Title: Serafina and the Twisted Staff

Author: Robert Beatty

Publisher: Disney Hyperion

Audiobook: Penguin Random House - Listening Library

Genres: Historical Fiction

Mystery-thriller

Fantasy

Grades: 5th through 10th Grade

Subjects: English Language Arts (ELA)

History

Social Studies

Formats: Hardcover ISBN-10: 1484775031

Audiobook ASIN: B01HSH125Y Audiobook CD ISBN: 0451485610 Ebook ASIN: B01EMJ2W00

Length: 384 Pages

Websites: robert-beatty.com

TABLE OF CONTENTS

Conflict Act	ion Resolution (C.A.R.)	2
Book Cover	Analysis	3
Compare and	d Contrast Diagram	4
Crossword P	uzzle	5
Crossword P	łuzzle Key	6
Pacing Char	t	7
Create a Skir	ţ	8
Tracking Ser	rafina	9
Serafina's Jo	ourney	10
Serafina Art		11
Elements of	Fiction	
Character, POV, & Setting		
Conflict & Plot		
Voice, Theme, Imagery & Symbolism		
Quizzes		
Chapters	1 -10	15
Chapters	11 - 20	16
Chapters	21 - 30	17
Chapter	31 - 40	18
Chapter 41-52		19
Chapter		

Content developed by Kerri Hampton & Robert Beatty

Please send feedback to robertbeattyauthor@gmail.com.

COMMON CORE COMPATIBLE

Serafina and the Twisted Staff and its educational materials are well suited for **Common Core** curriculum.

Teachers and schools are free to use this material. All other rights reserved © 2016 Robert Beatty.

Educational Materials for Serafina and the Twisted Staff

Vocabulary Writing & Discussion **Activities**

Go to <u>robert-beatty.com/education</u> for links to the PDF files, teacher testimonials, and other resources.

Version 1.2 -September 14, 2016.

_	
Date:	Name:

CONFLICT -> ACTION -> RESOLUTION

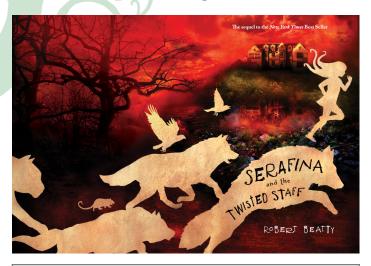
C.A.R. CHART

Sta tt					
		RESOLUTION			
		ш			
	MAIN ACTION				
	MA		_	J —	
CONFLICT #1			CONFLICT #2		

Action, and Resolution. The Conflict is a problem, mystery, or issue. The Action is the dialogue, physical action, and creating your own stories it is often useful to think in those terms. What is the conflict of the story? What happens in other activity that takes place related to the Conflict. The Resolution is how the problem is solved in the end. When the middle of the story (the action)? How is the conflict eventually resolved? As a first assignment, use this C.A.R. different story or movie. Finally, you could try creating your own story, with its own C.A.R. Note: If you find that your story is missing any of these elements, it probably won't make a very satisfying story for the reader. The Importance of C.A.R.: Nearly all stories involve a structure called C.A.R., which stands for Conflict, Chart to diagram the Conflict, Action, and Resolution for Serafina and the Twisted Staff. Then do it again for a

Page 2 of 21

Date:	 Name:	_



What questions do you have about Serafina and the Twisted Staff? Is there something from the cover that makes you wonder this?

BOOK COVER ANALYSIS

Based on the front and back covers, what do you predict Serafina and the Twisted Staff will be about? What genre will it be? What does the cover say or show that makes you think this?

What sentence or phrase from the back cover speaks to you? What connections do you make between it and your personal experiences or what you know of the world?

What do you know about the setting, the Biltmore? What do you expect of a story set at the Biltmore and why?

N	o f	•		
er	al	Ш	a	
and t	he T v	vist	ed S	taff

Date:	Name:
Duto.	i tallic.

Compare and contrast Serafina and Rowena, or Braeden and Gidean, Today vs 1899, or any other two items from the story.

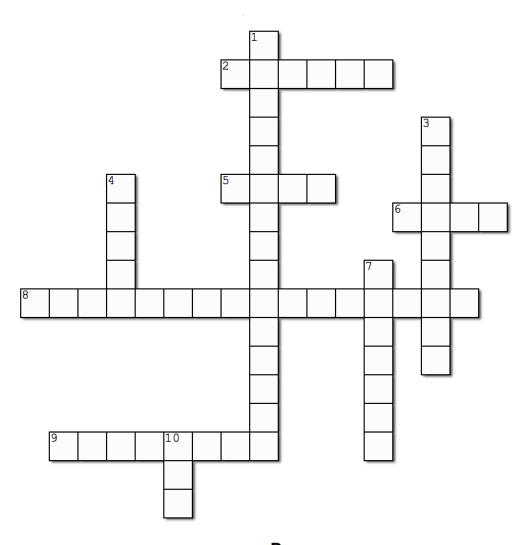
Compare and Contrast Chart Graphic Organizer

Item #1	Item #2			
H o w are	they alike?			
How are they different?				
4				

Date:	Mama.		
Jale:	Name:		



CROSSWORD PUZZLE



Across

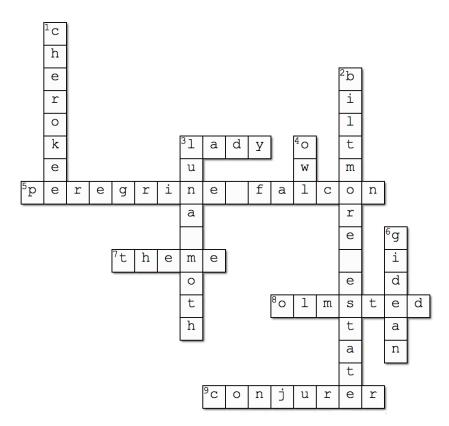
- 2. Braeden's other best friend
- 5. Serafina's friend who is now leader of the pack
- 6. Rowena's title
- 8. The world's fastest bird
- 9. The name and place of Waysa's people

Down

- 1. Mansion built by George Vanderbilt
- 3. A winged nocturnal insect with large pale green wings
- 4. The moral or lesson of a story
- 7. The father of landscape architecture
- 10. Flies silent through the night



CROSSWORD PUZZLE - KEY



Across

- 3. Rowena's title (lady)
- 5. The world's fastest bird (peregrine falcon)
- 7. A moral or lesson of a story (theme)
- 8. The father of landscape architecture (olmsted)
- 9. One who practices the magical arts (conjurer)

Down

- 1. The name and place of Waysa's people (cherokee)
- 2. Mansion built by George Vanderbilt (biltmore estate)
- 3. An winged nocturnal insect with large pale green wings (luna moth)
- 4. Flies silent through the night (owl)
- 6. Braeden's other best friend (gidean)

PACING CHART

Serafina and the Twisted Staff **ACTION FALLING** Falling Action Falling Action **Story Pacing:** Most stories follow a pattern of pacing. They start with a little bit about the character and setting, and then quickly get into rising action. The continued rising action leads to an exciting, action-packed climax. This, in turn, is followed by falling action. Use this chart to diagram the pattern for *Seraffina and the Twisted Staff.* Climatic Action CLIMAX Climactic Action Rising Action ACTION RISING Rising Action Character & Setting Page 7 of 21

Date:

Name:



Create a skit!

Once students have completed the **Pacing Chart** (page 6) identify the five parts of the story; the exposition, rising action, climax, falling action and resolution.

Assign small groups with 3-5 students in each to create a skit portraying one part of the story. Teacher assigns one part of the story to each group. The length of skits and use of props to be determined by amount of time available for this activity and teacher preferences. The final product for this activity is a performance of the skits in sequential of the parts of the story in order, ultimately unfolding a summary of the entire book.

Members of the Group
Assigned Part of Story
Setting
Characters in the scene
Ideas for skit

5	er	a	in wiste	a	
J	and t	he T	wiste	ed Si	taff

ate:	Name	:



TRACKING SERAFINA

Serafina



Metaphors

Give one or more examples of metaphors associated with Serafina. (Metaphor: A figure of speech when a word or phrase is used in a non-literal way)



Serafina-isms

Unusual expressions Serafina and the narrator use that help us understand Serafina's unique character.

Relationship
Who does Serafina have relationships with? What kind? Any conflicts?



Date:	Mamai	
Date:	Name:	

Serafina⁹s

Journey

1.

2.

How does Serafina change throughout the novel? How does she think about herself and what is her place in the world in the beginning? Where do you see that changing in the middle? What does she think in the

3.

4.

5.

6.



Serafina Art

Serafina and the Twisted Staff contains a multitude of imagery that all students can use to base artistic creations upon. For example, students can work independently, with a partner, or in a small group to identify the five parts of the story, recreate a storyboard (by hand or digitally) to summarize the book, or draw a scene or the theme.

For students who are more artistically motivated, *Serafina and the Twisted Staff* describes a number of scenes in detail that could be drawn, painted, or sketched. Some detailed scenes include; multiple landscapes, fashion of the Gilded Age, architecture, portraits of characters (human and animal), battle scenes, and parts or all of the house. Students could also design and/or create sculptures or gargoyles from their own imaginations symbolizing an important event, theme, conflict, or resolution from the story.

Compare and Contrast

Students can use one of the examples below or identify their own example for which to create imagery that indicates their understanding of these concepts within the book.

Forest vs the House Control vs Friendship Indoors vs Outdoors Light vs Dark Human vs Animal Urban vs Rural Old vs Young Friend vs Enemy Strong vs Weak

(era	ina	
J	era and the T	wisted	Staff

Date:	Name:

THE ELEMENTS OF FICTION

Character
Who is the main character? What is unusual about her? What is usual about her?
Point of View
What is the point of view of the story (First Person, Second Person, Third Person Limited, Rotating Third Person Limited,
or Omniscient)? From whose point of view is the story being experienced and told?
Setting
What is the Time and Place of the story? How has it been portrayed to serve the story?



Date:	Name:
-------	-------

THE ELEMENTS OF FICTION

Conflict	
What are the Conflicts (and mysteries) of this story?	
Plot	
Plot What is the overall plot of the story?	

-	er	af	ina wisted	
	and	the T	wisted	Staff

Date:	Name	
Jaic.	Name	•

THE ELEMENTS OF FICTION

•				
١.	$I \cap$	п	\mathbf{r}	Δ
v	v		u	C

The "voice" of the story is how it sounds and feels when you're reading it. The tone, style of writing, atmosphere
point-of-view, sentence syntax, and diction (choice of words) all come together to express the voice of the story.
Does this story have a strong voice? What are some of the ways the author captures that voice?

Theme

The theme is similar to the moral/lesson of the story. It's what the story is about underneath all the conflict and action. What are some of the themes of this story?

Imagery & Symbolism

Imagery is the use of description and details to paint visual pictures in the reader's mind. In many cases, images are repeated in different ways throughout the story in order to give them meaning and resonance. Imagery is often used as a form of symbolism. What are some examples of imagery in this story? What images reoccur multiple times?

Date:	Name:

QUIZ #1



Quiz #1 Chapters 1-10

- 1. What is Serafina doing at the opening of the book?
- 2. What happens to Serafina after the carriage stops in the forest?
- 3. Who saved Serafina's life in chapter 3?
- 4. How does Serafina cross the river?
- 5. Who gives Serafina a ride to safety?
- 6. Who are Serafina's siblings?
- 7. What does the stone angle statue have that is special to Serafina?
- 8. What is the name of Braeden's dog?
- 9. Why is Pa upset with Serafina for spending time with her mother?
- 10. What is Pa's job at the Biltmore House?

Date:	Name:		

QUIZ #2

Quiz #2 Chapters 11-20

- 1. Who helps Serafina fix her hair for a fancy dinner?
- 2. What did Serafina break that was special to Mr. Vanderbilt?
- 3. Where does Detective Grathan interrogate Serafina and Braeden?
- 4. Where does Serafina take Braeden to talk?
- 5. After escaping the bats in the rafters, who attacks Serafina?
- 6. Who tells Serafina she doesn't belong at the Biltmore House?
- 7. Where does Serafina go when she feels she doesn't fit in at Biltmore House?
- 8. How does the hut Serafina finds smell inside?
- 9. How are the animals trapped?
- 10. Who does Serafina bite?

Date:	Name:	

QUIZ #3



Quiz #3 Chapters 21-30

- 1. When is a river a wall?
- 2. Who is Waysa?
- 3. Who killed Waysa's family?
- 4. How does Serafina learn to swim?
- 5. Who killed Serafina's father?
- 6. What happened to the wire that Pa showed Serafina?
- 7. What is the name of Braeden's peregrine falcon?
- 8. What does Lady Rowena have for every occasion?
- 9. When does this story take place?
- 10. What does Pa cook for dinner most nights?

Date:	Name:	

QUIZ #4



Quiz #4 Chapters 31-40

- 1. What did Rowena have rolled up under her arm?
- 2. Where do Rowena, Braeden, and Serafina agree to meet if there is an emergency?
- 3. Who disappears with Gidean?
- 4. Where does Serafina lead Mr. Vanderbilt and the men on the hunt?
- 5. What is "blackish, thorned, and deeply gnarled, with what looks like a slithering snake...?"
- 6. Serafina wakes up to realize that she, Waysa, and Braeden are _____? Where
- 7. How does Serafina escape the cage?
- 8. Why does Mr. Vanderbilt think the coyotes have rabies?
- 9. What was Mr. Olmsted and Mr. Vanderbilt's vision for the land around the Biltmore House?
- 10. Whose room does Serafina search?

Date:	Nar	ne:

QUIZ #5



Quiz #5 Chapters 41-52

- 1. What animal does Rowena bring into the garden to kill Detective Grathan?
- 2. Which can fly higher and faster, a Peregrine Falcon or a Barn Owl?
- 3. What do the wolfhounds do once the Twisted Staff is gone?
- 4. What does the Twisted Staff allow its user to do?
- 5. What does Serafina turn into?
- 6. What happens to the carriage?
- 7. Serafina uses Uriah's reflexes against him in the final battle. What action does she predict he is going to take?
- 8. What do Serafina, Braeden, and the others do with all the caged animals?
- 9. What kind of animal is mounted on a stick on the fireplace mantle?
- 10. What "important new invention" does Mr. Vanderbilt bring out at the Christmas party?

Quiz Keys

Quiz #1 Chapters 1-10

- 1. Teasing a rat, practicing her rat catching skills
- 2. She is attacked by hounds.
- 3. The feral boy.
- 4. She is washed away by the current and is able to climb out on the other side of the river.
- 5. Her mother, the catamount.
- 6. The cubs.
- 7. The inscription about choosing important battles in life.
- 8. Gidean
- 9. She almost died in the forest at night visiting her mom.
- 10. Maintain the machines of the Biltmore House.

Quiz #2 Chapters 11-20

- 1. Essie
- 2. Ming vase
- 3. Hidden room in the library
- 4. High up into the rafters above the Banquet Room
- 5. Gideon
- 6. Rowena
- 7. Craggy Mountains or Black Mountains
- 8. Awful, rancid
- 9. in cages
- 10. the old man

Quiz Keys

Quiz #3 Chapters 21-30

- 1. waterfall
- 2. the feral boy
- 3. the conjurer
- 4. Ways throws her in and then teaches her to paddle
- 5. the conjurer
- 6. it was chewed
- 7 Kess
- 8. a different outfit
- 9. 1899 or late 1800's or late 19th century
- 10. Grilled chicken

Quiz #4 Chapters 31-40

- 1. architectural drawings
- 2. on the roof
- 3. Cedric, Mr. Vanderbilt's dog
- 4. to the pinesap forest where the animals are trapped in cages
- 5. the Twisted Staff
- 6. cages like the animals
- 7. bends the wire until it breaks
- 8. no they were possessed
- 9. reforestation
- 10. Grathan

Quiz #5 Chapters 41-52

- 1. Rattlesnakes
- 2. Peregrine Falcon
- 3. Attack Rowena
- 4. Control animals
- 5. Black Panther
- 6. Serafina attacks the carriage and it goes off the bridge and crashes
- 7. To protect his daughter and get the Twisted Staff, he turns into an owl and flies after them
- 8. Free the animals
- 9. Owl
- 10. Striped candy canes