



# Arthur Spiderwick's Creative Creature WRITING ACTIVITY 1



In *The Spiderwick Chronicles, Book 1: The Field Guide*, the Grace kids meet the house brownie, Thimbletack. After finding their great-uncle *Arthur Spiderwick's Field Guide to the Fantastical World Around You*, the kids discover that Thimbletack is not the only magical creature lurking about. Suddenly, they find themselves surrounded by magic and mystery!

Faeries, trolls, goblins, elves, and ogres—now it's your turn to document your own magical creature encounters. When did you first meet this creature? What did you do, say, see, and smell? Did you have an adventure with the creature? Did the creature make mischief the way Thimbletack does?



In *The Field Guide*, the Grace children find suggestions on how to prove that a brownie is lurking about (sprinkle flour on the floor to look for footprints) and how to repel faeries (wear red). Write your own methods for catching and/or repelling mischievous magical critters. Be sure to use your imagination and be creative. For even more fun, draw a picture of the creatures that you met.

Remember, nothing is impossible when magic is involved!





## Arthur Spiderwick's Creative Creature WRITING ACTIVITY 2



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Imagine you had a Seeing Stone or goblin-spit in your eyes and could see the world of the faeries like the Grace kids? Would you go on wild adventures too? What kind of magical creatures would you discover? What kind of mysterious places would you find? Write about what your life would be like if you could see all the magic happening around but no else could. Would you tell your friends or would you keep it a secret?

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## Arthur Spiderwick's Creative Creature WRITING ACTIVITY 3



In *The Spiderwick Chronicles, Book 4: The Ironwood Tree*, Jared and Simon venture deep into a Dwarven mine to save their sister, Mallory. In their most frightening quest yet, they face a horde of metallic dogs, outfox The Korting—Lord of the Dwarves—and come across their greatest foe, Mulgarath himself. Thanks to their courage and quick wits, they emerge from the mines with Mallory in tow, their mission successful.

Imagine someone you loved were taken away by magical forces. What would you do? How would you save them? Would you be able to summon the courage to go after them, like Jared? Would you have the resourcefulness to solve any problem in your path, like Simon? Write about what your journey would be like if you ventured into the magical unknown on a daring rescue mission!

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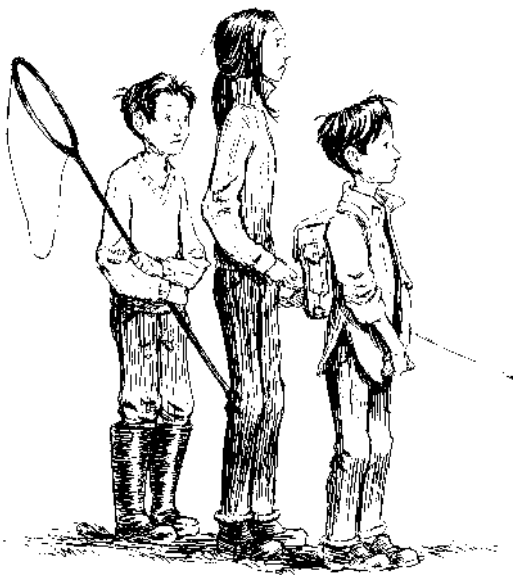


## Arthur Spiderwick's Creative Creature WRITING ACTIVITY 4

In *The Spiderwick Chronicles, Book 3: Lucinda's Secret*, Jared, Simon, and Mallory discover a mysterious map of their neighborhood while searching through their Uncle Arthur's secret library. With notes like "TROLL HUNTING TERRITORY" and "DWARVES," and a cryptic message about a meeting, the Grace kids are excited to follow the map and explore their once familiar neighborhood to find out more about Arthur Spiderwick's unexplained disappearance.

Imagine you discovered such a map, hidden in a secret place in your house. What if the map showed secret areas in your neighborhood that no one ever knew about? What if it showed the way to magical treasure? Or dragons? Write about what your journey would be like if you followed the map and embarked on a strange adventure, just like Jared, Simon, and Mallory. What do you think would happen? What would you find? And would you ever return again?

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## Arthur Spiderwick's Creative Creature WRITING ACTIVITY 5

In *The Spiderwick Chronicles, Book 2: The Seeing Stone*, Jared, Simon, and Mallory rescue an injured griffin from a tribe of evil goblins! Byron, as Simon soon names him, recuperates in the Grace kids' carriage house, and over time he becomes a loyal ally and friend. With his powerful lion body and his graceful eagle wings, his attributes prove to be vital in the Grace kids' quest later on.

Imagine you befriended a powerful magical beast. What kind of creature would it be? A dragon? A Unicorn? Maybe a Manticore, with the body of a lion, the head of a man, and the tail of a scorpion? Or a Chimera, with the head and front legs of a lion, the middle and hind legs of a goat, and a snake for a tail? If you could create your own creature, what would it be? What kind of adventures would you and your new friend have?

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## Arthur Spiderwick's Creative Creature WRITING ACTIVITY 6

In *The Spiderwick Chronicles, Book 5: The Wrath of Mulgarath*, Jared, Simon, and Mallory confront a horde of vicious goblins, battle poisonous salamander-turned-dragons, and at last come face-to-face with Mulgarath himself! Only through extreme courage, cleverness, and cunning are the Grace kids at last able to conquer their greatest foe.

Imagine you joined the Grace kids in their final adventure. How do you think you would do? Would you have the confidence to surrender yourself to the goblins and let them tie you up? Would you have the strength to carry on when it seems impossible that you will succeed? Would you be able to outwit the mighty Mulgarath and save the day? Imagine what sights, sounds, and smells might assail you as you delved into the depths of Mulgarath's Palace of Trash.

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## Arthur Spiderwick's Creative Creature WRITING ACTIVITY 7

In *The Spiderwick Chronicles*, Jared, Simon, and Mallory stick together no matter what fantastic events befall them. Whether attacked by a band of goblins, kidnapped by dwarves, or fooled by a phooka, the Grace kids are always willing to go to extraordinary lengths to save each other.

There is a special bond between brothers and sisters, and between best friends. Was there ever a time when you stuck up for your sibling or best friend? Even if it could you have gotten into trouble? Describe a fantastical event where you do something extraordinary to help your sibling or best friend. And feel free to include some hobgoblins, or some ogres, and of course, a little magic.

**Remember, nothing is impossible when magic is involved!**

