

A Guide for Using

The Lion, the Witch and the Wardrobe

in the Classroom

Based on the novel written by C.S. Lewis

This guide written by Michael Shepherd

Illustrated By Keith Vasconcelles



Teacher Created Materials, Inc.

6421 Industry Way

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Table of Contents

Introduction	3
Sample Lesson Plan	4
Before the Book (<i>Pre-reading Activities</i>)	5
About the Author	6
Book Summary	7
Vocabulary Lists	8
Vocabulary Activity Ideas	9
SECTION 1 (<i>Chapters 1 through 4</i>)	10
◆ Quiz Time!	
◆ Hands-On Project— <i>Rainy Day Word Game</i>	
◆ Cooperative Learning Activity— <i>Trip to Narnia</i>	
◆ Curriculum Connections— <i>Villains in Literature</i>	
◆ Into Your Life— <i>Reading Response Journals</i>	
SECTION 2 (<i>Chapters 5 through 8</i>)	15
◆ Quiz Time!	
◆ Hands-On Project— <i>Who Do You Believe?</i>	
◆ Cooperative Learning Activity— <i>Are Beavers Like Humans?</i>	
◆ Curriculum Connections— <i>Logical Syllogisms</i>	
◆ Into Your Life— <i>Your Reputation</i>	
SECTION 3 (<i>Chapters 9 through 11</i>)	20
◆ Quiz Time!	
◆ Hands-On Project— <i>Turkish Delight</i>	
◆ Cooperative Learning Activity— <i>Scared of Witches?</i>	
◆ Curriculum Connections— <i>How Do These Leaders Measure Up?</i>	
◆ Into Your Life— <i>Temptation</i>	
SECTION 4 (<i>Chapters 12 through 14</i>)	25
◆ Quiz Time!	
◆ Hands-On Project— <i>Heroes Today</i>	
◆ Cooperative Learning Activity— <i>Narnia Chess</i>	
◆ Curriculum Connection— <i>Stone Table Mural</i>	
◆ Into Your Life— <i>Rescue Me!</i>	
SECTION 5 (<i>Chapters 15 through 17</i>)	30
◆ Quiz Time!	
◆ Hands-On Project— <i>Cair Paravel</i>	
◆ Cooperative Learning Activity— <i>If I Were King or Queen</i>	
◆ Curriculum Connections— <i>The King of Beasts</i>	
◆ Into Your Life— <i>A Breath of Life</i>	
After the Book (<i>Post-reading Activities</i>)	
Any Questions?	35
Book Report Ideas	36
Research Ideas	37
Culminating Activity	38
Unit Test Options	42
Bibliography of Related Reading	45
Answer Key	46

Introduction

A good book can touch our lives like a good friend. Within its pages are words and characters that can inspire us to achieve our highest ideals. We can turn to it for companionship, recreation, comfort and guidance. It can also give us a cherished story to hold in our hearts forever.

In Literature Units, great care has been taken to select books that are sure to become good friends!

Teachers who use this unit will find the following features to supplement their own valuable ideas.

- Sample Lesson Plans
- Pre-reading Activities
- A Biographical Sketch and Picture of the Author
- A Book Summary
- Vocabulary Lists and Suggested Vocabulary Activities
- Chapters grouped for study, with each section including:

— *quizzes*

— *hands-on projects*

— *cooperative learning activities*

— *cross-curriculum connections*

— *extensions into the reader's own life*

- Post-Reading Activities
- Book Report Ideas
- Research Ideas
- A Culminating Activity
- Three Different Options for Unit Tests
- Bibliography
- Answer Key

We are confident this unit will be a valuable addition to your planning, and we hope your students will increase the circle of “friends” they have in books as you use our ideas!



Sample Lesson Plan

Each of the lessons suggested below can take from one to several days to complete.

LESSON 1

- Introduce and complete some or all of the pre-reading activities found on page 5.
- Read “About the Author” with your students. (page 6)
- Introduce the vocabulary for SECTION 1. (page 8)
- Ask students to find definitions.

LESSON 2

- Read chapters 1 through 4. As you read, place the vocabulary words in the context of the story and discuss their meanings.
- Choose a vocabulary activity. (page 9)
- Discuss rainy day activities. (page 11)
- Act out a Narnia scene. (page 12)
- List and describe villains in literature. (page 13)
- Begin “Reading Response Journals.” (page 14)
- Administer SECTION 1 quiz. (page 10)
- Introduce the vocabulary for SECTION 2. (page 8)
- Ask students to find definitions.

LESSON 3

- Read Chapters 5 through 8. Place the vocabulary words in context and discuss their meanings.
- Choose a vocabulary activity. (page 9)
- Play true/false game. (page 16)
- Discuss beavers fact and fantasy. (page 17)
- Practice logical thinking. (page 18)
- Discuss personal reputations. (page 19)
- Administer SECTION 2 quiz. (page 15)
- Introduce the vocabulary for SECTION 3. (page 8)
- Ask students to find definitions.

LESSON 4

- Read chapters 9 through 11. Place the vocabulary words in context and discuss their meaning.
- Choose a vocabulary activity. (page 9)
- Make candy. (page 21)
- Research witches in history. (page 22)
- Compare good and evil rulers. (page 23)

LESSON 4 (cont.)

- Discuss temptation. (page 24)
- Administer SECTION 3 quiz. (page 20)
- Introduce the vocabulary for SECTION 4. (page 8)
- Ask students to find definitions.

LESSON 5

- Read chapters 12 through 14. Place the vocabulary words in context and discuss their meanings.
- Choose a vocabulary activity. (page 9)
- Collect information about heroes today. (page 26)
- Make a Narnia chess game. (page 27)
- Create the Stone Table mural. (page 28)
- Discuss ways to rescue others. (page 29)
- Administer SECTION 4 quiz. (page 25)
- Introduce the vocabulary for SECTION 5. (page 8)
- Ask students to find definitions.

LESSON 6

- Read chapters 15 through 17. Place the vocabulary words in context and discuss their meanings.
- Choose a vocabulary activity. (page 9)
- Construct a castle. (page 31)
- Discuss what you would do as king or queen. (page 32)
- Research lions. (page 33)
- Discuss ways to help people. (page 34)
- Administer SECTION 5 quiz. (page 30)

LESSON 7

- Discuss any questions your students have about the story. (page 35)
- Assign book report and research projects. (pages 36 and 37)
- Begin work on a culminating activity. (pages 38-41)

LESSON 8

- Administer Unit Tests: 1, 2, and/or 3. (pages 42, 43, and 44)
- Discuss the test answers and possibilities.
- Discuss the students’ enjoyment of the book.
- Provide a list of related reading for your students. (page 45)

The Lion, the Witch and the Wardrobe

By C.S. Lewis

(Macmillan, 1950)

Peter, Susan, Edmund, and Lucy are visiting an old Professor in the country in order to avoid the air raids in London. Living in a huge old historic mansion is a new adventure for all of the children. The problem appears when Lucy, the youngest of the four brothers and sisters, is playing hide-and-seek and discovers another world, a world of fauns, witches, and magic, in the back of an old wardrobe. None of the other children believe her.

In the other world, Narnia, Lucy meets a faun, Mr. Tumnus, who admits to her that he is working for the White Witch. Tumnus has been assigned the job of finding and turning in “Sons of Adam” and “Daughters of Eve.” Charmed by Lucy, he does not turn her in to the Witch. Meanwhile, Lucy’s brother Edmund has found his way into Narnia, too, and has been told by the Witch (who claims to be Queen of Narnia) to bring in his brother and sisters. When he does this, says the Witch, she will give him more Turkish Delight, an enchanted candy, and will make Edmund King of Narnia.

Back in the mansion, Edmund lies to the others about having been in Narnia. He is eventually found out when all four children enter the wardrobe together. They find out that Mr. Tumnus has been taken captive by the Witch and his cave had been ransacked for not arresting Lucy. The children decide to try to help Tumnus, meet a family of beavers hostile to the Witch, and wind up fighting on the side of the forces of Aslan, a lion, the true King of Narnia.

Aslan’s victory is not without some uncertainties, as when Aslan allows the Witch and her followers to kill him so that they will let Edmund (who acted as a traitor) go free. Yet the four do conquer with Aslan and rule on four thrones in Narnia at the castle called Cair Paravel. In the end, they find themselves back at the mansion with the Professor.



Vocabulary Lists

On this page are vocabulary lists which correspond to each sectional grouping of chapters. Vocabulary activity ideas can be found on page 9 of this book.

SECTION 1

Chapters 1-4

wardrobe	enchanted
housekeeper	batty
Adam	hissing
scarlet	explore
hoax	London
sledge	Eve
dwarf	imaginary
splendid	row
passages	inquisitive
muffler	parcels
distress	tongs
dominions	heather

SECTION 2

Chapters 5-8

faun	superior
enemies	secret police
handkerchief	camphor
beckoned	lamppost
disposal	fraternizing
sightseers	beasts
festoons	consideration
premises	earnestly
prophecy	reign

SECTION 3

Chapters 9-11

magic	centaur
shield	mysterious
laburnums	conversation
stammered	quiver
reindeer	delicious
Father Christmas	reckoned
cinema	schemes
sorcerer	ventured
mere	gloating
spectacles	eerie
solemn	vermin
repulsive	

SECTION 4

Chapters 12-14

kingfisher	bluebells
pavilion	awkward
victim	stump
solemn	ogres
triumph	resistance
prophecy	glades
dispute	summon
offense	shudder
treachery	shrill
forfeit	savage
perish	siege
dismay	

SECTION 5

Chapters 15-17

miserable	ghost
incantation	statues
giant	stag
muzzle	vile
traitor	apparently
nibbling	prodigious
battlements	concealed
wand	dungeon