Chatterbooks *How to Train Your Dragon* Activity Pack
**How to Train Your Dragon**  by Cressida Cowell

About this pack

Once upon a time there were dragons, sharing the world with people — ‘when the world seemed young and new and full of possibilities...’

For 12 exciting years children – and adults – have been on a rollercoaster ride of adventure with Hiccup Horrendous Haddock the Third, Toothless the dragon, and the rest of the Company of the Dragonmark, sharing in the ups and (scary) downs of Hiccup’s quest to find the ten lost things, become King of the Wilderwest, and face the Dragon Furious to stop the Dragon Rebellion and the end of the world as they know it.

On the way, we meet heroes and villains, and the most amazing array of dragons of all shapes, sizes and skills.

Here is a special Chatterbooks pack celebrating all the ‘How To Train Your Dragon’ books. It’s got information and tasters from the books and lots of discussion and activity ideas for your Chatterbooks reading groups. It’s brought to you by The Reading Agency and their Children’s Reading Partner, Hodder Children’s Books.

**Chatterbooks** [www.readinggroups.org/chatterbooks] is a reading group programme for children aged 4 to 14 years. It is coordinated by The Reading Agency and its patron is author Dame Jacqueline Wilson. Chatterbooks groups run in libraries and schools, supporting and inspiring children’s literacy development by encouraging them to have a really good time reading and talking about books.

**The Reading Agency** is an independent charity working to inspire more people to read more through programmes for adults, young people and Children – including the Summer Reading Challenge, and Chatterbooks. See [www.readingagency.org.uk](http://www.readingagency.org.uk)

**Children’s Reading Partners** is a national partnership of children’s publishers and libraries working together to bring reading promotions and author events to as many children and young people as possible.

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Cressida Cowell grew up in London and on a small, uninhabited island off the west coast of Scotland. She was convinced that there were dragons living on this island, and has been fascinated by dragons ever since. Cressida has written and illustrated twelve books in the popular How to Train Your Dragon series which has sold over 7 million copies worldwide, and is published in 37 languages. How to Train Your Dragon is also an award-winning Dreamworks film series, and a TV series shown on Netflix. Also the author of picture books, Cressida has won the Nestle Children’s Book Prize and has been shortlisted for many others. She has been a proud Ambassador for the National Literacy Trust for almost ten years. Cressida lives in Hammersmith with her husband and three children. Check out Cressida’s website: [www.howtotrainyourdragonbooks.com](http://www.howtotrainyourdragonbooks.com)

*How to Train Your Dragon* - the books! All published by Hodder

1: *How to Train Your DRAGON*    978-0340999073

The very first book in the series

Hiccup Horrendous Haddock the Third was an awesome swordfighter, a dragon-whisperer and the greatest Viking Hero that ever lived. But Hiccup’s memoirs look back to when he was a very ordinary boy, and finding it hard to be a Hero.

In this book he has to undertake the Dragon Initiation Test: first he must catch his dragon and then he must train it to hunt fish in the way that
dragons have hunted for Vikings since anybody can remember. For Hiccup the challenge goes further – with his toothless dragon he must fight the Seadragonus Giganticus Maximus before it gobbles up every Viking on Berk!

A Taste:  *Hiccup swallowed hard. He happened to know considerably more about dragons than anybody else there. Ever since he was a small boy, he’d been fascinated by the creatures. He’d spent hour after long hour dragon-watching in secret. (Dragon-spotters were thought to be geeks and nerds, hence the need for secrecy.) And what Hiccup had learnt about dragons told him that walking into a cave with three thousand dragons in it was an act of madness.*

2: *How To Be a Pirate*  978-0340999080
Can Hiccup find Grimbeard the Ghastly’s treasure before Alvin the Treacherous gets his sneaky hands on it? And if Hiccup opens a box that says **DO NOT OPEN**, will he live to tell the tale?

3: *How to Speak Dragonese*  978-0340999097
Climbing on to a Roman Dragon Rustling ship by mistake in your first 'Boarding an Enemy Ship' lesson is bad enough. But to then discover that Alvin the Treacherous is also on board proves to Hiccup he couldn’t have been more wrong, especially when he steals his copy of How to Speak Dragonese. Can Hiccup save the dragons and the day?

4: *How to Cheat a Dragon’s Curse*  978-0340999103
Fishlegs has been struck with deadly Vorpentitis. The only cure is rare and almost impossible to find ... a potato. But where on Berk will Hiccup find such a thing? Hiccup will have to dodge Sharkworms, battle Doomfangs and outwit crazy Hooligans if he’s going to be a Hero ... again.

5: *How to Twist a Dragon’s Tail*  978-0340999110
Someone has stolen the Fire Egg. Now the Volcano on Volcano Island is active and the tremors are hatching the eggs of the Exterminator dragons! Can Hiccup return the Fire Egg to the Volcano, stop the Volcano from erupting, AND save the Tribes from being wiped out by the terrible sword-claws of the Exterminators?

6: *A Hero’s Guide to Deadly Dragons*  978-0340999134
Hiccup is lost in the Library Labyrinth and the Driller-Dragons and Madguts and Murderous are on the prowl. Hiccup’s birthday is not going to be the quiet affair he might have hoped for. Also contains a comprehensive Dragonese Dictionary for those who’d like to dragon-whisper as well as the dragon-whisperer himself.

7: *How to Ride a Dragon’s Storm*  978-0340999127
Hiccup has three months, five days and six hours to discover America, get back to Berk, save his father, battle Polarserpents, AND win the annual Inter-Tribal Friendly Swimming Race. *Can he do it? (Tick-tock-tick-tock-tick-tock)*

8: *How to Break a Dragon’s Heart*  978-0340996927
Hiccup must battle Berserks, dodge Scarers, complete the Impossible Task and save Fishlegs from being fed to the Beast! And all while being hunted down by an old enemy with a dark secret about the Lost Throne. What’s a Hero to do?
9: How to Steal a Dragon’s Sword  978-1444900941
Bad times have come to the Archipelago. Ever since the woods of Berserk burned down, it is almost as if the world is cursed. Dragons are starting to revolt against their Masters. The waters have risen, flooding fields and washing whole villages away. But worse still, the wicked witch Excellinor has returned. Can Hiccup find the King’s Things and win the sword-fighting contest to stop Alvin the Treacherous from becoming King of the Wilderwest?

10: How to Seize a Dragon’s Jewel  978-1444908794
When we last left Hiccup things were getting very dark indeed. The Dragon Rebellion has begun. Snotlout is the new Chief of the Hooligan Tribe. Stoick has been banished and given the Slavemark. And Alvin the Treacherous has EIGHT of the King's Lost Things, and has been proclaimed the new King of the Wilderwest ... But what can Hiccup do, now all alone and in exile, hunted by both humans and dragons? Can he find the Dragon Jewel, mankind's last and only hope? And if he does, what will he do with it?

11: How to Betray a Dragon’s Hero  978-1444913989
High up in the treacherous mists of the Murderous Mountains, Hiccup and the Company of the Dragonmark are in hiding. The witch's Spydragons are guarding the shores of Tomorrow - but Hiccup is determined to become King of the Wilderwest. Can Hiccup dodge the dragons and steal the King's Things back from Alvin before the Doomsday of Yule? And is there a traitor in Hiccup’s camp who in the end will betray them all?

And!...

12: How to Fight a Dragon’s Fury  978-1444916584 (hardback)  The very last in the series
It is the Doomsday of Yule. At the end of this day, either the humans or the dragons will face extinction. Alvin the Treacherous is about to be crowned the King of the Wilderwest on the island of Tomorrow. His reign of terror will begin with the destruction of dragons everywhere. The fate of the dragon world lies in the hands of one young boy as he stands on the nearby isle of Hero's End with nothing to show, but everything to fight for.
Hiccup Horrendous Haddock the Third's Quest is clear. First he must defeat the Dragon Guardians of Tomorrow and prove that he is in fact the rightful king, even though Hiccup has none of the King's Things and Alvin the Treacherous has all ten of them.
And then he faces his final battle: Hiccup must fight the Dragon Furious and end the Rebellion ... ALONE. As Doomsday draws to an end can Hiccup be the Hero of the hour? Will the dragons survive?

All around the Bay, the humans and the dragons were fighting the Final Battle, just as fate foretold. The air rang with the terrible sound of metal on dragon fang, the smell of burning
flames, the shriek of reptile and of humans.
Had everything that Hiccup had fought for, over twelve long Quests, had it all been snatched away from him at the very last minute?

**How to Train Your Dragon: What readers say**
Young people post reviews on the Summer Reading Challenge website. You can find reviews by searching titles on our book finder.

A great book and it gave me lots of facts. I would recommend it for all ages including my Mum and Dad.

It is a GREAT book filled with humour, adventure and courage...

this book is very interesting and includes lots of adjectives and wow words it is a good read and not too big or too small plus if you like it it is in a series of 11 so you can read the rest it includes dragon fact files which gives you inspiration to your imagination!

It's very funny, it's sometimes scary and it turns out alright in the end

Because it shows how brave some people can be

It is a really good book because it makes you have adventure and you really want to be a hero like hiccup

This book is brilliant! Cressida Cowell has done a great job making this book and has included high parts, low parts, strange parts and....
Oops!I carried on too much!  Try it!

Because you don't want to stop reading it.

**How to Train Your Dragon: the website**

Here is more information about all the How to Train Your Dragon books and author Cressida Cowell.
Also on this website you’ll find:
- A full map of the Archipelago
- A Hero’s Guide to Deadly Dragons
- A Train Your Dragon Game (including Potty training and Fire-breathing!)
- Learn to write Dragonese
- Newsletter sign-up
• Fun stuff! Including book and film trailers; wallpaper downloads; e-cards; and a guide to the Hairy Hooligan Novices
• There is also a special Dragonese Day section with videos of Cressida Cowell talking about all things dragonese, and a downloadable Dragonese Day pack designed for cross curricular teaching for children between the ages of 5 and 11 in line with Key Stage 1 and 2 objectives.
  The pack has sections on Vikings in History; Dragons: Myths or Real; Being True to Yourself; Story Maps; Book to Film; A Reading Race; A Fun Quiz

**How to Train Your Dragon: the audio-books**
You can also get audio editions of all the books in the series (No. 12 available in October) – they’re read by award-winning actor David Tennant.

**How to Train Your Dragon: the films**
*How to Train Your Dragon* is now a major DreamWorks franchise. *How to Train Your Dragon 3* is scheduled for 2018 starring Cate Blanchett and Jonah Hill and the TV series, *Defenders of Berk*, can be seen on CBBC and Netflix.

### A sample Chatterbooks session plan  (times approx.)

*Welcome* – juice & biscuits

*Getting started* – ice breaker; a simple warm up activity (10 mins)
  – e.g. Scrambled! or Special power – see below.

*Discussion* – eg. Talking about the books  (10 mins)

*Longer activity* – see the suggested activities, including discussion items  (30 mins)

*Choosing books*  (10 mins)  

*Goodbye – and Dates for the next meeting*

### Ideas for your Chatterbooks sessions
Most of these discussion ideas and activities relate to the first book in the series, or to themes which run across the whole series. There are also some topics inspired by the last 3 books – but they all link to the themes and storylines in all the books.

Even though a number of children in your group will probably have read the first book – maybe all the books! – it would be good to look at the first book again so that
everyone knows the story, either reading individually at home, or reading the book aloud with your group.

**Things to talk about**
Here are some ideas to get your group thinking and talking.
Use big sheets of paper to write and draw on and keep these on hand for the whole session to inspire and motivate.

**Talking about the book/s – some book-talk questions**
Which parts of the book have stayed most in your mind?
What are your favourite parts of the story?
Which parts didn’t you like so much?
Were there any bits you didn’t understand?
Did you skip parts? Which ones?
Was there anything that took you completely by surprise?
How did you feel about the book when you’d finished it?
Where were you when you read it?
Did the cover make you want to read it?
Did it grip you right from the start?
Did you want to read it right to the end?
What do you remember most about it?
What was the thing you most liked finding out from this book?
Do you want to read more books in the series?

Here are the last lines of the main story in Book 11 *How to Betray a Dragon’s Hero*:

*But at least Hiccup was ALIVE. Barely alive, but ALIVE still.*
*Perched on his chest, his head tucked under his wing with shame, was the little old dragon, the Wodensfang, waiting for the boy to wake up.*

Book 12 *How to Fight a Dragon’s Fury*, published in September 2015, is the very last book in the series.
If you haven’t read it yet, how do you think Hiccup’s story, and the story of the war between dragons and humans, will end? What do you think might happen in this last book?

**Your favourite characters**
Talk together about the characters in these stories – collect on a flipchart the names of every character you can think of. Have two lists, one for Vikings and one for dragons.
Then ask everyone to choose their favourite character/s and tell people why
he/she/it is their favourite. They could also draw them and write about them. See also the Warm up activity below, about characters in this story.

**Do you believe in dragons?**
What do people think? Do dragons exist? Did they exist?
Do you know other stories about dragons? – e.g. St. George and the dragon.
Why do you think are there stories about dragons? What could have inspired them?

Sometimes we use the word ‘dragon’ to describe something we’re afraid of, which we see as a challenge for us to face up to. What are your ‘dragons’ and challenges?

**Libraries and librarians!**
Libraries get quite a few mentions in the *How to Train Your Dragon* books! What is the name of the Librarian in these stories? And who steals what book from the Meathead Library?
In Book 10 *How to Steal a Dragon’s Jewel* how does the Librarian capture Toothless and the Wodensfang?
He is a Slave with the Slavemark on his forehead and longs for his freedom.

> Freedom to the Librarian meant being back in his Library, lurking through the passages, guarding his precious books, and in his mind he was already there, wandering the labyrinth, happy in that darkness. (p212)

What do you think about this description of a library?! What is your favourite library like? Have a look too at the library label in the ‘How To Train Your Dragon, book by Professor Yobbish! (on p68, Book 1)

**Key themes through the *How To Train Your Dragon* books**
Here are some of the important things which these stories can get your group thinking and talking about:

1. **A Hero is forever.** This is strongly proclaimed through all the books! It’s the refrain of the last song of Grimbeard the Ghastly, and at the end of the very last book the Vikings sing their hearts out: “ALL MAY BE LOST AND OUR HEARTS MAY BE WORN, BUT A HERO...FIGHTS...FOREVER!”

2. **Sometimes the bravest thing a Hero has to do is not fighting monsters and cheating death and witches. It is facing the consequences of his own actions** (p80, *How to Seize a Dragon’s Jewel*, when Hiccup faces his father, after inadvertently sending him into slavery.)
3. *Everything we do, you see, has its consequences and repercussions, every kind act, and every bad, every friend we make, and every enemy. Everything is connected.* (p 198, Book 10; p329, Book 12)

4. *It’s the little details we should not forget, the little things that catch us up, and trip us.* (p 256, Book 10, when the Deadly Shadow gets caught in a dragon-trap). And in the last book – *It is always a mistake to underestimate the little people of the world, for it is often they who tip the balance.* (The nanodragons! P236, Book 12).

5. *You have to believe in people and then maybe they can change!* (p56, Book 11 – when Hiccup saves Snotlout even though Snotlout has betrayed him often.) *You have to keep on giving people a chance.* (p110 – Hiccup again deciding to trust Snotlout.)

6. *Close your eyes and imagine what freedom means to you. Such simple words.*
   *The tattered scarecrow slaves closed their eyes and to each one it meant something different, but somehow the same. A clear blue sky. Flying on the back of a dragon. Out in a ship on the restless wave. A small house in a quiet village on a small island, with the smoke rising lazily from the chimney. Home.* (p113, Book 10)

**Activity ideas**

**Warm up**

**Jokes motivation for dragons!**
Training Toothless to catch fish is not easy!
Hiccup tries all kinds of ways to get him to hunt and eventually finds that the only thing which motivates him is ‘Jokes and riddling talk’!
He starts off with ‘What is black and white and red all over?’ (A sun-burnt penguin...or it could be a newspaper – ‘read’!)
On the *How To Train Your Dragon* there are some more jokes which Toothless might like. Have a look too for joke and riddle books in your library – for example *Walking the Bridge of Your Nose* (ed. Michael Rosen, Walker Books).

Get everyone to write down and practise their favourite jokes; then enjoy some role-play, with people taking it in turns to be Toothless, swooping and catching fish and then enjoying the jokes from everyone in the group!
Dragon Wordsearch

- All these dragons appear in *How to Train Your Dragon* Book 1
- Look for them in the squares below - across, down, diagonally, and from right to left.
- You could then talk about each dragon – who they are, what they’re like.
- The Wordsearch solution is at the end of this pack.

TOOTHLESS  HORRORCOW  FIREWORM  GREEN DEATH
PURPLE DEATH  FLAMEHUFFERS  SEASLUG  NIGHTMARE
BRIGHTCLAW  ALLIGATIGER  KILLER  DOGSBREATH

Answer at the end of this pack
The King’s Lost Things – Scrambled!
Grimbeard the Ghastly created an Impossible Task, by hiding Ten Lost Things. Only a true Hero can gather the Things together and become the next King of the Wilderwest...

Through all the *How to Train Your Dragon* books Hiccup has found the King’s Things, only to have them stolen from him by Alvin the Terrible. In the last book, he argues his claim to be King: even though he no longer has the Things, the lessons he learned in finding them are far more valuable.

These are the ten Things:
A fang-free dragon; sword; shield; ticking thing; ruby; arrow; key; throne; crown; dragon jewel.

Have a go at unscrambling them below! Next to each is the lesson learned by Hiccup when he found them. Talk about any of these which you remember, from the HTTYD books people have read.

<table>
<thead>
<tr>
<th>The King’s Things</th>
<th>Lesson learned by Hiccup on his Quest for each Lost Thing</th>
</tr>
</thead>
<tbody>
<tr>
<td>WORDS</td>
<td>...sometimes second-best is best</td>
</tr>
<tr>
<td>WORRA</td>
<td>...sometimes the things you are looking for are right here at home</td>
</tr>
<tr>
<td>ELDISH</td>
<td>...sometimes freedom must be fought for</td>
</tr>
<tr>
<td>HORNET</td>
<td>...power can corrupt</td>
</tr>
<tr>
<td>BURY</td>
<td>...love never dies</td>
</tr>
<tr>
<td>KNITCIG GNITH</td>
<td>...when you fight for your friend you are also fighting for yourself</td>
</tr>
<tr>
<td>EYK</td>
<td>...accidents happen for a reason</td>
</tr>
<tr>
<td>DANGOR WELEJ</td>
<td>You need to know what it is to be a slave, before you can be a King</td>
</tr>
<tr>
<td>CWORN</td>
<td>...you have to keep in trying even though you are beaten before you even start</td>
</tr>
<tr>
<td>GNAF REEF ANGORD</td>
<td>...fear and intimidation might not be the best way to train dragons</td>
</tr>
</tbody>
</table>
Who’s Who?
These are all characters from *How to Train Your Dragon* but their descriptions are mixed up and not next to the right character. Can you match each character with the right description? The answers are at the end of this pack.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hiccup</td>
<td>A....a small, fierce little Bog-Burglar...Her hair looked like a family of over-excitable squirrels had been having an all-night party in the back of it.</td>
</tr>
<tr>
<td>Toothless</td>
<td>B...tall, muscley, covered in skeleton tattoos, and already had the beginnings of a small moustache.</td>
</tr>
<tr>
<td>Fishlegs</td>
<td>C. A ragged little string-bean of a teenager, his fire-suit torn to ribbons, his face bruised and scratched, with the wild hair and scared eyes of one who had been hunted by too many for too long.</td>
</tr>
<tr>
<td>Horrorcow</td>
<td>D. Seadragonus Giganticus Maximus – the Dragon brother of Hiccup Horrendous II</td>
</tr>
<tr>
<td>Stoick the Vast</td>
<td>E. She was a large, peaceful brown creature, with an easy-going nature...she might even be vegetarian.</td>
</tr>
<tr>
<td>Valhallarama</td>
<td>F. skinny...with his sarcastic sense of humour and his glasses askew</td>
</tr>
<tr>
<td>Snotlout</td>
<td>G. What kind of father did put his precious Laws before the life of his son?</td>
</tr>
<tr>
<td>Camicaze</td>
<td>H. He was a seven-foot giant with a mad glint in his one eye and a beard like exploding fireworks. Despite the freezing cold he was wearing hairy shorts....</td>
</tr>
<tr>
<td>Gobber the Belch</td>
<td>I...a bright grass-green – the naughtiest, most fidgety dragon in the whole of the Archipelago</td>
</tr>
<tr>
<td>Dragon Furious</td>
<td>J. (she) gave Hiccup a rousing punch on the shoulder, which is the Viking mother’s equivalent of a really big hug</td>
</tr>
</tbody>
</table>
**Longer activities**

**Collector Cards, Top Trumps and more!**

At the back of each *How to Train Your Dragon* book there are **dragon cards to collect** for building your own dragon army. Plus a handy check list of dragons.

As well as those on this list there are even more dragons in the stories – e.g. Piranha Hermit dragons (p174, Book 10); Sandrazors & Hellsteethers (p366, Book 10). What do you think these look like? What statistics will you give them? – for Speed, Fear Factor, Size etc. You could draw them, and **make more collector cards**. For your template you can follow the dragon descriptions scattered through the books – e.g. Gronckle statistics on p36, Book 1; The Monstrous Nightmare on p108, Book 1. See also the examples below.

With your cards you can also play games, such as Top Trumps. You could divide your dragons into family groups – e.g. by size or colour – and play Happy Families! (Stick coloured dots on the cards to identify different families – e.g. small dragons could be in the ‘Red’ Family. Or you could make Hooligan cards and create a game of Happy Hooligans!
Teach yourself Dragonese!
Hiccup is the only Viking who can speak Dragonese – but your group could learn some too.
There are lovely examples of this language in all the books, including several Conversations with Toothless occurring through the stories.
See p84 in Book 1, and p118 in Book 11.
On the How to Train Your Dragon website you’ll find a Dragonese dictionary; or you could download these Dragonese activity sheets: one and two from our resources page.

Make your own How To Train Your Dragon Reading Diary!
Keep a record of all the HTTYD books you have read, and what you think about them! Your favourite bits, your favourite characters – maybe things you didn’t like in the book.
You’ll need a notebook or an exercise book – or you could make one. (Here are some tips!)
- Design a cover – maybe with your favourite HTTYD characters, and the heading ‘My How to Train Your Dragon Reading Diary.’
- Have a page for your personal details, a page for a Contents List, and a page for each HTTYD book, where you can write your review of the book. You may want more pages – e.g. for drawings, or for writing about the films.

How about a Dragon dance?
Here’s a description from the last book when the Dragon Guardians get their freedom:

What a glorious sight they made, as they soared on the edge of space for the first time in a century, rocketing and diving, and leaping in joyous squiggles, dancing in the glory of their new-found freedom.

Get your group in twos and threes to create a Dragon dance. They could be any dragon they choose: think about the shape and size of that dragon and how they might move! They could also make masks and wear those as they dance.
Fact-finding: be a researcher!

The Viking Gods and Goddesses
In all these stories the Vikings call on their gods, especially Thor, Freya and Woden. In book 1 they have a special ‘Thor’sday Thursday Celebration’ – and as you can see, ‘Thursday’ is named after the god Thor.

Can you find out more about the Viking gods? Use this fact-finding sheet below and write as much information as you can find, next to the name of each god or goddess.

| Viking Gods and Goddesses | ✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴✴๏
The power of smell

They deemed to recognise the lobster-pot, strangely, and they drank in the smell of it like it was the smell of the past. (There is nothing more evocative, nothing that brings back memories, like smell.) P252, Book 10 – this is where Hiccup finds Fishlegs’ lobster-pot, and thinks that his friend may be dead.

Talk about smells and how they remind us of things, of memories.

• Ask your group to try and identify smells from items they can’t see
• Gather together some smelly items – e.g. garlic, spices, coffee, cheese, soap, orange peel
• Hide them in a pot with holes in the lid so the smell can get out, or in a brown envelope with some holes in
• Take turns in smelling the items and trying to identify them.
• Open the lids and find out what you have been smelling.

Then talk about favourite and least favourite smells. Do smells conjure up memories - like salty air reminding us of seaside and holidays? Can your group think of any smells that bring back memories to them – happy or sad?

Story time!

In these books there are often stories within the stories – for example in Book 10, p121, there is The Story of the Slave-Boy, the Slave-Girl, and the Monster of the Amber Slavelands, and in Book 11, p145, you’ll find Toothless’s Dream.

Have a story time session with your group: draw the blinds, gather in a circle as if round a campfire, creating a real story-telling atmosphere, and read by torchlight.
The world of How To Train Your Dragon: 
more books from Cressida Cowell, published by Hodder

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More stories about dragons

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Answers to Who’s Who:

Hiccup: C  
Toothless: H  
Fishlegs: F  
Horrorcow: E  
Stoick: G  
Valhallarama: J  
Snotlout: B  
Camicaze: A  
Gobber: I  
Dragon Furious: D