and end up having to save the world.

The Summer of The Emerald Atlas Activity Guide allows you to experience the adventures in The Emerald Atlas for yourself over the summer. The guide includes activities that bring the magic of The Emerald Atlas to life. And once you successfully complete the activities in this guide, you'll also want to host an End of Summer Bash, a celebration fit for Hamish, the Dwarf King.

Before we begin, I offer a few instructions on how to use this guide.

First, there are certain parts of this activity guide that allow you to travel chronologically through The Emerald Atlas. The activity guide will tell you

when adventures correspond with those in the book, so make sure you're current with your reading before starting these activities.

*Second, this activity guide is not meant for you alone. In *The Emerald Atlas*, Kate, Michael, and Emma are tested beyond their physical limitations, but they are not alone in their journey. They meet powerful allies who help them along the way. I request that you ask your family for help to complete these activities.*

*Lastly, you are not the only one who has undertaken this adventure. Children and their parents across the country are using this guide to unlock the magic of *The Emerald Atlas*. Occasionally, the activity guide will ask you to share your adventures via photos, videos, and comments with others on [The Emerald Atlas Facebook Page](#).*

That's all you need to know for now, so come with me to the town dock where a mysterious fog is creeping across the moonlit lake. Look there, it's the boat master on the ferry to Cambridge Falls. Come aboard, but watch your step. It might be the last one you take.

If you think you're ready, then open your guide, and let's begin.

Sincerely,

Dr. Stanislaus Pym

THE EMERALD ATLAS

The Summer of The Emerald Atlas Activity Guide

Week 1 Activities: Create a Scrapbook

Make sure you have read Chapter 1 before completing this activity!

Kate was only four years old when she, Michael, and Emma were snatched from their family on a cold Christmas Eve and pushed into the backseat of a waiting car. Kate isn't sure how long their family will be separated, but she is already planning for the moment when their family is reunited.

Kate is making a scrapbook of her, Michael, and Emma's life to share with her mother when she sees her again.

Your first activity is to create a Summer of The Emerald Atlas scrapbook. This will be no ordinary collection of mementoes. You'll use this scrapbook to collect and share the pictures and stories of your adventures all summer long.

Instead of purchasing a scrapbook at a store, make one for yourself. Be sure to personalize it. Here are some ideas to help you:

- Ask your parents if they have an unused photo album. They are great for scrapbooking.
- To create a simple scrapbook, fold over pieces of paper and staple them along the fold.
- Wrap a piece of cardboard or other hard stock in fabric to make a cover.
- Assign pages for photos and journaling.
- Check online for layout and design tips.
- Look for scrapbooking resources at your local library.
- Be as creative as possible. You are only limited by your imagination.

Post a photo of your scrapbook's cover on [The Emerald Atlas Facebook Page](#) to show your creativity and inspire others.

Be careful; there are creatures in Cambridge Falls and elsewhere that will stop at nothing to steal and destroy your scrapbook and its magic. Keep it close. You'll need it every step of the way.



WRITTEN BY
JOHN STEPHEN'S



THE EMERALD ATLAS

Week 1 Activities: **Become a Dwarf Archeologist**

Michael loves dwarves. He's obsessed with them. Just don't get him started on elves!

No one is quite sure why Michael loves dwarves so much, but I bet it has something to do with that G. G. Greenleaf book. He takes it everywhere. Michael knows more about dwarves than most dwarves. Sharing this knowledge is one of the ways Michael gets under Kate and Emma's skin. He's not sure why, but they don't share his fondness for the bearded dwellers of the earth.

Michael never misses an opportunity to explore what might be a dwarf tunnel, and he's always on the lookout for dwarf artifacts. He found an old dwarf axe head in a cave recently, although Kate and Emma swear it was just a rock.

Your first activity this week is to become a dwarf archeologist. Take a stroll through your neighborhood and photograph items that resemble dwarf artifacts. There might be a dwarf weapon or ceremonial chalice in your back yard. You'll have to look carefully. Dwarves are clever creatures and would never leave evidence of their existence out in the open.

Upload your dwarf artifact photos to [The Emerald Atlas Facebook Page](#) and include them in your scrapbook.



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Week 2 Activities: Explore a Dwarf Cave

Now that you've found evidence that dwarves once existed (or maybe still exist), it's time to learn more about their habitat. Dwarves lived underground and are responsible for the many tunnels and caves we see today.

There are thousands of caves in the United States, and dwarves probably created most of them. They are master tunnel diggers and craftsman, after all. The Mammoth Cave System in Kentucky is more than 340 miles long and is the longest cave system in the world. That cave system must have taken an army of dwarves decades to complete.

Your second activity this week is to explore a local cave or forest. or visit a museum or zoo with your family to learn more about the darker tunnels of our planet and the creatures that call these habitats home.

A list of our nation's caverns can be found [here](#). Be sure to take photos so you can add them to your scrapbook and post them to [The Emerald Atlas Facebook Page](#).

Make sure that a parent comes with you and that the caves are safe for exploration. Another great option is to head to a local playground and pretend that the tunnels are mysterious caverns.



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Week 2 Activities: Prepare Mrs. Sallow's Dinner

Make sure you have read Chapter 3 before completing this activity!

Meals at the orphanage can be downright horrible. They were seldom hot and never tasted good. That all changed when Kate, Michael, and Emma arrived at Dr. Pym's mysterious orphanage in Cambridge Falls.

There, Mrs. Sallow prepared what Kate described as the "best meal she ever ate." Not only was it a great meal, but it was also a sign that things might be looking up for Kate, Michael, and Emma. The dinner included:

- Roast chicken
- Potatoes
- Green beans
- Warm rice pudding

Your next activity this week is to prepare Mrs. Sallow's delightful dinner. [Epicurious](#), [Food Network](#), and [Allrecipes.com](#) are great places to find recipes. Check out any cookbooks your parents might keep in the kitchen. Mrs. Sallow has a stack of cookbooks as tall as Kate in the pantry.

Mrs. Sallow is the first to admit that not everyone can whip up a culinary masterpiece, especially if one doesn't know his or her way around the kitchen. Be sure to ask your parents for help.

Don't forget to tell them Mrs. Sallow's Golden Rule: *Those who don't cook the meal, clean up afterward.*

After your meal, post your recipes or photos of your main dish in your scrapbook and to [The Emerald Atlas Facebook Page](#) to show off your culinary talents.



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Week 3 Activities: Travel through Time

Make sure you have read Chapter 4 before completing this activity!

As you've probably discovered by now, the Emerald Atlas is no ordinary book. It has the power of time travel. By placing a photo in the book, one can be transported to the time and place when the photo was taken.

Kate, Michael, and Emma discovered this when they found the Atlas in a secret chamber, 82 steps below the orphanage. Thinking it was only a photo album, Michael placed Abraham's photo in the pages and then the floor disappeared beneath their feet. A moment later, they stood on the shores of a large, smooth lake in Cambridge Falls, 15 years in the past.

Unfortunately, we can't really travel through time, not yet anyway. But that tiny fact shouldn't stop you from learning about the past. And what better way to learn about a place and time than to ask someone who's been there?

Your activity this week is to ask your parents or grandparents to find a photo of their favorite day. Ask them to tell you stories of what they did that day and explain why it was special? Don't stop there. Travel back to that time by eating the food they ate or watching a movie that was popular when the photo was taken.

Be sure to share the treasured photo and a description of why that day was so special in your scrapbook and on [The Emerald Atlas Facebook Page](#).



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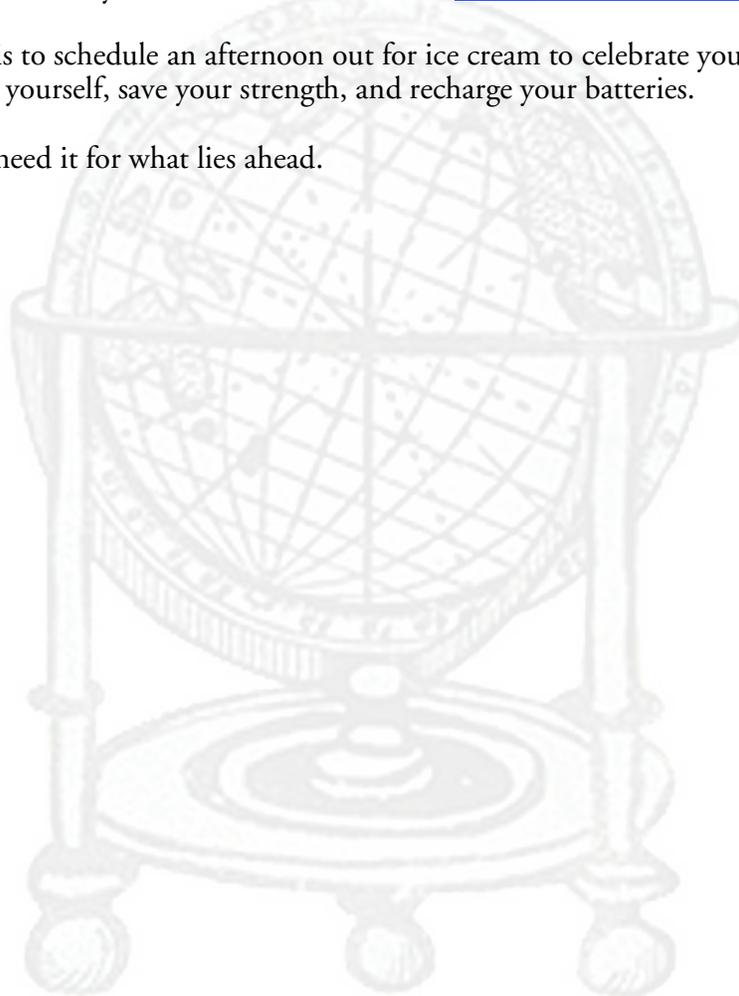
Week 3 Activities: Incentive Break

If you've made it this far, you've been busy. Why not reward your summer reading?

Grab your family or friends and go see Harry Potter and the Deathly Hallows - Part 2 when it arrives in theaters in your area. Check out [Random Buzzers](#) to learn how you can win free tickets to the show. Post your review of the movie on [The Emerald Atlas Facebook Page](#).

Another option is to schedule an afternoon out for ice cream to celebrate your achievements. Take the day for yourself, save your strength, and recharge your batteries.

You're going to need it for what lies ahead.



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THE EMERALD ATLAS

Week 4 Activities: Write a Spell

Make sure you have read Chapter 5 before completing this activity!

Dr. Pym is one fascinating individual. He has a strange fashion sense though. You'd think a powerful wizard would be able to conjure up a new jacket. The one he wears is frayed and stained with grease.

Kate and Emma (Michael was busy with the Countess) first experienced Dr. Pym's abilities when they met him in his study. Frustrated by not being able to start a fire the old-fashioned way, Dr. Pym muttered something underneath his breath and the fire leapt to life.

Of course, starting fires isn't the extent of Dr. Pym's abilities. I won't spoil it for you, but he's got more than that up his sleeve.

This week, we want to know what spell you would cast if you could conjure magic like Dr. Pym. Would you turn your enemies into newts? Fly high above the earth? Cast a spell of invisibility? Turn straw into gold? The possibilities are endless.

Write down your own original spell in your scrapbook and post it to [The Emerald Atlas Facebook Page](#). We can't wait to see what you have in mind.



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Week 4 Activities: Use Your Manners, Please

Make sure you have read Chapter 9 before completing this activity!

In Chapter 9, we met Gabriel, a mysterious figure who has stepped in to save Kate, Michael, and Emma more than once. The children were very interested in learning Gabriel's story. So much so, that Emma actually used the word "please."

Emma's word choice nearly knocked Kate and Michael right out of their chairs. According to them, Emma didn't know what "please" meant. They had never heard Emma use the word before.

Emma's politeness worked. Her kind words were enough to persuade Gabriel to tell his tale. Your next activity is to use the word "please" whenever you make a request this week.

You might think this is an easy activity compared to some of the others in these pages, but I bet you'll find it to be among the most challenging by the end of the week.

Strike a deal with your parents—just as the Countess did with Kate, but unlike the Countess, you'll actually honor your word—to take the family out for ice cream or pizza if you can go the entire week without missing a "please." Or for an added surprise, don't tell your parents, and see whether they notice the politeness.

Let us know if you successfully completed this activity by commenting on [The Emerald Atlas Facebook Page](#).



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Week 4 Activities: Eat Like a Dwarf

Make sure you have read Chapter 12 before completing this activity!

Dwarves might be small compared to the other creatures in *The Emerald Atlas*. But, you'd be mistaken to think their size is a measure of their appetites. Dwarves are voracious eaters. If you don't believe me, just watch Hamish, the Dwarf King, in action. He can put away an entire buffet by himself.

One interesting aspect of dwarf culture is their love of breakfast for dinner. When Dr. Pym was sitting in a dwarf prison, he received the following items for dinner: Butter-smearing pancakes, bacon, cheesy meat-stuffed pies, jars of jam, marmalade, honey, brackets of golden toast, steaming bowls of porridge, hunks of soft cheese, pyramids of plump jelly-filled donuts, and a jug of hot apple cider.

Not bad for prison food.

Your next activity is to eat breakfast for dinner one night this week. Luckily, you get to eat at your kitchen table and not in a dwarf prison.

Given you've probably polished off a few breakfasts in your time, I'm sure you'll have no problem with the menu, but why not try a few breakfast items you've never had before? Following are a few breakfast foods and the regions that inspire them.

In the south, biscuits served with country-style gravy, country ham, red eye gravy, and grits are favorites; those in the southwest indulge in huevos rancheros and spicy breakfast burritos; individuals living in the Mid-Atlantic states love scrapple, while salmon bagels are popular in the northwest region. Some New Englanders like to eat fried salt-pork and pie; and soul food breakfasts often include fried chicken wings, catfish, pork chops, and salmon croquettes.

Are there any breakfast items popular in your neck of the woods? Let us know on [The Emerald Atlas Facebook Page](#).



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Week 5 Activities: Swim the Black Lake

Make sure you have read Chapter 16 before completing this activity!

The Emerald Atlas isn't easy to find. Kate, Michael, Emma, and the party of dwarves went deep beneath the Old City to find the Golden Cavern, the room where the atlas was hidden long ago.

This was no simple task. Fergus, one of the only dwarves who knew the location of the Golden Cavern, led the party to a "raw room of earth and rock." The only notable points were "the two entrances and a small dark lake at one end."

Fergus explained that the Golden Cavern was at the end of a tunnel that ran under the Black Lake. But, the tunnel wasn't the only thing down there. Something lives at the bottom of the Black Lake. According to Fergus, something dark and wiggly.

Fergus should know, his brother made the swim some time ago. When he returned from the Golden Cavern, he told Fergus all about it before, "urp," something pulled him down into the depths.

Your activity this week is to swim through the tunnels under the Dark Lake just as Kate, Michael, Emma, and the others did. Unfortunately, Fergus isn't available to guide you to the Black Lake (he's asleep), so a local pool will have to do.

Visit a pool and use dive sticks to see who in your party can dive the deepest or swim the farthest underwater. If you are visiting a private pool, try using diving rings to simulate traveling through a tunnel.

Be careful. No one has seen the monster since it attacked one of Hamish's dwarves. We're not sure where it is.

How far did you dive or swim? Let us know on [The Emerald Atlas Facebook Page](#).



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Week 6 Activities: Send a Message to Your Future Self

Make sure you have read Chapter 20 before completing this activity!

In Week 3, we asked you to visit the past, now we're going to take a step forward and visit the future. Your activity this week is to send a message to your future self.

You won't need a time traveling atlas to do this (although it would help). A time capsule will work just fine. A time capsule is a container filled with historical objects that is to be opened at a future date. Time capsules help future generations learn about the past.

There are estimated to be between 10,000 and 15,000 time capsules around the world. A list of time capsules is available [here](#). One example is the Helium Centennial Time Columns Monument located in Amarillo, Texas. The monument holds four time capsules locked away in 1968 that are to be opened after 25, 50, 100, and 1,000 years.

We won't ask you to sit on your time capsule for that long (although you can if you want).

To make your own time capsule, follow these tips:

- Select a variety of objects with your family to include in the time capsule.
- Items might include journal entries; lists of your favorite songs, movies, or TV shows; popular toys; newspapers or magazines showing current events or current trends; photos; and labels from your favorite foods or other products.
- Write a letter to yourself to include in the capsule.
- Select a container. A shoebox or Pringles can work great.
- Make a pledge with your family to open the time capsule on a specific date. Write that date on the container.
- Find a safe place to store your time capsule. Sit back and wait.
- Don't forget where it is!

After you complete your time capsule, post a list of its contents on [The Emerald Atlas Facebook Page](#). Let us know how long you plan to wait before you crack it open. Let's see who can wait the longest.



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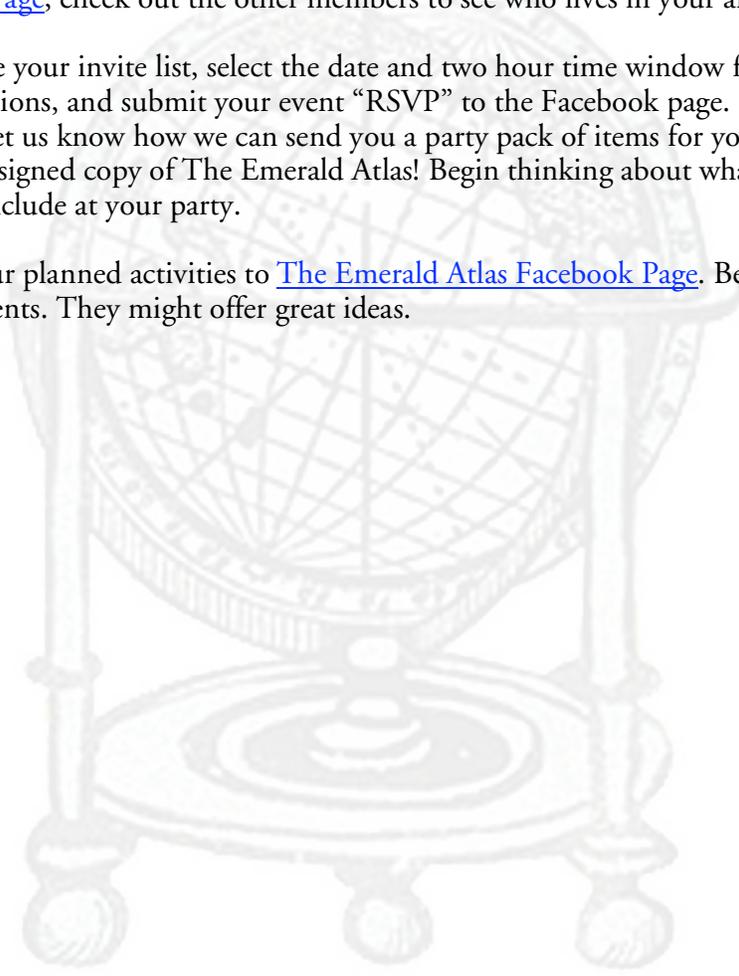
Week 6 Activities: Start Planning Your Emerald Atlas End of Summer Bash

In a few weeks, you're hosting an End of Summer Bash! You can find more information about this event on the "Host an End of Summer Bash" page included with this guide.

Now is the time to start thinking about whom to invite. If you're active on [The Emerald Atlas Facebook Page](#), check out the other members to see who lives in your area..

This week, create your invite list, select the date and two hour time window for your event, send your invitations, and submit your event "RSVP" to the Facebook page. Registering your event will let us know how we can send you a party pack of items for your Bash, complete with a signed copy of The Emerald Atlas! Begin thinking about what activities you might want to include at your party.

Post a few of your planned activities to [The Emerald Atlas Facebook Page](#). Be sure to read the other comments. They might offer great ideas.



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Week 7 Activities: Draw the Characters

Make sure you finish the book this week.

One of the great aspects of reading a book (as opposed to seeing the same story on the big screen) is most everything is open to interpretation. Two individuals could read the same character description in a book and have two completely different ideas of what that character looks like. It's one of the reasons why the book is always better than the movie.

Your activity this week is to draw what you think some of the characters in *The Emerald Atlas* look like. Don't limit yourself to Kate, Michael, or Emma (although you can draw them too if you like). Try your hand at Hamish, a Screecher, Dr. Pym, Gabriel, salmac-tar, or even Mrs. Lovestock.

Submit your drawings to [The Emerald Atlas Facebook Page](#) to share with others.

Here are some descriptions to help get you started:

- Dr. Pym was “wearing the same pin-striped jacket he'd worn that day at the dam; only now, up close, Kate could see the tears and grease stains.”
- Gabriel's scar “started an inch from his left eye and curved crookedly down to his jaw.”
- The salmac-tar had “no eyes and large, bat-like ears, and claws that could slice through bone.”
- Robbie McLaur “was stocky and had a weathered face and a long reddish beard that was braided into neat plaits.”
- Abraham “was old and had a neat white beard, a neat if ancient brown suit, neat little hands; even his bald little skull seemed to have shed its hair to further the impression of neatness.”
- Cavendish “had pale, stringy hair and was dressed in a dark pin-striped suit and an old-fashioned bow tie. He wore a pair of bug-eyed goggles.”

You can also check out the [character videos](#) on *The Emerald Atlas* website for ideas.



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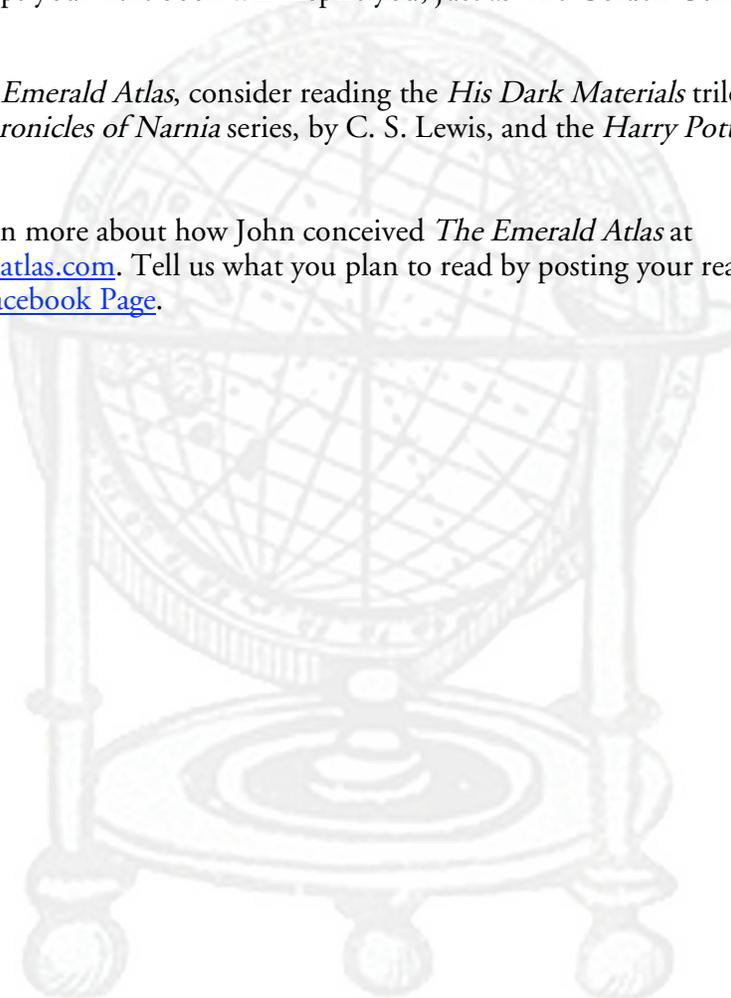
Week 7 Activities: Plan Your Next Reading Adventure

John Stephens was inspired to write *The Emerald Atlas* after reading *The Golden Compass*, by Philip Pullman.

Your next activity is to visit your local library or bookstore and select your next reading adventure. Perhaps your next book will inspire you, just as *The Golden Compass* inspired John.

If you liked *The Emerald Atlas*, consider reading the *His Dark Materials* trilogy, by Philip Pullman, the *Chronicles of Narnia* series, by C. S. Lewis, and the *Harry Potter* series by J. K. Rowling.

You can also learn more about how John conceived *The Emerald Atlas* at www.theemeraldAtlas.com. Tell us what you plan to read by posting your reading list on [The Emerald Atlas Facebook Page](#).



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Week 7 Activities: Complete Your Scrapbook

Your summer adventure is nearly complete. Your next activity is to complete your scrapbook so you can share it with guests at the End of Summer Bash.

Be careful, the Countess is a tricky one. Last we heard, she was stuck in Rhakotis, but don't underestimate her passion for the Books of Beginning. You might want to hide your scrapbook in a safe place, lest she mistake it for the Atlas.



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Host an End of Summer Bash

At the end of *The Emerald Atlas*, Dr. Pym hosted a Christmas party to celebrate Kate, Michael, and Emma's victory over the Countess and for saving the children of Cambridge Falls. Many of these children, now grown with children of their own, attended the party to thank Kate, Michael, and Emma personally.

What better way to celebrate your accomplishments during the Summer of The Emerald Atlas than with an End of Summer Bash? Consider hosting a party at your house, a local park, pool, or other outdoor pavilion. In week 6 of your activities, you set the date and time and registered your event on [Facebook](#) to receive an Emerald Atlas party pack. Invite your friends and family, talk about the book, and most importantly, HAVE FUN.

It's possible that some of your guests might not have read *The Emerald Atlas*. Be sure to include activities that everyone can enjoy, even those who have not read the book.

Here are a few ideas you might want to incorporate into the festivities:

Decorations:

We're not saying we like her, but the Countess sure knew how to throw a party. Her secret? Decorations. Here are a few decorations ideas to get you started:

- Dress up as your favorite character and have your guests do the same. Be sure to mention this on your invitation, so your guests know ahead of time. Use the drawings you created in Week 7 as inspiration or check out the [character videos](#) on *The Emerald Atlas* website for ideas.
- Post your character sketches around the party and invite guests to guess which characters they are.
- In honor of the EMERALD Atlas, decorate your party with green balloons, streamers, tablecloths, napkins, and cups.

Food:

No party is complete without food. Why not try these recipes that will have your guests stuffing their faces like Hamish, the Dwarf King.

- Dwarf Dogs: Cut hot dogs and buns in half to make miniature Dwarf Dogs? Hey, dwarves have to eat, too.



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- **Granny Peet's Stew:** When Emma was taken to Gabriel's village to recuperate, she was given a bowl of Granny Peet's stew. Rejuvenate your powers (and those of your guests) with a stew of your own.
- **Breakfast tortillas or pizza:** We all know dwarves like to eat breakfast for dinner. Why not serve breakfast tortillas—scrambled eggs, sausage, bacon, cheese, peppers, and onions wrapped in a flour tortilla? Or for something different, use the same ingredients to make French bread breakfast pizzas? Miss Sallow would be proud.
- **Cupcake station:** Bake cupcakes ahead of time and display the plain cupcakes on a table next to the toppings (different color icing, sprinkles, chocolate chips, coconut) and let your guests decorate their cupcakes before chowing down.

Games:

If you're having a party, you have to include games, and if you're going to have games, you have to include prizes. Use the contents from your Emerald Atlas Party Pack as prizes. We're sure you have lots of ideas for games, but here are a few suggestions to get your creative juices flowing:

- **Host an Emerald Atlas scavenger hunt.** Dr. Pym hid the Emerald Atlas to protect it from the Countess, so why not elect someone to be Dr. Pym (perhaps one of your parents) and have him or her hide several items throughout the party grounds. These items might include your Emerald Atlas scrapbook, dwarf artifacts, dive sticks from Week 5, or a book about wizards or dwarfs from the local library. The one who finds the most items wins a signed *The Emerald Atlas* book from your party pack.
- **We learned there are three "Books of Beginning."** The Emerald Atlas is only the first. Design covers for the two remaining books. What are they called? What power does each possess? Elect someone as judge and have him or her select two winning designs (one for each book). The winners get to select a prize from the Party Pack.
- **Have one guest draw a character from the book while the others try to guess which character it is.** To make this game even harder, try drawing the character with your eyes closed.
- **Play *The Emerald Atlas* trivia.** Ask each other trivia questions about the book and see who knows the book the best. If trivia isn't your game, play Fill in the Blank by having your guests answer the following questions:
 - The one character I would want to date is _____.
 - The character I wouldn't want to share a locker with is _____.
 - If I could change one scene in the book it would be _____.
 - If I could be a character from the book it would be _____.



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- The one character I would want on my soccer team would be_____.

Invitations:

What good is a party if no one shows up? As party host, you need to make sure everyone is excited about your big bash. Your party invitation is one of the best ways to create excitement and make this party an event no one will want to miss.

Here are two templates you can use to get the word out. You can use these as a starting point for your invitations or you can create invitations from scratch. Whatever method you choose, be creative!

Template 1:

Dear [Name],

If this invitation has reached you, then there is still hope. Something evil is happening in Cambridge Falls, and we need your help.

Join Dr. Pym, Kate, Michael, Emma, and me as we celebrate *The Emerald Atlas* at the End of Summer Bash.

I'll be hosting the party on [DATE and TIME] at [LOCATION]. There will be fun, food, games, and prizes. Let me know if you can make it. Hope to see you there.

Template 2:

Dear [Name],

Join Kate, Michael, Emma, and me as we travel through time to find the Emerald Atlas and defeat the evil Countess.

I'll be hosting an End of Summer Bash on [DATE and TIME] at [LOCATION]. There will be fun, food, games, and prizes. Let me know if you can make it. Hope to see you there.

Need Help Getting the Word Out?

If you'd like to host a large party and want to get the word out through the local media, please contact [Katy Garibay](#) for help.

Now kick back, relax, and enjoy your party. You deserve it. We'd love to hear how the party went. Post photos and videos to [The Emerald Atlas Facebook Page](#).



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