

GRANTED

John David Anderson

EDUCATORS' GUIDE

About the Book

Everyone who wishes upon a star, or a candle, or a penny thrown into a fountain knows that you're not allowed to tell anyone what you've wished for. But even so, rest assured: There is someone out there who hears it.

Ophelia Delphinium Fidgets is no ordinary fairy—she is a Granter: one of the select few whose job it is to venture beyond the boundaries of the Haven and grant the wishes of unsuspecting humans every day. It's the work of the Granters that generates the magic that allows the fairies to do what they do and to keep the Haven hidden and safe. But with worldwide magic levels at an all-time low, this is not as easy as it sounds. On a typical day, only a small fraction of the *millions* of potential wishes gets granted. And even granting those promised few means navigating a human world fraught with danger.

Today, however, is anything but typical. Because today, Ophelia is going out on her first assignment. And she's about to discover that getting what you truly want takes much more than a handful of fairy dust.



Grades 3–7

Discussion Questions

1. Before reading, consider the book's title and examine its cover closely. Try to predict parts of the novel based on those aspects of the book. When you finish reading, review which of your predictions were right or close to right. Discuss the title and whether you think it works well for the story.
2. Describe Ophelia's character as the story opens. What words and actions show you what she's like? How confident is she about her ability to grant wishes?
3. "Nothing about Charlie was easily tamed," the narrator says early on (p. 12). What does this mean? What is he like? What does he like to do? What is his history as a Granter?
4. Compare and contrast Ophelia and Charlie. What do they have in common? How are they different? Use evidence from the text to justify your statements. Why do you think the two of them are friends?
5. Look at the items that Ophelia takes with her on her first mission. Which ones does she use, and how? Which are the most helpful? Which ones does she lose and how does she lose them? Is there something she should have brought with her that she doesn't?
6. Just before she approaches the fountain, Ophelia says, "This is Agent Fidgets, in position. Target acquired. I'm going in" (p. 107). Where else in the novel does she sound like a spy or secret agent? Give examples of ways in which her mission is like being a spy.
7. Recount the different times that Ophelia encounters Gabe and Anna. Why are they important in the story? How do the siblings interact with each other, and with their mother? Explain what happens to them in the end.

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8. Talk about Sam and his background. What does Ophelia think of Sam when she first meets him? What does she learn from him? How does he help her?
9. When the two wishes merged near the end, Ophelia has to decide which wish to grant: “Her mission. Her call” (p. 272). When do you learn what she decided? Why did she make that decision? Do you think she made the right choice?
10. Describe Squint’s personality, his job, and what he believes about wish-granting. How does Ophelia feel about him? What happens between them in Gabe’s yard? In the end, what does Squint think about Ophelia’s mission and how she conducted it?
11. How is Ophelia different at the end of the book than at the beginning? What specifically led to the changes in her? What are some things that she learned about herself, granting wishes, and the human world?
12. Explain what *amaratio* is and when Ophelia experiences it. Discuss whether or not there is a human equivalent to *amaratio* and when that might occur.
13. Ophelia believes that being a Granter is the best job in the Haven. Why does she think that? Do you agree, and why or why not? How does her mission change what Granters will be able to do in the future?
14. One entertaining feature of the novel is the juxtaposition of fairies, traditional figures from folklore, with aspects of modern life like a fairy singing an Ozzy Osbourne song. Identify other facets of modern life and technology that are part of the Haven and the fairies’ lives.
15. Throughout the story, you learn the history of wishes, the Haven, and the Tree. Give the highlights of that history and explain how wishes were granted in the past and why the current system is in place when the book opens.

🍃 Extension Activities 🍃

The Obstacle Course. Ophelia faces a series of obstacles and setbacks on her mission, most of them unexpected. Have students create a two-column chart in which they describe five of those obstacles, each in a row in one column and explain how Ophelia overcomes the obstacles in the other column. Have them compare the charts in small groups and discuss which obstacles taught Ophelia the most.

The Perfect Packing List. Each student should imagine a trip they would like to take or an adventure that they’d like to have. It can be possible, like a safari, or imaginary, like a trip to another galaxy. Like Ophelia, they can take only a limited number of items. Have students create a list of what they would pack and then create a poster with the items. Each item should have a label to explain its function.

A Wish Worth Granting. What is a wish worth granting? Have students write essays in which they describe a wish made by an unknown student their age that would

be worth granting. They should explain why it’s worth granting. They should also contrast the wish with one that, in their opinion, isn’t worth granting or is too large to grant, like world peace.

Gobsmacking and Nutcracking. When Ophelia realizes that she has lost the baby acorn, her only contact with the Haven, she comes up with a series of colorful phrases such as “Just absolutely gobsmacking, nutcracking, hornswog-gling, peach-pie perfect.” (See p. 139 for others.) Have students work in small groups to come up with three such colorful sentences and then share them with the class.

Choose Your Guild. Not every fairy in the Haven can be a Granter. As a class, compile a list of all the other jobs mentioned. Then each student should choose a job other than Granter and write an application letter to the Guild that gives the reasons they’d like to join that Guild, drawing from the novel and from their imagination. They should sign the letter with a three-part name like the fairies have.



Photo by Keira Dubach

🍃 About the Author 🍃

John David Anderson is the author of *Posted*, *Ms. Bixby’s Last Day*, *Sidekicked*, *Minion*, and *The Dungeoneers*. A dedicated root beer connoisseur and chocolate fiend, he lives with his wife and two kids in Indianapolis, Indiana. You can visit him online at www.johndavidanderson.org.