## ACTIVITY 1- READING JOURNAL

Respond to questions while reading your summer book.

## chapter 1

1. Where did Merlin want Jack and Annie to go this time?
2. What did Kathleen turn the Wand of Dianthus into?
3. Why do you think she turned it into a trumpet?
4. Who did Merlin want Jack and Annie to help?
chapter 2
5. What did you learn about jazz music from this book?
6. How did Jack and Annie find out what year it was?
7. What is the All Saints' Day?
8. Why is New Orleans considered the most haunted city in the United States?

## chapter 3

1.How did the waiters treat Jack and Annie?
2. What was Louis Armstrong doing when Jack and Annie first met him?
chapter 4

1. How did Jack and Annie get to spend time with Dipper?
2. Why is Dipper working and not playing music?
3. How much did Dipper try to pay Jack and Annie for helping him shovel coal? Why?
4. What did Dipper teach Jack and Annie about music?
chapter 5
5. What scared Dipper and made him drop his last box of bananas?
6. What's Jack scared of?

## chapter 6

1. What did Dipper get for Jack and Annie as a payment for helping him?
2. Why was Dipper in the restaurant washing dishes?
3. Why does Dipper say he's got a rich life?
4. Where did Dipper, Jack and Annie go to get out of the rain?

## chapter 8

1. What real ghosts appeared to the kids?
2. What was Dipper able to do with the trumpet?
3. What did the pirates do when Dipper's friends sang?
4. What did Jack and Annie do while Dipper played, and his friends sang?

## chapter 9

1. Where did Dipper get so good at playing the trumpet?
2. What treat did Dipper bring out for Jack and Annie?
3. Why doesn't Dipper want to play music anymore?
4. Why do Jack and Annie need to show Dipper their research guide about his success?

## chapter 10

1. Why did Dipper recognize the picture of himself when he was older?
2. Why did Dipper get teary when he saw the book?

## CHOOSE 4 ACTIVITIES TO COMPLETE THIS SUMMER

## ACTIVITY 2 - DESCRIBE AN IMPORTANT EVENT FROM THE STORY

Choose an event in a book. Create a comic that retells that event. You can use the online comic creator (http://www.readwritethink.org/files/resources/interactives/comic/) or create your comic using the template in this packet

## ACTIVITY 3 - RETELL A STORY USING A STORY CUBE

Retell the story using the story cube. First, complete story cube planner. Then, use online cube creator (http://www.readwritethink.org/files/resources/interactives/cube_creator/) or a template in this packet to complete your story cube.

## ACTIVITY 4 - DESCRIBE YOUR FAVORITE CHARACTERS

Pick two favorite characters and make them a trading card. You can use online card creator(http://www.readwritethink.org/files/resources/interactives/trading_cards_2/ )or a template in this packet.

## ACTIVITY 5 - CREATE A MOVIE TRAILER

Imagine that the movie company decided to make a movie based on this book. Create a movie trailer that tells why people should come and see this movie. You can use any technology OR you can just write a script. Use a story board attached. below to plan your 1-3 minutes trailer. Make sure you tell about setting, characters and a plot. Use the template to create your script.

ACTIVITY 6 - IMAGINE A NEW MAGIC TREE HOUSE BOOK
Imagine that you are writing Jack and Annie's next assignment to travel back in time.

- Who: who are Jack and Annie being assigned to meet?
- What: what do Jack and Annie need to do?
- When: what time period are they traveling to?
- Where: where are they traveling to?
- Why: why is this adventure important?

Write a summary of your book in a paragraph. Make sure to answer the 5 W questions above.
Then, design a book cover of your new Magic Tree House Book. You can use an online book cover creator (http://www.readwritethink.org/files/resources/interactives/bookcover/) or a template in this packet.


## Story Cube Planning Sheet

Use this planning sheet to prepare for the online Story Cube interactive by filling in the information for each side of the cube. Because space on the cube is limited, you will need to briefly summarize your information.

| Side | Prompt | Information |
| :---: | :--- | :--- |
| $\mathbf{1}$ | Characters |  |
| 2 | Setting |  |
| 3 | Conflict |  |
| 4 | Resolution |  |
| 5 | Theme |  |
| 5 |  |  |
|  |  |  |

Story Cube created by:
NAME-
Cut along the outside edges of your Story Map
Cube. Then, fold along the dotted lines, making
sure that your typedi information stays on the
outside. Tape the sides together to make a cube.
plOf
Theme:
Setting:

## Character Trading Card

Choose a character from the book you've read and create a trading card that features that character. Fill in the appropriate stats and don't forget to draw a portrait!


## Character Stats

Name:

## Nickname:

$\qquad$
Book/Story:

Personality Traits:
$\qquad$
$\qquad$
$\qquad$

Likes/Dislikes: $\qquad$

What makes the character special? $\qquad$
$\qquad$
$\qquad$
I am like / unlike $\qquad$ because

## Character Trading Card

Choose a character from the story you've read and create a trading card all about him/her!

Draw his/her portrait on the front and add character stats on the back. When you are finished, cut each side out and glue together!

Front


## Character Trading Card

Now, fill in cool facts about the character you've chosen!

0 (1)

Book Cover


