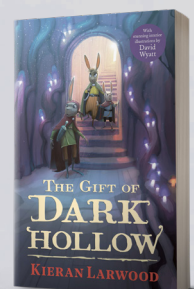
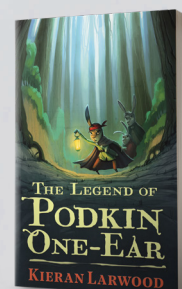


THE LEGEND OF PODKIN ONE-EAR

Find all of the words in the wordsearch

H	U	P	D	W	M	F	S	X	V	W	U	F	J	H	L	T	R	O	B
N	E	O	A	M	C	I	T	F	N	S	L	R	C	N	V	O	E	D	U
G	J	D	R	O	Z	I	T	I	F	K	H	L	B	W	Y	Q	D	Z	U
N	C	K	K	X	W	U	K	I	H	Z	I	A	G	V	V	O	W	B	N
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V	R	J	L	L	S	A	U	T	B	N	E	H	G	A	G	M	E	S	U
E	G	M	L	A	U	F	W	N	Y	R	E	F	J	F	T	D	R	Y	N
S	G	B	O	X	O	R	R	O	B	V	A	P	K	U	V	G	X	S	U
B	T	R	W	K	W	O	K	R	K	U	Y	M	F	O	K	Q	W	J	J
L	M	I	M	V	F	A	Q	K	N	Z	R	H	B	A	P	A	Z	Q	Y
Y	B	G	O	H	I	Y	M	C	S	U	U	Y	I	L	L	K	H	Z	K
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A	F	Q	Q	C	R	O	M	T	S	C	R	A	M	A	S	H	A	N	K
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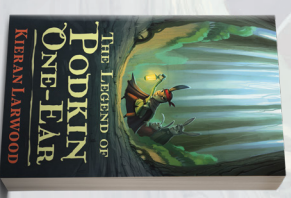
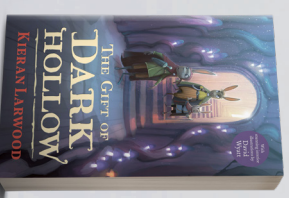
BARD	GORM	PODKIN
BRAMBLEMAS	LOPKIN	POOK
BRIGID	MASHKA	REDWATER
CROM	MISHKA	SCRAMASHANK
DARKHOLLOW	MUNBURY	STARCLAW
FIVEREALMS	PAZ	WARREN



THE LEGEND OF PODKIN ONE-EAR

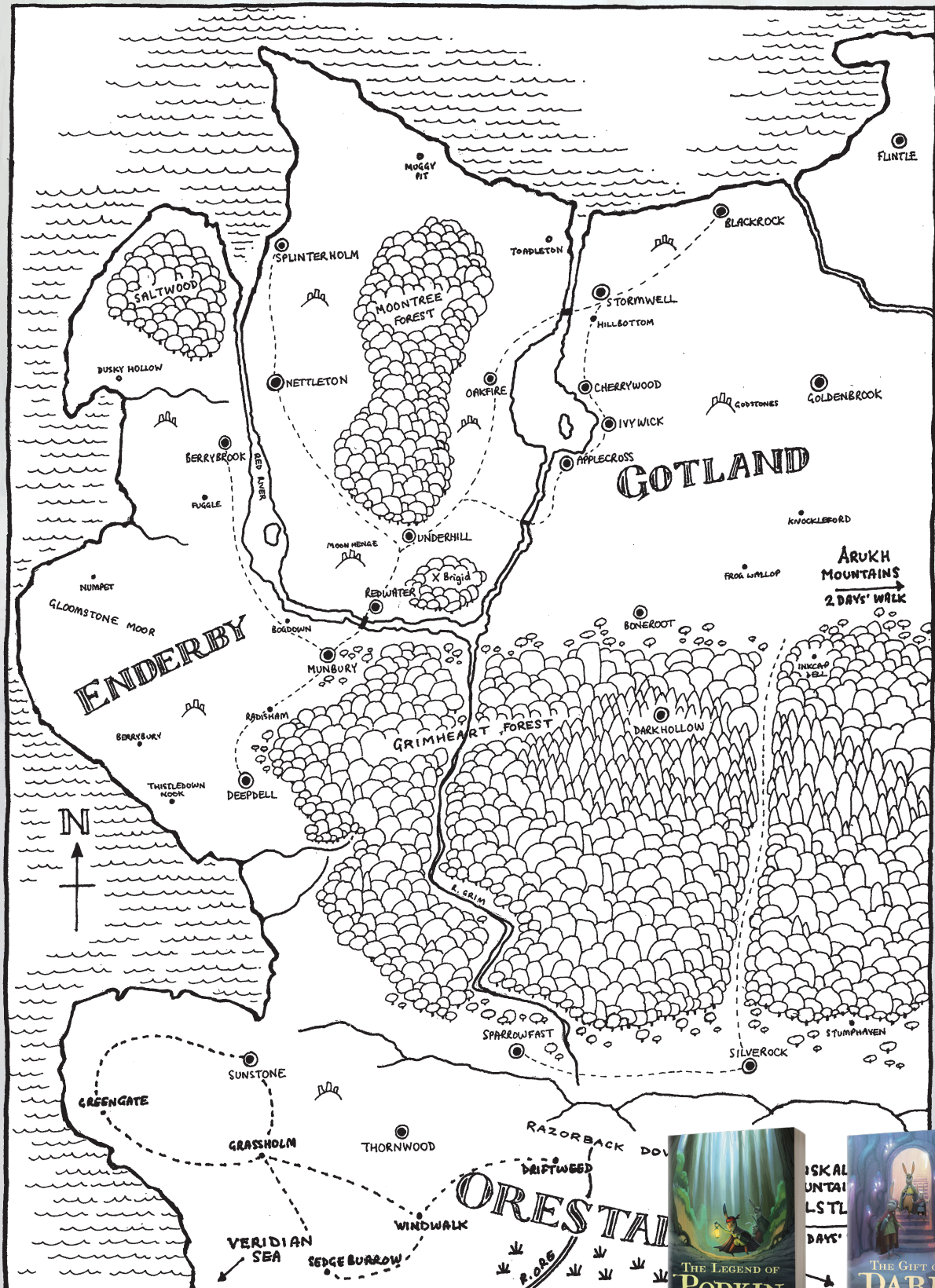
'Scramashank', said Chief Lopkin. The Gorm Lord's name was well known amongst rabbits, and well feared.

Colour in the scene below:



THE LEGEND OF PODKIN ONE-EAR

Colour in the Map of The Five Realms

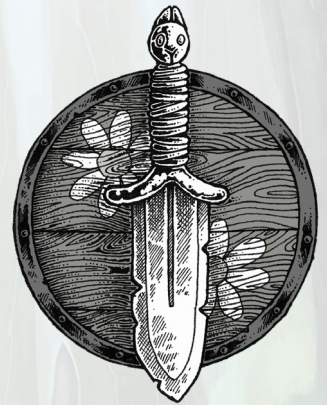


THE LEGEND OF PODKIN ONE-EAR

Design a Magical Gift

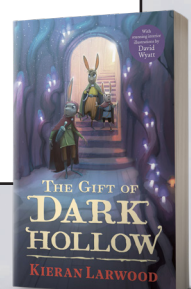
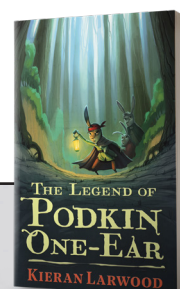
Podkin is lucky enough to have one of the magical Twelve Gifts:

This dagger you are holding is our warren's greatest treasure: the magical dagger known as Starclaw. It is one of the Twelve Gifts given to the first tribes back at the start of time. It may not look special, but it has the power to cut through anything. Anything, that is, except iron.



Design your own Magical Gift in the space below and describe what its powers are.

A large, empty rectangular box for designing a magical gift.



THE LEGEND OF PODKIN ONE-EAR

**Gather your fellow rabbits in the warren and host a
The Legend of Podkin One-Ear Book Group!**

Discussion points:

- At the beginning of the book, did you think Podkin would make a good chief? Did this change by the end of the book?
- Read the first chapter, why do you think the author has begun the story with the storytelling bard? What mood does this set for the rest of the book?
- What do you think Bramblemas would be like? What food would be eaten and what else would happen?
- Do you think that The Gorm Chief, Scramashank, is scary? How does the author achieve this?
- Podkin receives one of the Twelve Gifts, Starclaw. Starclaw has the power to cut through anything, except iron. What do you think some of the other Twelve Gifts could be?
- The bard's audience all had different ideas for how Podkin lost his ear. Can you make up your own version?
- Read Chapter Five. How do Podkin, Paz and Pook work out that the Redwater warren is working for The Gorm?
- Do you understand why Lady Russet betrayed Podkin and Paz?
- Read Chapter Seven. Can you summarise the tale of Estra and Nixha that Brigid tells the young rabbits.
- Read Chapter Ten and discuss Mish and Mash, what do you think their characteristics are?
- Explain the rules of Fox Paw.
- Why does Crom agree to help Podkin? Does Crom make a good warrior?
- Read Chapter Fifteen and summarise The Battle of Camp Gorm.
- What lessons do you think Podkin learns in the book?
- Read Chapter Sixteen. Who do you think the bard is?
- What do you think the little rabbits learn from the bard's story?
- Who is your favourite character in the book and why?
- What do you think might happen next in Podkin's adventures?

