

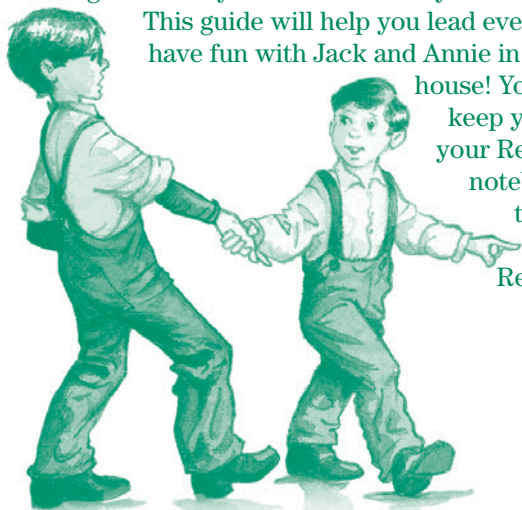


READING BUDDIES MISSION GUIDE

ATTENTION, OLDER BUDDIES!

Thank you for taking your younger Reading Buddy on a Reading Mission! Hopefully, you will read lots of books together this year and have many successful missions.


This guide will help you lead every mission and have fun with Jack and Annie in the magic tree house! You may want to keep your guide with your Reading Buddies notebook and refer to it before and during your Reading Buddies sessions.



THINGS YOU SHOULD DO DURING EVERY VISIT WITH YOUR READING BUDDY:

At your first visit with your Reading Buddy, spend time getting to know him or her! Ask lots of questions and find out about your Buddy's interests. You'll want to tell your Buddy about yourself too—especially what it was like for you when you learned to read, what your favorite books are, and how often you read.

Every time you meet with your Reading Buddy, show an interest in what he or she has been doing since you last met. Ask questions about your Buddy's family or pets. Find out who your Buddy sat with at lunch or what he or she did on the playground today. Always be aware of the "buddy" in Reading Buddy. The relationship you build helps motivate your Buddy to read!



Each pair of Reading Buddies should have a notebook to keep track of what you are reading and your responses to it. Your notebook is for you and your Buddy. It can have as many notes and drawings as both Buddies like.

Make sure you have a special page in the notebook for every fiction and non-fiction book you read together. It should have this information:

- Date
- Book title
- What we think this book is going to be about
- Things we talked about (plot, setting, characters, the problem, steps to solve the problem, and solutions to the problem) or key ideas, interesting details, and any questions your Buddy still has about the topic
- What activity we did for this book
- What we liked or didn't like about the book

Register with your Buddy at MagicTreeHouse.com.

Keep track of the time you've spent reading together using the Reading Buddies progress tracker, play the Fact Tracker Showdown and other games, watch videos, and work on collecting stamps in your Passport to Adventure.

EDUCATORS: Reproduce this Reading Buddies Mission Guide and distribute to the older Buddies.

MagicTreeHouse.com





READING BUDDIES MISSION

Every Magic Tree House Reading Buddies session should focus on reading. Part of reading is talking about the book, exploring what it is about, and finding answers to questions you and your Buddy may have during and after reading. You can also make reading even more exciting when you share fun activities and projects with your Buddy.

READ

Sharing a book with someone is an awesome thing to do. Both you and your Buddy will get more out of it if you take time to prepare before you read.

Before each Reading Buddies session:

- Read through the book or the chapters you are planning to read aloud. Check to see if there are any words that are hard to pronounce and make sure you know how to say them and what they mean.
- Look over the illustrations and text features. Are there things you will want to point out to your younger Buddy?
- Think about how to present the story or the information. What voices will you use for different characters? Will you make noises for sound effects? Are there parts of the story you will read in a quiet voice or in a louder voice?

Before reading aloud:

- Before you begin reading a new book, talk with your Buddy about the book title and the front cover. See if your Buddy can guess what the book is going to be about. Write down the title of the book and his or her prediction in your notebook.
- Find out from your Buddy what experience or knowledge he or she has that relates to the book. For example, you might ask if your Buddy has ever read a book about dinosaurs before starting *Dinosaurs Before Dark*, or if your Buddy has visited a zoo and seen a kangaroo or dingo, like those on the cover of *Dingoes at Dinnertime*.

- If you are returning to a book you started earlier, ask your Buddy to tell you what he or she remembers about what you've already read. Based on what you've read, does your Buddy want to change his or her prediction about what the book is about? Write down your Buddy's thoughts in your notebook with your Buddy's earlier predictions.

Reading aloud:

- Sit side by side with your Buddy so you both can see the text and the illustrations.
- Read slowly, but with energy and lots of feeling.
- As you read, ask your Buddy to make predictions about what will happen next. To help your Buddy, you might pause during reading and say, "I wonder..." For example, "I wonder how Jack and Annie can get away from Cap'n Bones." (*Pirates Past Noon*)
- Asking questions can help your Buddy think about the characters' actions. For example, "Why did Jack want to try on a knight's helmet when he knew it would be very heavy?" (*The Knight at Dawn*)
- If your Buddy asks questions while you read, that's okay. Stop and answer them.
- It's okay for your Buddy to write or draw while you are reading. Encourage your Buddy to take notes and draw about what you read! Your Buddy can use the notebook too.
- When there are illustrations, pause to give your Buddy time to look at the pictures. You can ask your Buddy to describe what's happening in the illustration.
- When you read interesting passages or details, pause and point them out. Give your Buddy a chance to comment and make a connection. You might say, "This reminds me of [fill in the blank with what it reminds you of]. Has anything like that ever happened to you?"



- You and your Buddy should both be looking for new or unusual words. Talk about what those words mean, and point out the context clues in the text that are helpful to understanding the word in the story. Be sure to write down those words in your notebook for further discussion after reading.

- Always give your Buddy a chance to read too. You might start by asking your Buddy to read the title of the book and the author's name.

- Depending on your Buddy's reading abilities, your Buddy could also be in charge of reading the names of each chapter, the notes Jack makes in his notebook, or the messages, notes, and riddles from Jack and Annie's magical friends. When you're sharing a Magic Tree House Fact Tracker, your Buddy could read captions or the side bar comments from Jack and Annie.

- If your Buddy is getting good at decoding, he or she might also like getting in on the main reading action. After you read an exciting passage or chapter, ask your Buddy to read it aloud to you. You might say, "That was so exciting, we should read it again! Would you read it to me this time?"

- Anytime your Buddy reads aloud, give him or her lots of encouragement and help (sounding out words, talking about which word makes sense, reading the word when asked).

- Pay attention to how much time you have for reading aloud. You want to pace your reading so you arrive at the end of a chapter or the book with plenty of time (10 minutes) to discuss and further explore what you've read together.



DISCUSS AND EXPLORE

Discussion helps younger Buddies understand the meaning of books they listen to and can help them to be better readers. Here are some things you can talk about:

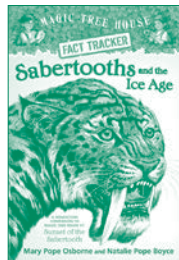
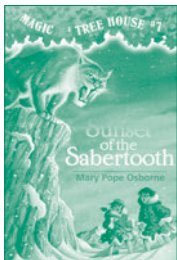
- When you discuss a Magic Tree House book, talk about what happened in the beginning, middle, and end of the book. Talk about the setting, the characters, the problem, the steps to solve the problem, and the solutions to the problem. You and your Buddy should write this information in your notebook. Or complete the "Talking about Magic Tree House" sheet.
- Help your Buddy find a connection to the story or the main characters. Relate the story to things you've seen, done, or read, and encourage your Buddy to do the same.
- Check your notebook for your Buddy's predictions about the book. Read them to your Buddy and talk about how accurate his or her predictions were.
- Check your notebook for any interesting or unusual words you or your Buddy wrote down while reading, and talk to your Buddy about what those words mean. If you need to find out more, look in a dictionary or search online.
- Imagine and talk about what might happen on Jack and Annie's next adventure. You and your Buddy can write down ideas for more places and times they can visit.
- When you discuss a Magic Tree House Fact Tracker, talk about key ideas, interesting details, and any questions your Buddy still has about the topic. You and your Buddy should write this information in your notebook.
- Discuss the text features (table of contents, index, headings, bold-faced words, photographs, illustrations, maps) that you and your Buddy noticed in the book you read. Talk about the differences in the fiction and nonfiction books.
- Let your Buddy be a critical reader. Find out what your Buddy liked or disliked about the book. Encourage your Buddy to talk about why the book was enjoyable and interesting or why it was not.



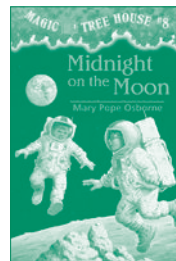
DO AN ACTIVITY

Doing a fun activity can make reading more exciting for your younger Buddy. That excitement can help motivate your Buddy to learn and become a better reader. When you do an activity together, it should only take you and your Buddy one session to complete. If you need or want more time, you can return to the activity again later.

- **Create a Mission Patch.** When the crew of a space-flight is working on a mission, they all contribute to the design of a badge that symbolizes their mission. You and your Reading Buddy are on an exciting reading mission! Be creative and work together to design a patch that represents you, your Reading Buddy, your reading journey, and the Magic Tree House book that you read together. Be sure to come up with a name for your mission that you include on the patch. You should also include your names. You can work together to draw and color your mission patch or create its graphic elements using a computer. Make sure you create two copies of the patch—each Reading Buddy should have one. You can make a Mission Patch for every book you and your Buddy read.



- **Make a map.** Were you and your Buddy paying attention to where Jack and Annie went on their adventure? Use what you both remember, but also look back at the Magic Tree House book you and your Buddy just read to create a map that traces Jack and Annie's steps after the tree house magically arrived at its destination. You'll need a large sheet of paper you can both work on to illustrate and color the map and give all the exciting details of the adventure. For example, if you and your Buddy read *Sunset of the Sabertooth*, your map should include the title of the book, where the tree house landed, the nearby cliffs and bear cave, the cozy cave and its tunnels, the open plain, the trap, and the mammoths' parade back to the tree house.



- **Play with a purpose.** Create a retelling of the Magic Tree House book you and your Buddy read. If your Buddy needs help remembering the story, you can refer to your notebook. Use a felt board and felt pieces or small toys and things for building such as blocks, Lincoln Logs, Lego bricks, or clay, or create props from paper. Help your Buddy draw or cut out all the pieces he or she wants to use to retell the story to you. For example, if you and your Buddy read *Midnight on the Moon*, your Buddy might want to have Jack, Annie, a mouse, a moon man, and Morgan figures to maneuver, and a moon base, a moon buggy, and a magic tree house as he or she retells the adventure.
- **Play a "categories" game.** "Categories" is a simple game that's lots of fun, especially after reading a Magic Tree House Fact Tracker. You might need to first explain to your younger Buddy what a category is. Talk about how things can be included in groups because of their shared characteristics. For example, if the category is "animals in the Amazon rain forest," you and your Buddy can take turns contributing the name of an animal that fits in that category. See which Reading Buddy can come up with the most items for the category!
- **Create a code.** From Egyptian hieroglyphics to the whistles and clicks of dolphins, Jack and Annie encounter many unusual ways people and animals communicate. Using pictures, numbers, or symbols to represent the alphabet, work with your Reading Buddy to create a secret code that you can use to write messages to each other. For example, if R=18, E=5, A=1, and D=4, then 18 5 1 4 means READ. Create two copies of the key to your code so you and your Buddy each have one.



WORK ON A PROJECT

You and your younger Buddy can work on a project that you share with *everybuddy*! Talk to your Buddy about the kind of project he or she would like to work on with you. The suggested projects here will take you and your Buddy multiple sessions to finish. You or your Buddy can also work on parts of a project separately. For example, if you and your Buddy make a comic, you might want to spend extra time coloring it. Or if your Buddy likes writing poems, he or she might write some at home too.

- **Make your own adventure.** Where would you and your Reading Buddy go if you had a magic tree house? Wherever or whenever it is, don't go unprepared! Plan your adventure carefully and get all the facts you and your Buddy need for a fun and interesting journey.

Start by deciding where you and your Buddy want to go. It should be a place and a time that you're both interested in visiting. Do some research together using nonfiction books and reliable online resources. Make sure your notes include information about:

What people wear	What the local customs are
What language is spoken	How people travel
What the climate is like	What kids do for fun
What people eat	Who there is famous
How people communicate	What animals live there



To write your story, you need a reason to visit this time and place. Why did you and your Buddy choose this place? Is there someone you want to meet or something you want to see? Once you and your Buddy know why you are going, start your adventure! You and your Buddy can write and illustrate your story like a Magic Tree House adventure, or get creative. If you or your Buddy really likes to draw, present your adventure as a comic. Or if you both like drama, write your adventure as a play. Whatever you both decide, be sure to follow the steps in the writing process—brainstorm, prewrite (take notes), draft, revise, and edit—before sharing your finished product with other Reading Buddies.

- **Helping others.** Jack and Annie really like doing things to help other people. As Reading Buddies, you are already helping each other to become strong readers. But you can also work together to help your school, your community, and even the world! Reading Magic Tree House books will give you lots of ideas about who needs help—from endangered species to kids who need a safe place to live and learn. Here are some ways you and your Buddy can get involved in your community:

- Visit the website for your local animal shelter and find out what the shelter needs. You and your Buddy could make posters and collection boxes for pet food, old towels, or other items. Write or call to make sure the shelter can accept your help. You should also get permission anywhere you want to put up posters and collection boxes, and have an adult help you take items to the shelter.
- Help others get excited about reading. Talk with the librarian at your local library about providing bookmarks that promote reading. Make the bookmarks and put them in a basket so that everyone who checks out a book gets a bookmark. You can also look for other places—like restaurants, hair salons or banks—to distribute your bookmarks and encourage people to go to the library and to read. You and your Buddy may need to write letters to get permission to distribute your bookmarks. Have an adult who can help you get a response and go with you to drop off your bookmarks.

How many Magic Tree House Books have You and Your Buddy Read?

An Adventure for Everyone!

- ☐ MAGIC TREE HOUSE #1: *Dinosaurs Before Dark*
- ☐ MAGIC TREE HOUSE #2: *The Knight at Dawn*
- ☐ MAGIC TREE HOUSE #3: *Mummies in the Morning*
- ☐ MAGIC TREE HOUSE #4: *Pirates Past Noon*
- ☐ MAGIC TREE HOUSE #5: *Night of the Ninjas*
- ☐ MAGIC TREE HOUSE #6: *Afternoon on the Amazon*
- ☐ MAGIC TREE HOUSE #7: *Sunset of the Sabertooth*
- ☐ MAGIC TREE HOUSE #8: *Midnight on the Moon*
- ☐ MAGIC TREE HOUSE #9: *Dolphins at Daybreak*
- ☐ MAGIC TREE HOUSE #10: *Ghost Town at Sundown*
- ☐ MAGIC TREE HOUSE #11: *Lions at Lunchtime*
- ☐ MAGIC TREE HOUSE #12: *Polar Bears Past Bedtime*
- ☐ MAGIC TREE HOUSE #13: *Vacation Under the Volcano*
- ☐ MAGIC TREE HOUSE #14: *Day of the Dragon King*
- ☐ MAGIC TREE HOUSE #15: *Viking Ships at Sunrise*
- ☐ MAGIC TREE HOUSE #16: *Hour of the Olympics*
- ☐ MAGIC TREE HOUSE #17: *Tonight on the Titanic*
- ☐ MAGIC TREE HOUSE #18: *Buffalo Before Breakfast*
- ☐ MAGIC TREE HOUSE #19: *Tigers at Twilight*
- ☐ MAGIC TREE HOUSE #20: *Dingoes at Dinnertime*
- ☐ MAGIC TREE HOUSE #21: *Civil War on Sunday*
- ☐ MAGIC TREE HOUSE #22: *Revolutionary War on Wednesday*
- ☐ MAGIC TREE HOUSE #23: *Twister on Tuesday*
- ☐ MAGIC TREE HOUSE #24: *Earthquake in the Early Morning*
- ☐ MAGIC TREE HOUSE #25: *Stage Fright on a Summer Night*
- ☐ MAGIC TREE HOUSE #26: *Good Morning, Gorillas*
- ☐ MAGIC TREE HOUSE #27: *Thanksgiving on Thursday*
- ☐ MAGIC TREE HOUSE #28: *High Tide in Hawaii*
- ☐ MAGIC TREE HOUSE #29: *Christmas in Camelot*
- ☐ MAGIC TREE HOUSE #30: *Haunted Castle on Hallow's Eve*
- ☐ MAGIC TREE HOUSE #31: *Summer of the Sea Serpent*
- ☐ MAGIC TREE HOUSE #32: *Winter of the Ice Wizard*
- ☐ MAGIC TREE HOUSE #33: *Carnival at Candlelight*
- ☐ MAGIC TREE HOUSE #34: *Season of the Sandstorms*
- ☐ MAGIC TREE HOUSE #35: *Night of the New Magicians*
- ☐ MAGIC TREE HOUSE #36: *Blizzard of the Blue Moon*
- ☐ MAGIC TREE HOUSE #37: *Dragon of the Red Dawn*
- ☐ MAGIC TREE HOUSE #38: *Monday with a Mad Genius*
- ☐ MAGIC TREE HOUSE #39: *Dark Day in the Deep Sea*
- ☐ MAGIC TREE HOUSE #40: *Eve of the Emperor Penguin*
- ☐ MAGIC TREE HOUSE #41: *Moonlight on the Magic Flute*
- ☐ MAGIC TREE HOUSE #42: *A Good Night for Ghosts*
- ☐ MAGIC TREE HOUSE #43: *Leprechaun in Late Winter*
- ☐ MAGIC TREE HOUSE #44: *A Ghost Tale for Christmas Time*
- ☐ MAGIC TREE HOUSE #45: *A Crazy Day with Cobras*
- ☐ MAGIC TREE HOUSE #46: *Dogs in the Dead of Night*
- ☐ MAGIC TREE HOUSE #47: *Abe Lincoln at Last!*
- ☐ MAGIC TREE HOUSE #48: *A Perfect Time for Pandas*
- ☐ MAGIC TREE HOUSE #49: *Stallion by Starlight*
- ☐ MAGIC TREE HOUSE #50: *Hurry Up, Houdini!*
- ☐ MAGIC TREE HOUSE #51: *High Time for Heroes*
- ☐ MAGIC TREE HOUSE #52: *Soccer on Sunday*

Continue the Adventure with these Fact Tracker Companion Titles:

- ☐ MAGIC TREE HOUSE FACT TRACKER #1: *Dinosaurs*
- ☐ MAGIC TREE HOUSE FACT TRACKER #2: *Knights and Castles*
- ☐ MAGIC TREE HOUSE FACT TRACKER #3: *Mummies and Pyramids*
- ☐ MAGIC TREE HOUSE FACT TRACKER #4: *Pirates*
- ☐ MAGIC TREE HOUSE FACT TRACKER #5: *Rain Forests*
- ☐ MAGIC TREE HOUSE FACT TRACKER #6: *Space*
- ☐ MAGIC TREE HOUSE FACT TRACKER #7: *Titanic*
- ☐ MAGIC TREE HOUSE FACT TRACKER #8: *Twisters and Other Terrible Storms*
- ☐ MAGIC TREE HOUSE FACT TRACKER #9: *Dolphins and Sharks*
- ☐ MAGIC TREE HOUSE FACT TRACKER #10: *Ancient Greece and the Olympics*
- ☐ MAGIC TREE HOUSE FACT TRACKER #11: *American Revolution*
- ☐ MAGIC TREE HOUSE FACT TRACKER #12: *Sabertooths and the Ice Age*
- ☐ MAGIC TREE HOUSE FACT TRACKER #13: *Pilgrims*
- ☐ MAGIC TREE HOUSE FACT TRACKER #14: *Ancient Rome and Pompeii*
- ☐ MAGIC TREE HOUSE FACT TRACKER #15: *Tsunamis and Other Natural Disasters*
- ☐ MAGIC TREE HOUSE FACT TRACKER #16: *Polar Bears and the Arctic*
- ☐ MAGIC TREE HOUSE FACT TRACKER #17: *Sea Monsters*
- ☐ MAGIC TREE HOUSE FACT TRACKER #18: *Penguins and Antarctica*
- ☐ MAGIC TREE HOUSE FACT TRACKER #19: *Leonardo da Vinci*
- ☐ MAGIC TREE HOUSE FACT TRACKER #20: *Ghosts*
- ☐ MAGIC TREE HOUSE FACT TRACKER #21: *Leprechauns and Irish Folklore*
- ☐ MAGIC TREE HOUSE FACT TRACKER #22: *Rags and Riches: Kids in the Time of Charles Dickens*
- ☐ MAGIC TREE HOUSE FACT TRACKER #23: *Snakes and Other Reptiles*
- ☐ MAGIC TREE HOUSE FACT TRACKER #24: *Dog Heroes*
- ☐ MAGIC TREE HOUSE FACT TRACKER #25: *Abraham Lincoln*
- ☐ MAGIC TREE HOUSE FACT TRACKER #26: *Pandas and Other Endangered Species*
- ☐ MAGIC TREE HOUSE FACT TRACKER #27: *Horse Heroes*
- ☐ MAGIC TREE HOUSE FACT TRACKER #28: *Heroes for All Times*
- ☐ MAGIC TREE HOUSE FACT TRACKER #29: *Soccer*
- ☐ MAGIC TREE HOUSE FACT TRACKER #30: *Ninjas and Samurai*
- ☐ MAGIC TREE HOUSE COMPANION TITLE: *Magic Tricks from the Tree House*

