



Teacher's Guide



# The Story

Like so many kids, all Clover wants is a pet of her own. She loves animals, but she can't seem to keep one for very long. She is too unlucky. So when she sees an ad for a volunteer needed at an animal adoption agency, she jumps at the chance. Maybe, she thinks, it's a way to be with animals without actually owning one. Little does she know that the agency isn't home to bunnies, cats, and dogs but magical creatures: dragons, unicorns, and even fairy horses!

At the agency, Clover's magical summer adventures begin, caring for the animals, keeping them from harm, and learning about luck—and what it really means.

Are we in charge of our own fate or not? What does it mean to guard your heart while keeping it open? Clover must answer these tough questions and more—all the while trying to outwit a tricky witch who is after the animals.



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# About this Guide

These discussion questions and activities are designed to support the goal of helping students explore the book and their own creativity. Tap into the adventure of this story with language arts lessons in creative writing, characters studies, and more.





# About the author

Kallie George works as an author and editor in Vancouver, Canada, and she holds a master's in children's literature from the University of British Columbia. In addition to writing and editing, Kallie is a speaker and leads workshops for aspiring writers. She dreams of one day adopting a fairy horse.

# About the illustrator

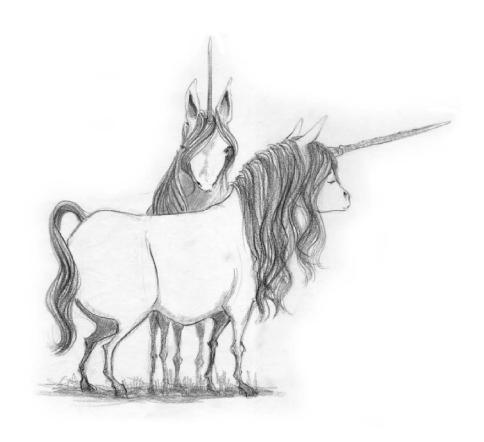
Alexandra Boiger grew up in Munich, Germany, where she studied graphic design, and then began a career in feature animation, allowing her to work for Warner Bros. UK and DreamWorks. After transitioning to children's book illustration, she has worked on numerous popular titles, including the *Tallulah* series. She lives with her husband and daughter in northern California.





# Book Talk: Questions for thoughtful discussion

- 1. Why does Clover think she is unlucky? List at least three of the things that have happened to her that make her think this way. What has she done to try and change her luck?
- 2. Do you believe in luck? Why or why not? Do you have anything that is a lucky charm? Ever had something happen to you that was "lucky" or "unlucky"?
- 3. When Clover first encounters the Agency, she doesn't know what it really is. What does she THINK it is? Do you think if you were in Clover's shoes, you would have known what the Agency was really about, or would you have been skeptical that it was really magical too?
- 4. There are lots of animals at the Agency that have different reasons for being there. If you could adopt one of the animals at the Agency, which one would you choose and why?
- 5. Why are princesses not to be trusted? What are some of the precautions Clover must be aware of when adoption out unicorns to princesses? Do you think that some of these precautions might apply to normal people adopting out normal pets too? How so?
- 6. Clover makes quite a few matches in the book—she finds a good home for both Snort and Moondrop, and finds the owner of Esmeralda. Chose either one of these and describe why the owner and the pet are a good match.
- 7. What is Ms. Wickity after? Do you think Clover is too easily tricked by Ms. Wickity? Or do you think you might be tricked by the witch if you were in Clover's position? Why or why not?
- 8. At the end of the story, Clover's views on luck change. What does she believe now? How has she changed? Do you share Clover's opinion? Why or why not?
- 9. Clover gives an unusual name to the little kitten that she rescues. What is it? What does it mean? What do you think will happen to Dipity?
- 10. Mr. Jams comes back from his rescue mission with a giant egg, but he never hints at what might be inside it. What do you think is inside it? Describe the creature!



# Activities for creative nourishment



# The Gnome's Diary

The gnome who stands guard at the Agency's gate is actually alive! Although he never speaks in the story and mostly sleeps during the day, he is always awake in the evening and the night, guarding the agency. Write a passage from the perspective of the gnome and what he might see at night.

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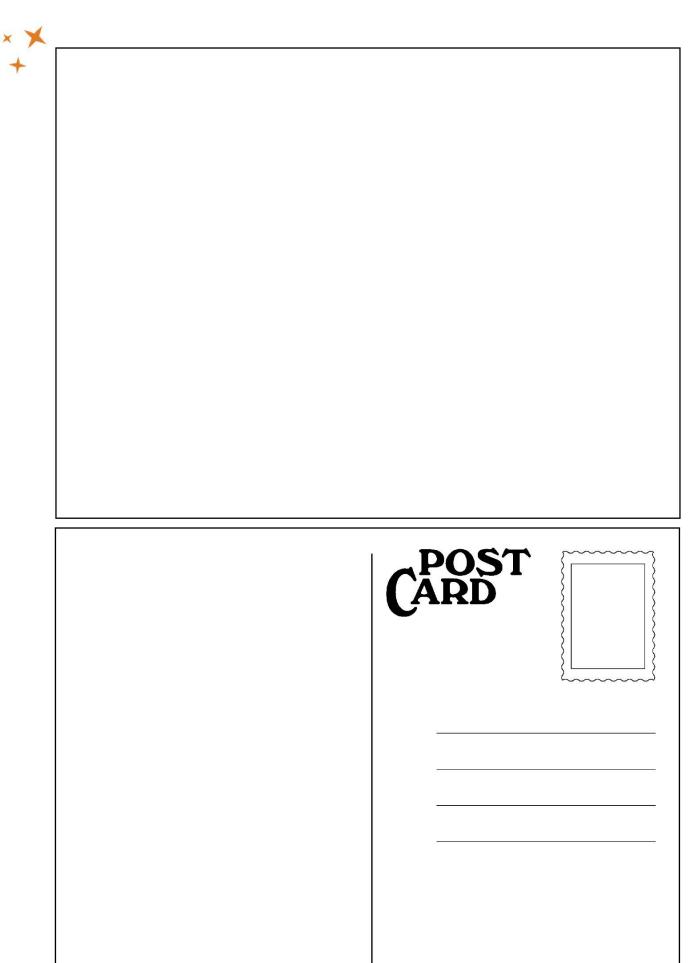


# Write a Postcard

Clover's best friend Emma is away at Pony Camp, but Clover and Emma keep in touch by sending postcards back and forth. Write your own postcard (using the template provided) to Clover or Mr. Jams at the magical animal adoption agency. What kinds of questions do you want to ask them? Don't forget to include the Agency's address!











# Create an Adoption Ad

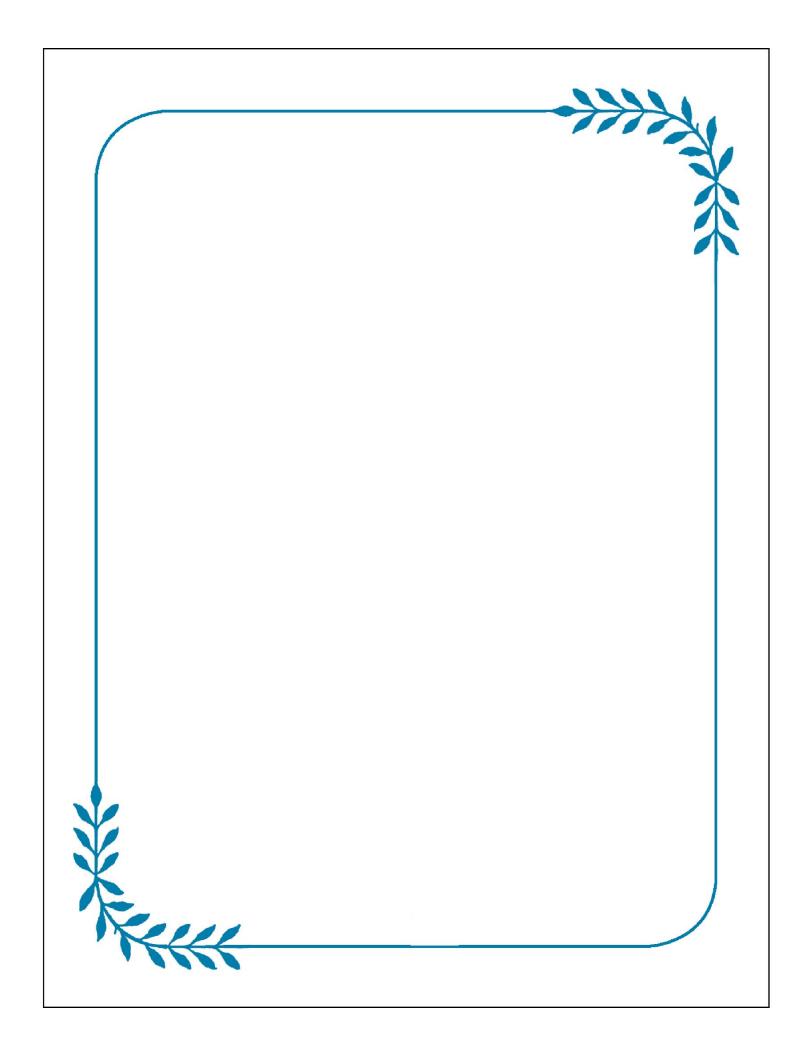
Imagine you are working at the Magical Animal Adoption Agency and you need to create an adoption ad to put in the Magical Times Newspaper to advertise a new animal. Draw the animal and write up a synopsis about it, using the template below. For example:

# Nutmeg Needs a Home!



Nutmeg is a young unicorn that needs a new home. This sweet unicorn is the size of a pony, with clean teeth and horn. His horn, although chipped, does heal and neutralize poison. He is very shy, and prefers young damsels. If you are a damsel looking for a friend, Nutmeg's the pet for you!

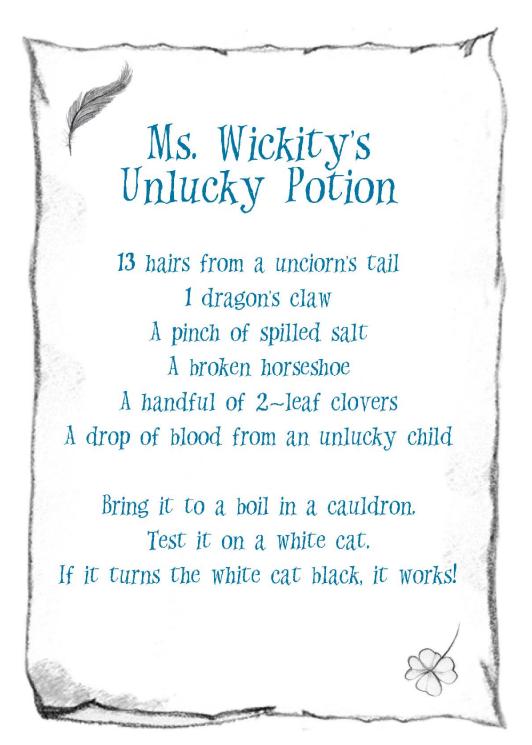




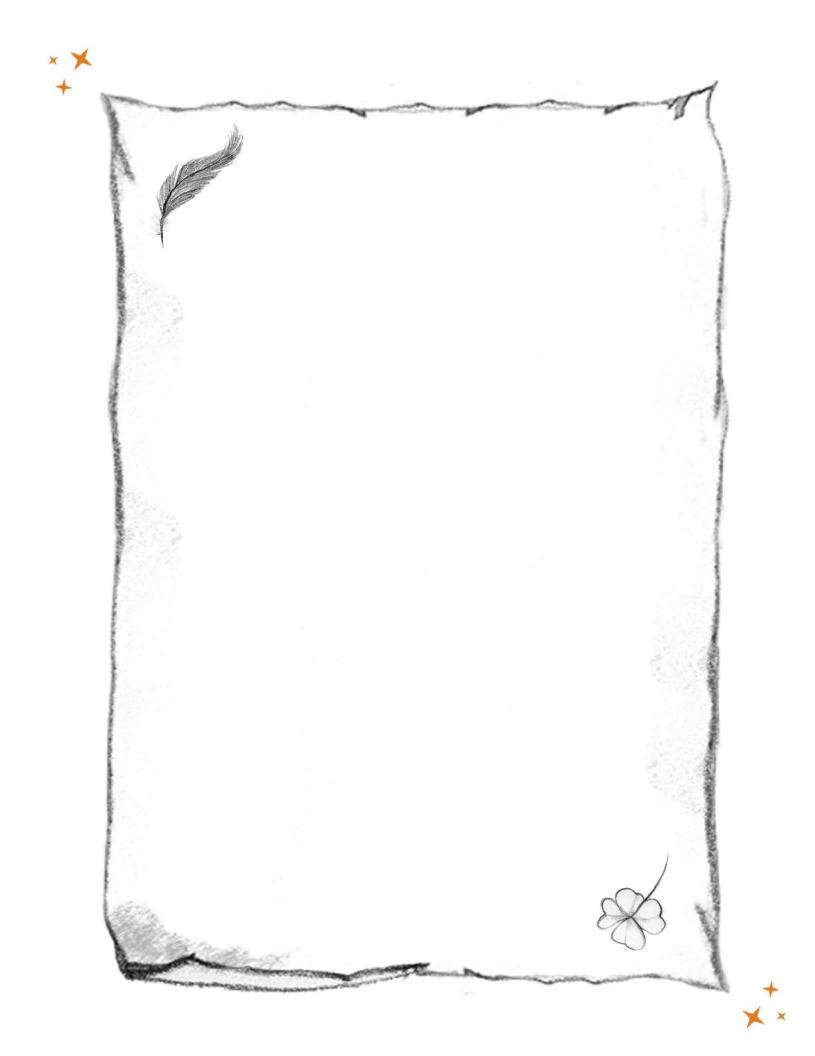


# Make a Potion

Ms. Wickity is trying to make an unlucky potion. Write out a recipe for your own unlucky or lucky potion, using the template provided. What would you need to include? What are the special directions for mixing or making it? What are the results?









# Create a Lost Poster

Imagine you are a magical animal pet owner, who has lost his or her pet! Create a lost poster for your animal, using the template provide. Make sure you add your animal's name and list a reward. Then write a story about how you lost your creature.

# LOST!



# EMBER

Ember is a green-scaled baby dragon. She was last seen in the meadows on September 2nd. She responds to her name, but is shy and does not like to be patted. She cannot yet fly. Please help us find Ember. Reward will be offered.





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ADOPTION AGENCY



# Create a Care and Feeding Manual for a Magical Animal

There are SO many different magical animals and each one needs different care, different grooming and food and shelter. Using the template provided, create a small booklet for a special creature—you could make one up for a known magical creature like a hippogriff or a Pegasus, or you could create an new imaginary creature of your own, like a Tufflepiff or a Wereworm!





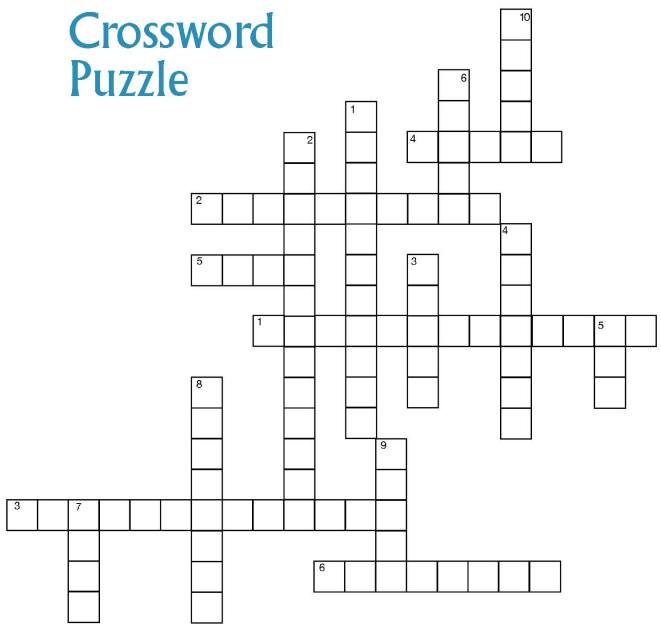
# The Care and Feeding of

# Congratulations!

You are now the proud owner of a rare and precious magical animal. When fully grown, your pet will have many special abilities. But first, it must be reared with the utmost care and attention. If you are to successfully raise this magnificent creature, then you must abide by the following instructions . . .

What (and how) to feed your pet:	
Where your pet should sleep:	
How to groom your pet:	
Special warnings and instructions:	





# Across

- 1. Miss Opal's profession
- 2. Cruel unicorn owners
- 3. Miss Wickity's desire
- 4. A place non-magic folks avoid
- 5. Clover's best friend
- 6. Where to record dream pets

## Down

- 1. Serendipity
- 2. Mr. Jam's favorite food
- 3. Clover's favorite fairy horse
- 4. What Esmeralda used to be
- 5. What Mr. Jams brings back
- 6. Guards the agency at night
- 7. Clover craves
- 8. Moondrop's first name
- 9. How Susie sooths animals
- 10. Miss Wickety's last ingredient





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The Magical Animal Adoption Agency

Book 1: Clover's Luck

Written by Kallie George Illustrated by Alexander Boiger

www.magicalanimaladoptionagency.com