





Pirates Past Noon

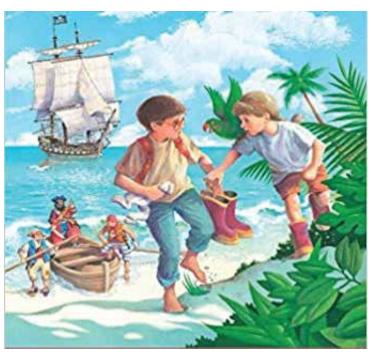
Pirate Ship

Materials

- Foil
- Pennies
- Water

- Create a pirate ship out of foil. Pirate ships need to hold as much treasure as possible without sinking
- Float your pirate ship in a container, sink, or bathtub
- Add pennies to your ship one at a time. See how many it can hold before it sinks
- Try to modify your boat to hold more pennies
- Can it hold 100 pennies without sinking?









Midnight on the Moon

Moon Craters

Materials

- Pie tin or shallow dish
- Flour
- Cocoa powder
- Small rocks or marbles
- Drop cloth

- Fill pie tin with flour
- Cover flour with thin layer of cocoa powder
- Spread drop cloth on the ground and place pie tin on it
- Stand above the surface of the moon (pie tin). Hold the asteroid (rock or marble) above your head and drop (do not throw) it
- The asteroid will create a crater in your moon's surface
- Repeat to create more craters
- Look at how the impact scatters the surface of the moon and reveals what is underneath



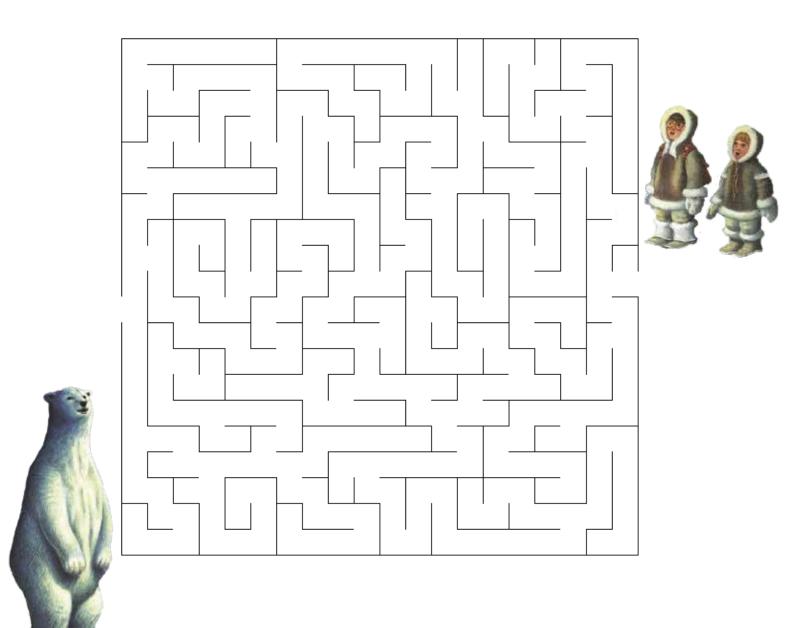






Polar Bears Past Bedtime

Help the Polar Bear find Jack and Annie





Twister on Tuesday

Tornado in a Bottle

Materials

- 2 Liter Bottles x2
- Water
- Metal Washer
- Duct Tape

Optional

- Food Coloring
- Glitter
- Drop of Soap



- Fill one bottle 3/4 of the way full with water
- Add any food coloring, glitter, soap, or other extras to the water
- Place the washer on the top of the bottle
- Place the empty bottle on top of the washer
- Make sure the bottle openings are lined up with the washer in between
- Use duct tape to secure the bottles together
- Turn the tornado bottles upside down and move in a circular motion
- Watch your tornado spin!
- Flip over and repeat





Earthquake in the Early Morning

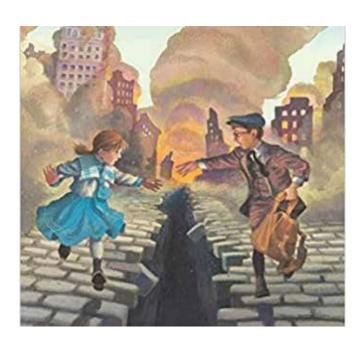
Structures

Materials

- Anything you can build with. Suggestions include:
- ° LEGOs
- Marshmallows, gumdrops, or cut-up pool noodle pieces pieced together with toothpicks
- ° Popsicle sticks and clothespins
- ° Jenga Blocks
- ° Paper/Plastic cups
- ° Be creative!
- Optional a pan of prepared gelatin

- Create a structure that can withstand an earthquake
- Once built, place your structure on a table.
 Gently shake the table and see if it falls or stays up
- If it falls, try again. If it stays, try a bigger earthquake
- Alternately you can place your structure on a pan of prepared gelatin for maximum wiggle
- Once you are happy with your structure, pick a different building material and try again







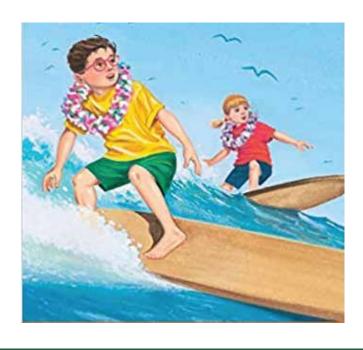
High Tide in Hawaii

Leis

Materials

- Yarn or string (necklace length)
- Plastic straws
- Colored Paper
- Scissors
- Hole punch

- Cut the straws into 1 inch pieces
- Use the colored paper to cut out flowers and leaves
- Hole punch the center of your flowers and the edge of your leaves
- String together your lei alternating flowers, leaves, and straws





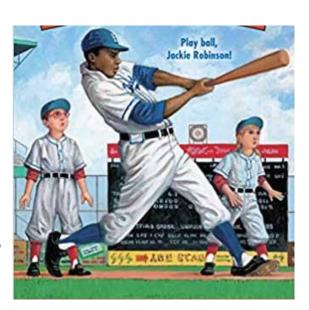


A Big Day for Baseball

Trivia Baseball Game

Set Up

- Mark out "bases" in your house. You will need home plate, first base, second base, third base, and pitcher's mound. Don't place them too far apart.
- Have one person be the pitcher (question asker). Other players line up behind home plate waiting for their chance at bat.
- Have trivia questions ready. You can use the questions in our Magic Tree House Trivia Packet.
- Each question should have a difficulty level of 1, 2, 3, or 4. If you are using the provided trivia questions, the pitcher can decide the difficulty level of each.



- The first batter steps up to home plate.
- The pitcher asks a trivia question of whatever difficulty they choose.
- If the batter answers the question correctly they move to that base according to the difficulty level. For example a question with difficulty 1 would move to first base, difficulty 2 would go to second base, etc.
- If the question is answered incorrectly then the batter goes to the back of the batting line.
- Players move around the bases as they would in a real baseball game, if the batter gets the question correct.
- The goal is to make it back to home plate.





Winter of the Ice Wizard

Ice Fishing

Materials

- Cup or bowl of water
- Ice cube
- Salt
- Piece of string 6 inches long

- Place ice cubes in a cup or bowl of water
- Wet one end of your string in water
- Place the wet end of your string on top of your floating ice cube
- Sprinkle salt on top of your string
- Slowly pull the string (and the ice cube) out of the water
- If your ice didn't stick to the string try either more or less salt, a different size ice cube, or just try again

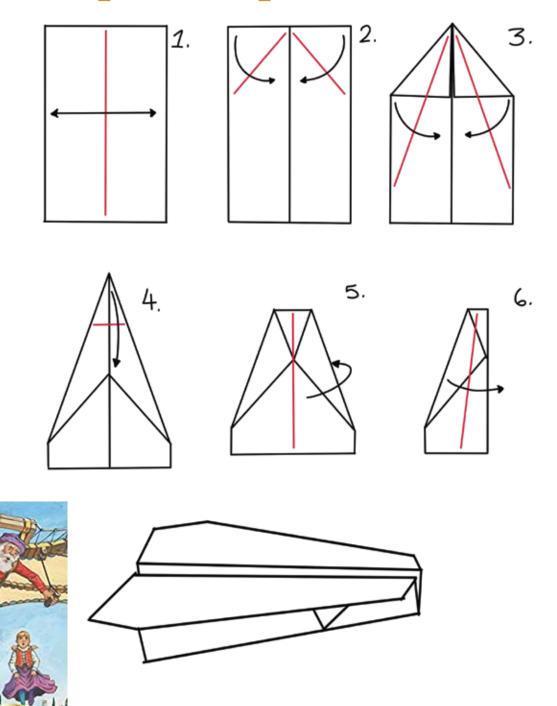








Paper Airplanes





Moonlight on the Magic Flute

Musical Instruments

Pan Flute

Materials

- Plastic straws
- Scissors
- Tape

image from adabofgluewilldo.com

Instructions

- Cut straws to different lengths
- Line up straws from shortest to longest
- Tape straws together
- With your mouth above the straws (not touching) blow into your new pan flute

Bottle Xylophone

Materials

- Empty water bottles or glass drink bottles
- Water

Instructions

- Fill each bottle with a different amount of water
- Line up bottles from least full to most full
- Blow over the top of each bottle to make a different sound

Glass Xylophone

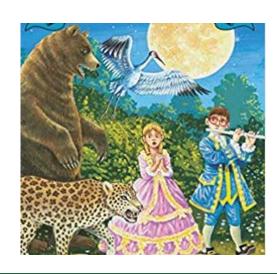
Materials

- Drinking glasses all the same size
- Water
- Chopstick or small stick

Instructions

- Fill each glass with a different amount of water
- Line up glasses from least full to most full
- Use the stick to gently tap each glass and hear the different sounds they make

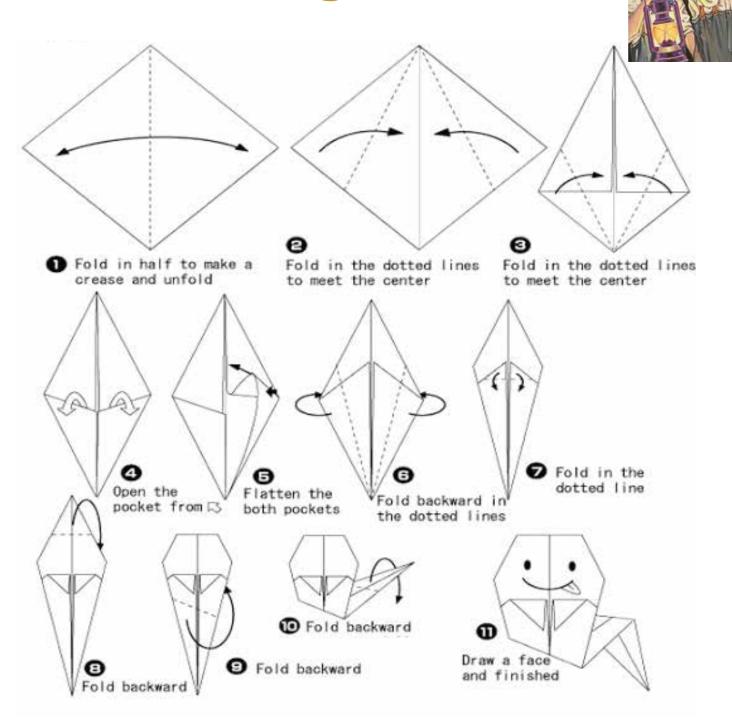
Create a song with your new instruments!





A Good Night For Ghosts

Origami Ghost





Hurry Up Houdini

Magic Card Trick



Supplies:

From a traditional 52 card deck, take 1 joker, 1 ace (representing the number 1) and 1 of all numbers from 2 to 10 of any suit. You should have 11 cards.

Trick:

Magician lays out the 11 cards face down in this order 6 5 4 3 2 A J 10 9 8 7.

Magician Tip: Have the cards already in this order in your hand so the audience doesn't know what the cards are.

Choose a volunteer to move as many cards as they would like, one at a time, from the right side of the line to the left side while the magician has their back turned. Once the volunteer is done moving the cards, the magician turns around and flips over the seventh card from the left revealing the number of cards that were moved.

Magician Tip: You are a showman. Be dramatic and wave your hand around mysteriously before picking a card that looks random but you know is the seventh from the left.

If the volunteer moves the cards correctly, no matter how many they move, the seventh card will always reveal how many were moved.

For example: If they moved three cards, the line would now look like this: $9\ 8\ 7\ 6\ 5\ 4\ 3\ A\ J\ 10$ with the seventh cards being 3. If they move no cards the seventh card is the joker.



Word Search

SVGTLMTM \mathbf{E} AREHHS RYEK Y Ι N P OCOF E ${f E}$ NRVQ P AXI S X L R W X \mathbf{E} R G E N OJMLB C U N E T I G OT C I GAMOQN Ι H H LAJ D P Q U BR RY E MAAGA A H ALU N B FCAL AR W EKN DWRCNRKQXN S AN S T ORMS A D RRUHMO I R N A C B CJRCOS \mathbf{E} N N M B M P H C MGJ F O AB T G P I KAKXUSZ IGLSPJKI

ANNIE	HOUSE	MARY	OSBORNE
BALTO	HURRICANE	MERLIN	PANDAS
DINGOES	JACK	MORGAN	POPE

FROGCREEK LEPRECHAUN MUMMIES SANDSTORMS
GHOSTTOWN MAGIC NARWHAL TREE



Trivia Game Information



This trivia game was taken from magictreehouse.com.

The answers are given underneath the questions.

Each trivia section is based on a book and has a coresponding visual aide at the end of the document.

For easiest playing, print the whole trivia document and show the pictures as you ask the questions.

You can also play trivia baseball outlined in the Magic Tree House Crafts, Games, and Activities document.



GENERAL MAGIC TREE HOUSE QUESTIONS

Note to educator: there is no prop for the general trivia questions below.

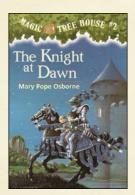
- 1. When Jack and Annie first find the tree house, what is it filled with?
 - a. Books
 - b. Candy
 - c. Video games
- 2. What is the name of the first Magic Tree House book?
 - a. The Knight at Dawn
 - b. Stallion by Starlight
 - c. Dinosaurs Before Dark
- 3. Which two magical people help Jack and Annie on their adventures?
 - a. Dumbledore and Professor McGonagall
 - b. Merlin and Morgan
 - c. Santa and the Easter Bunny



#1: DINOSAURS BEFORE DARK

Project #1 visual:
Magnifying glass and dinosaur bone

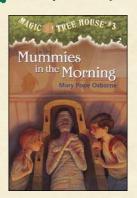
- 1. We know about the time in this adventure because scientists have used magnifying glasses to inspect prehistoric bones like this one. Which adventure are Jack and Annie on?
 - a. Dolphins at Daybreak
 - b. Dinosaurs Before Dark
 - c. Civil War on Sunday
- 2. In *Dinosaurs Before Dark*, Jack and Annie must escape from a terrifying dinosaur! What kind of dinosaur is it?
 - a. Stegosaurus
 - b. Brachiosaurus
 - c. Tyrannosaurus rex
- 3. If you find yourself face to face with a T. rex but don't have a flying dinosaur to rescue you like Jack and Annie, how could you escape?
 - a. Run and hide inside
 - b. Stand still—a T. rex has bad eyesight
 - c. Punch it in the nose
- 4. What time period do Jack and Annie travel back to in *Dinosaurs Before Dark?*
 - a. The Cretaceous Period
 - b. The Jurassic Period
 - c. The Paleogene Period



#2: THE KNIGHT AT DAWN

Project #2 visual: Shield

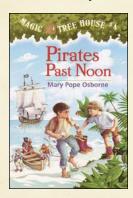
- 1. In this adventure, Jack and Annie could have used armor and this shield to protect them from the castle guards. What adventure are they on?
 - a. Afternoon on the Amazon
 - b. The Knight at Dawn
 - c. Tigers at Twilight
- 2. In *The Knight at Dawn*, Jack and Annie learn a lot about castles and the lives of the knights who protected it. How did knights travel from castle to castle?
 - a. Horse
 - b. Car
 - c. Airplane
- 3. Jack and Annie get thrown into the castle's dungeon in *The Knight at Dawn*. If you were trapped in a castle, how could you find your way out like Jack and Annie do?
 - a. Through a secret passageway
 - b. Challenge a guard to a duel
 - c. Train a dragon to pick the lock for you
- 4. What kinds of animals are believed to have been kept in moats around castles in medieval times?
 - a. Wolves
 - b. Bears
 - c. Crocodiles



#3: MUMMIES IN THE MORNING

Project #3 visual: Pyramid

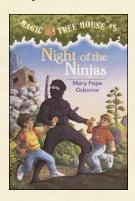
- 1. Where does the tree house take Jack and Annie in *Mummies in the Morning*, where they see many pyramids like this one?
 - a. Egypt
 - b. Brazil
 - c. France
- 2. In *Mummies in the Morning*, what do Jack and Annie see outside of the tree house window when it lands in Egypt?
 - a. A desert
 - b. A frozen lake
 - c. A rain forest
- 3. Jack and Annie get lost inside a pyramid like this one in *Mummies in the Morning*, but magic helps them find their way out. What should you do if you are lost?
 - a. Sit down, stay calm, and wait for rescuers to find you
 - b. Wander around and try to find your way back to where you started
 - c. Try to survive by eating wild berries and leaves
- 4. What is ancient Egyptian writing called?
 - a. Hieroglyphics
 - b. Braille
 - c. Graffiti



#4: PIRATES PAST NOON

Project #3 visual: Hook and eye patch

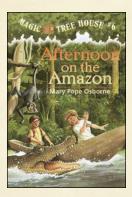
- 1. Jack and Annie could have used this hook and eye patch to help them blend in on what adventure?
 - a. Midnight on the Moon
 - b. Pirates Past Noon
 - c. Twister on Tuesday
- 2. In *Pirates Past Noon*, the evil Cap'n Bones forces Jack and Annie to help him find Captain Kidd's buried what?
 - a. Treasure
 - b. Diary
 - c. Rowboat
- 3. Jack and Annie survive their encounter with the evil pirate captain in *Pirates Past Noon*. What is one of the best ways to evade a pirate?
 - a. Swan-dive off the end of the plank and swim quickly to shore
 - b. Join the pirate's evil crew and start raiding ships
 - c. Challenge the captain to a sword fight
- 4. On what body of water do Jack and Annie meet the pirates in *Pirates Past Noon?*
 - a. The Caribbean Sea
 - b. The Atlantic Ocean
 - c. The Indian Ocean



#5: NIGHT OF THE NINJAS

Project #5 visual: Ninjas

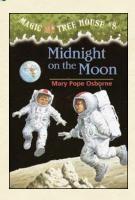
- 1. Jack and Annie must be quick, quiet, and agile in this adventure, where they dress in black masks like this one. What adventure are Jack and Annie on?
 - a. Night of the Ninjas
 - b. Hour of the Olympics
 - c. Soccer on Sunday
- 2. In *Night of the Ninjas*, where do Jack and Annie meet the ninjas?
 - a. Italy
 - b. England
 - c. Japan
- 3. In *Night of the Ninjas*, Jack and Annie learn to use nature as their guide. But you can also use a compass. Which way does the needle on a compass always point?
 - a. South
 - b. North
 - c. East
- 4. What is a ninja leader called?
 - a. General
 - b. Master
 - c. President



#6: AFTERNOON ON THE AMAZON

Project #6 visual: Mango

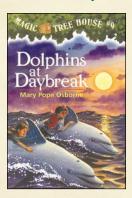
- 1. When their tree house lands in South America in *Afternoon on the Amazon*, Jack and Annie see plenty of flowers, trees, and fruit like this mango out the window. Where are they?
 - a. A rain forest
 - b. A canyon
 - c. A mountain
- 2. In *Afternoon on the Amazon*, Jack and Annie encounter many exotic animals. Which of the following is one of the creatures that they meet?
 - a. A polar bear
 - b. A monkey
 - c. A rattlesnake
- 3. In Afternoon on the Amazon, Annie thinks she is grabbing a branch, but it turns out to be a crocodile! Which of these tips will help you if you meet a crocodile or an alligator?
 - a. Feed the crocodile or alligator so it becomes full and doesn't want to eat you
 - b. Back away slowly and calmly, and find an adult right away!
 - c. Play with the baby crocs or gators so the mother sees that you are friendly
- 4. In Afternoon on the Amazon, Jack and Annie ride their canoe down the Amazon River, which is the second-longest river in the world. Which river is the longest?
 - a. The Mississippi
 - b. The Yangtze
 - c. The Nile



#8: MIDNIGHT ON THE MOON

Project #8 visual: Moon rock

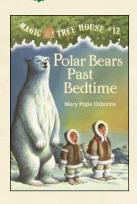
- 1. In their eighth adventure, Jack and Annie have to learn to walk in a low-gravity zone without tripping over rocks like these. Where are they?
 - a. Africa
 - b. The moon
 - c. Antarctica
- 2. In *Midnight on the Moon*, Jack and Annie feel like they weigh much, much less on the moon. What causes this?
 - a. Less gravity than on Earth
 - b. Skipping lunch
 - c. The spacesuits
- 3. Astronauts have to live in zero gravity on their spaceships. Which of the following tricks help them do so?
 - a. Using straws to drink
 - b. Wearing weighted shoes
 - c. Tethering to the other astronauts
- 4. In *Midnight on the Moon*, Jack and Annie try to connect the dots of a constellation. What is a constellation made out of?
 - a. Planets
 - b. Clouds
 - c. Stars



#9: DOLPHINS AT DAYBREAK

Project #9 visual: Snorkel and flippers

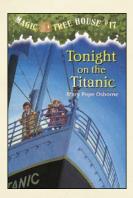
- 1. Jack and Annie could have used snorkels and flippers for their adventure with playful ocean mammals! What adventure is the pair going on?
 - a. Day of the Dragon King
 - b. Hurry Up, Houdini!
 - c. Dolphins at Daybreak
- 2. According to the research book Jack reads in *Dolphins at Daybreak*, how many kinds of fish live around coral reefs?
 - a. 5,000
 - b. 12,000
 - c. 800
- 3. In *Dolphins at Daybreak*, a pair of dolphins help Jack and Annie escape a scary shark. How could you avoid a shark encounter?
 - a. Swim where people are fishing so the blood from the bait scares the sharks
 - b. Kick, scream, and splash to scare sharks
 - c. Don't swim after dark, because sharks feed mostly at night
- 4. In Dolphins at Daybreak, Jack and Annie learn many facts about ocean life. What do you call a scientist who studies the ocean?
 - a. Astronomer
 - b. Oceanographer
 - c. Biologist



#12: POLAR BEARS PAST BEDTIME

Project #12 visual: Polar bear

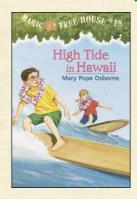
- 1. In *Polar Bears Past Bedtime*, Jack and Annie need to bundle up, since they don't have fur like the polar bears! Where does this adventure take place?
 - a. The prairie
 - b. The Arctic
 - c. The tropics
- 2. What do Jack and Annie learn that the word igloo means from their travels in Polar Bears Past Bedtime?
 - a. House
 - b. Child
 - c. Sled
- 3. Jack and Annie find out what being cold really means when they visit the Arctic in *Polar Bears Past Bedtime*. Which of these is a good way to stay warm, even in the coldest temperatures?
 - a. Wear several layers of clothes underneath your coat
 - b. Use gloves instead of mittens, because they are warmer
 - c. Cover your coat in mud, because dirty clothes hold heat the best
- 4. While they're in the Arctic in *Polar Bears Past Bedtime*, Jack and Annie witness a beautiful swirl of color in the night sky. What is this called?
 - a. Firefly dance
 - b. Evening-light storm
 - c. The northern lights



17: TONIGHT ON THE TITANIC

Project #17 visual: Life jacket

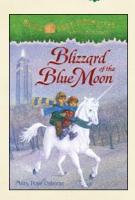
- 1. Jack and Annie need these life jackets or they are doomed! What adventure are they on?
 - a. Tonight on the Titanic
 - b. A Perfect Time for Pandas
 - c. Stage Fright on a Summer Night
- 2. In *Tonight on the* Titanic, Jack and Annie are in trouble! What danger are they in?
 - a. Pirates are raiding the ship
 - b. The ship is sinking
 - c. Sharks are circling the ship
- 3. Jack and Annie help their friends get into a lifeboat just before the *Titanic* sinks. If you are in a situation like in *Tonight on the* Titanic, what is one way to stay safe?
 - a. Set off all of your flares at once
 - b. Stay in one spot; don't drift
 - c. Wear a life jacket at all times
- 4. What body of water was the *Titanic* in when it sank?
 - a. The Pacific
 - b. The Arctic
 - c. The North Atlantic



#28: HIGH TIDE IN HAWAII

Project #28 visual: Lei and sunglasses

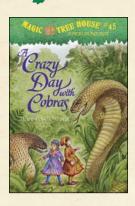
- 1. On this adventure, Jack and Annie need to put on their sunglasses and leis. Where are they going?
 - a. Hawaii
 - b. Alaska
 - c. Mexico City
- 2. On their adventure in *High Tide in Hawaii*, Jack and Annie learn a lot about Hawaiian culture, including food. What food do Jack and Annie learn how to make?
 - a. Egg rolls
 - b. Poi
 - c. Pizza
- 3. When a tsunami is approaching, like the one in *High Tide in Hawaii*, warning sirens are set off. If there are no sirens, how can you tell a tsunami is coming?
 - a. Animals run to the water
 - b. The ocean is bubbling and swirling
 - c. The tide isn't pulling as far back out to sea
- 4. What is one cause of tsunamis like the one in *High Tide in Hawaii*?
 - a. High tide
 - b. A shipwreck
 - c. An earthquake



#36: BLIZZARD OF THE BLUE MOON

Project #36 visual: Scarf

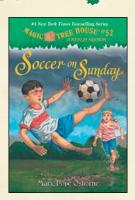
- 1. Jack and Annie should have wrapped themselves up in a scarf like this one before going back in time to visit New York City in *Blizzard of the Blue Moon*. What do they see when they look out the window of the tree house?
 - a. Crashing waves
 - b. Wild animals
 - c. A wintery city skyline
- 2. In *Blizzard of the Blue Moon*, Jack and Annie encounter a magical being and take a ride on it. What creature do they meet?
 - a. A dragon
 - b. A unicorn
 - c. A phoenix
- 3. Jack and Annie learn that New York is beautiful in the winter, but also very cold on their adventures in *Blizzard of the Blue Moon!* Which of these tips could keep you warm on a winter night in the city?
 - a. Head inside when you start to shiver; it is your body's sign you are getting too cold
 - b. Wait until your skin turns pale; that means you are staying warm enough
 - c. Keep your boots tied tightly over a single pair of socks
- 4. Jack and Annie visit a famous New York City park in *Blizzard of the Blue Moon*. What park do they see?
 - a. Central Park
 - b. Millennium Park
 - c. The Commons



#45: A CRAZY DAY WITH COBRAS

Project #45 visual: Cobra [Show the snake prop after the question is answered correctly].

- 1. In A Crazy Day with Cobras, Jack and Annie have to escape a father cobra protecting his mate and his eggs. What kind of animal is a cobra?
 - a. A spider
 - b. A snake
 - c. A jungle cat
- 2. Jack and Annie need to find a precious emerald in *A Crazy Day with Cobras*. What color is an emerald?
 - a. Green
 - b. Blue
 - c. Red
- 3. On their adventures in A Crazy Day with Cobras, Jack and Annie must escape from the cobras. Which of these tips could help you survive a run-in with one of these scary snakes?
 - a. Use your mouth to suck the venom out of the cobra bite
 - b. Always have an antivenin with you when you are traveling to an area where there are cobras
 - Make your heart beat faster; it helps the venom pass through your body more quickly
- 4. In A Crazy Day with Cobras, Jack and Annie meet Shah Jahãn, the Great Mogul who built a very famous building in India as a memorial to his wife. What was the name of it?
 - a. The Tower of Pisa
 - b. The Eiffel Tower
 - c. The Taj Mahal

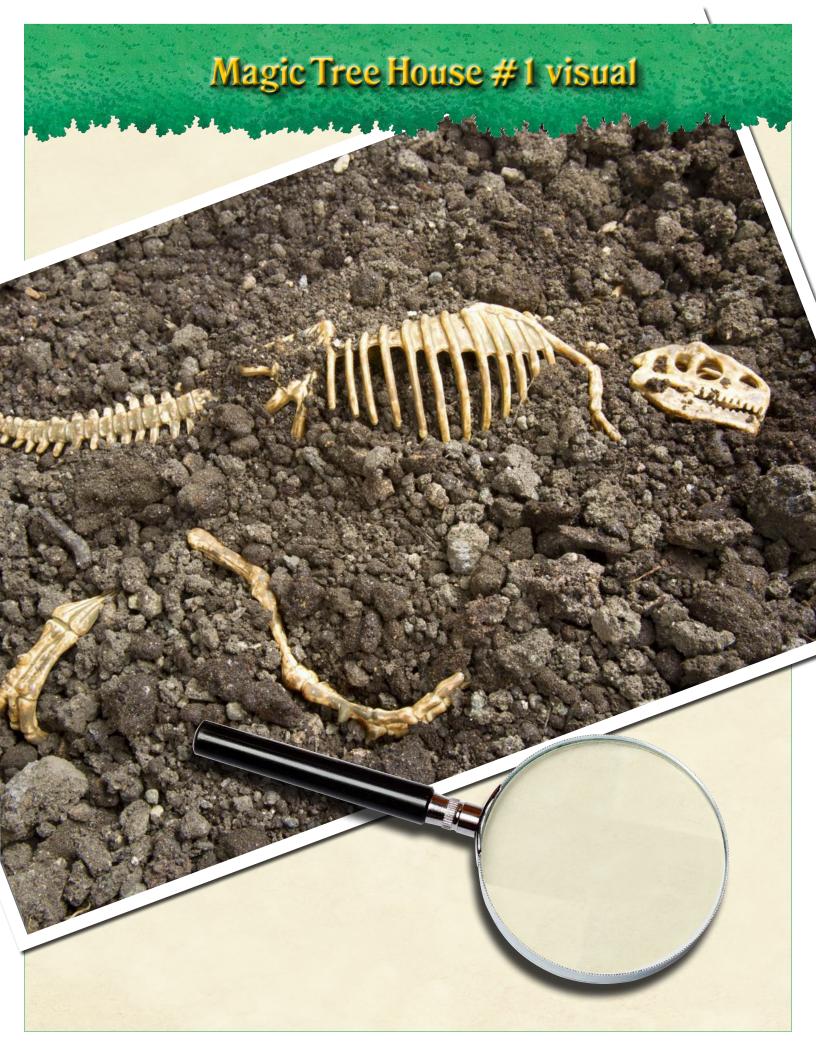


#52: SOCCER ON SUNDAY

Project #52 visual: Soccer ball

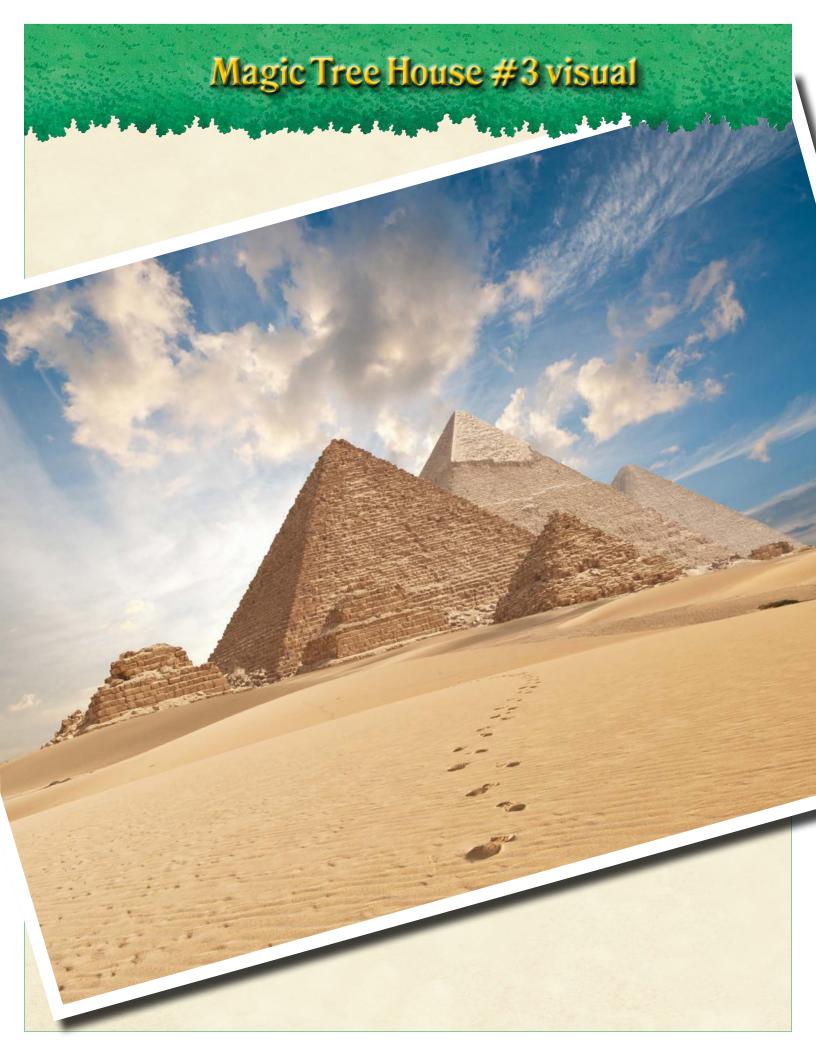
- 1. In Soccer on Sunday, Jack and Annie not only watch soccer, but they play it, too. What is it called when you score in soccer?
 - a. A goal
 - b. A run
 - c. A touchdown
- 2. In Soccer on Sunday, Jack and Annie find themselves in Mexico City. What is the weather like there?
 - a. Cold and snowing
 - b. Hot and humid
 - c. Dry and windy
- 3. Jack and Annie get lost in the huge crowd at the World Cup on their adventure in *Soccer on Sunday*. Which of these tips could help you survive a large crowd?
 - a. Don't stay still; move around and look for your friends
 - b. Ask an adult for help
 - c. Leave the event, and hope your friends leave, too
- 4. Jack and Annie see the 1970 World Cup in Soccer on Sunday. How often is the World Cup held?
 - a. Every 6 years
 - b. Every 2 years
 - c. Every 4 years





Magic Tree House #2 visual





Magic Tree House #4 visual



Magic Tree House #5 visual

Magic Tree House #6 visual



Magic Tree House #8 visual



Magic Tree House #9 visual



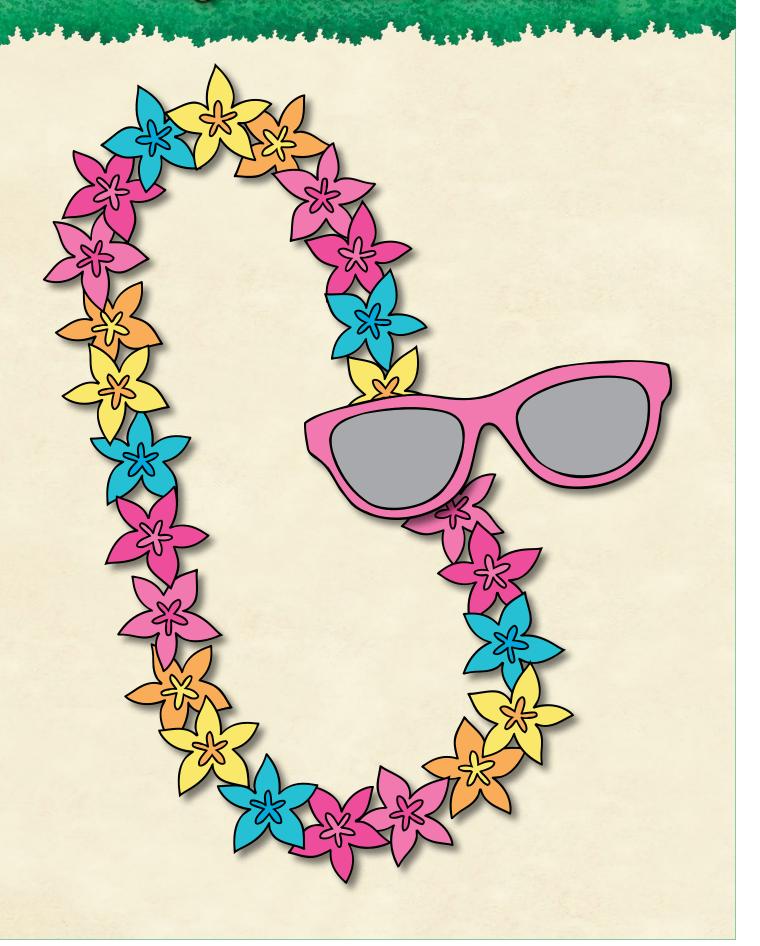
Magic Tree House #12 visual



Magic Tree House #17 visual



Magic Tree House #28 visual



Magic Tree House #36 visual



Magic Tree House #45 visual



Magic Tree House #52 visual

