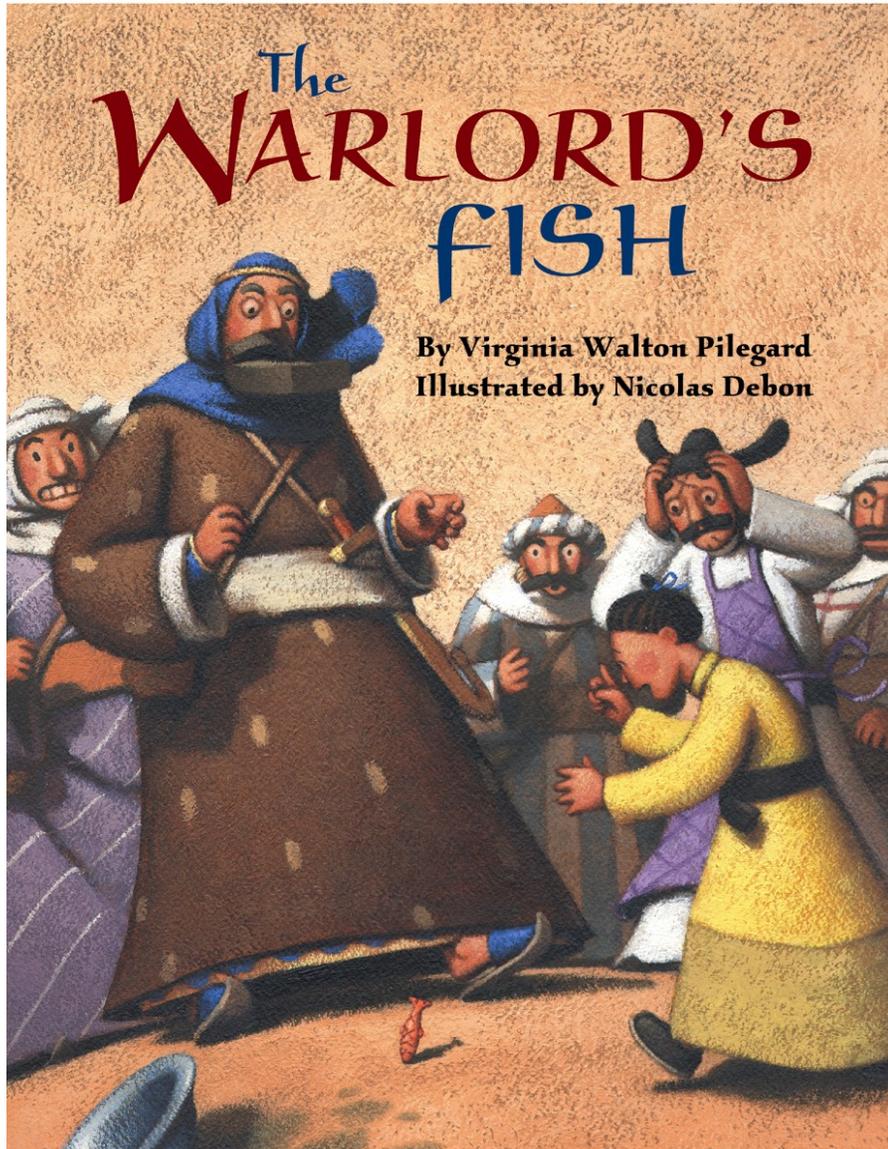




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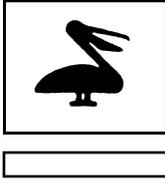
Activity Guide for



Study guide includes
Comprehension and Critical-Thinking Activities
Writing Activities ☞ Map-Making Activities
Maze ☞ Teacher's Answer Key

☞ Reproducible Worksheets ☞

Study guide created by
Virginia Walton Pilegard

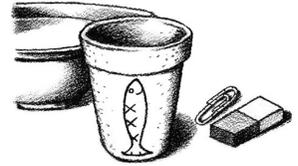


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COMPREHENSION AND CRITICAL THINKING

Materials: *The Warlord's Fish*,
scissors, Styrofoam cups; pencils,
magnets, paperclips, bowls of water



(Before reading the story)

1. What can you tell about this book by looking at its cover?
2. What do you notice about the people?

(As the story is read)

Page 11, where Chuan (pronounced “Chwan,”) and the artist are kidnapped, and page 21, when the bearded trader threatens the artist, are good places for the reader to stop and ask, “What do you think will happen next?”

(After reading the story)

1. In what country does the story take place?
2. Why are the traders angry when they arrive at the warlord's palace?
3. Why do they say they are taking Chuan with them? Why are they taking the artist?
4. How did the desert wind sound to Chuan? How would you describe the sound of the wind? How does it make you feel?
5. What problems did the windstorm cause for the travelers?
6. Think of the four seasons of the year. Which seasons would be the best for traveling across a desert on a camel? Why? Which would be the worst? Why?
7. What gives Chuan courage when everyone else is upset about being lost?
8. How does Chuan help the traders find their way back to the oasis? Have you ever seen anyone use a compass to find his way?
9. Where do Chuan and the artist want to go next? How do they plan to make enough money to reach their destination?
10. Provide supplies for students to make a floating compass.





CHUAN POINTS THE WAY TO WRITE YOUR OWN ADVENTURE STORY



Making an outline for *The Warlord's Fish* will give clues for writing your own story.

I. List the three main characters from the story and tell something about each one.

A. The hero _____

B. The hero's friend _____

C. The villain _____

II. During what time in history is the story set? _____

III. Where does the story take place? _____

IV. What is the most important thing Chuan wants? _____

A. What problem does he need to solve to obtain what he wants? _____

B. What happens to make it harder to solve his problem? _____

V. How does Chuan finally solve the problem? _____

VI. How does the story end? _____



OUTLINING YOUR OWN ADVENTURE STORY

I. Make up three interesting characters for your story and tell something about each one.

A. The hero _____

B. The hero's friend _____

C. The villain _____

II. Will your story take place now or at some other time in history? _____

III. Where in the world is your story set? _____

IV. What is the most important thing your hero wants? _____

A. What problem will she or he have to solve to obtain that thing? _____

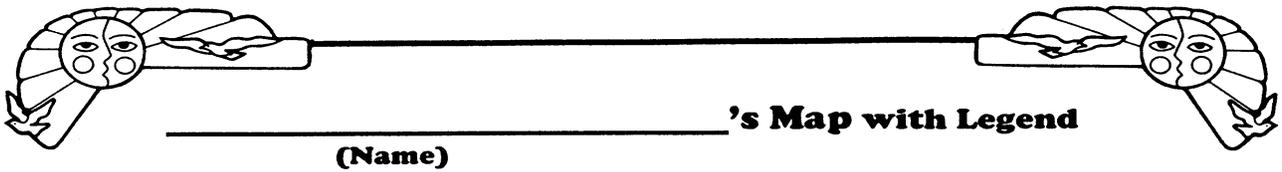
B. What will happen to make it harder to solve the problem? (This is what will make your story exciting!) _____

V. How will your hero finally solve the problem? _____

VI. How will your story end? _____

VII. Using this outline, write a “ripping” good story!





Legend (keys to symbols on map)

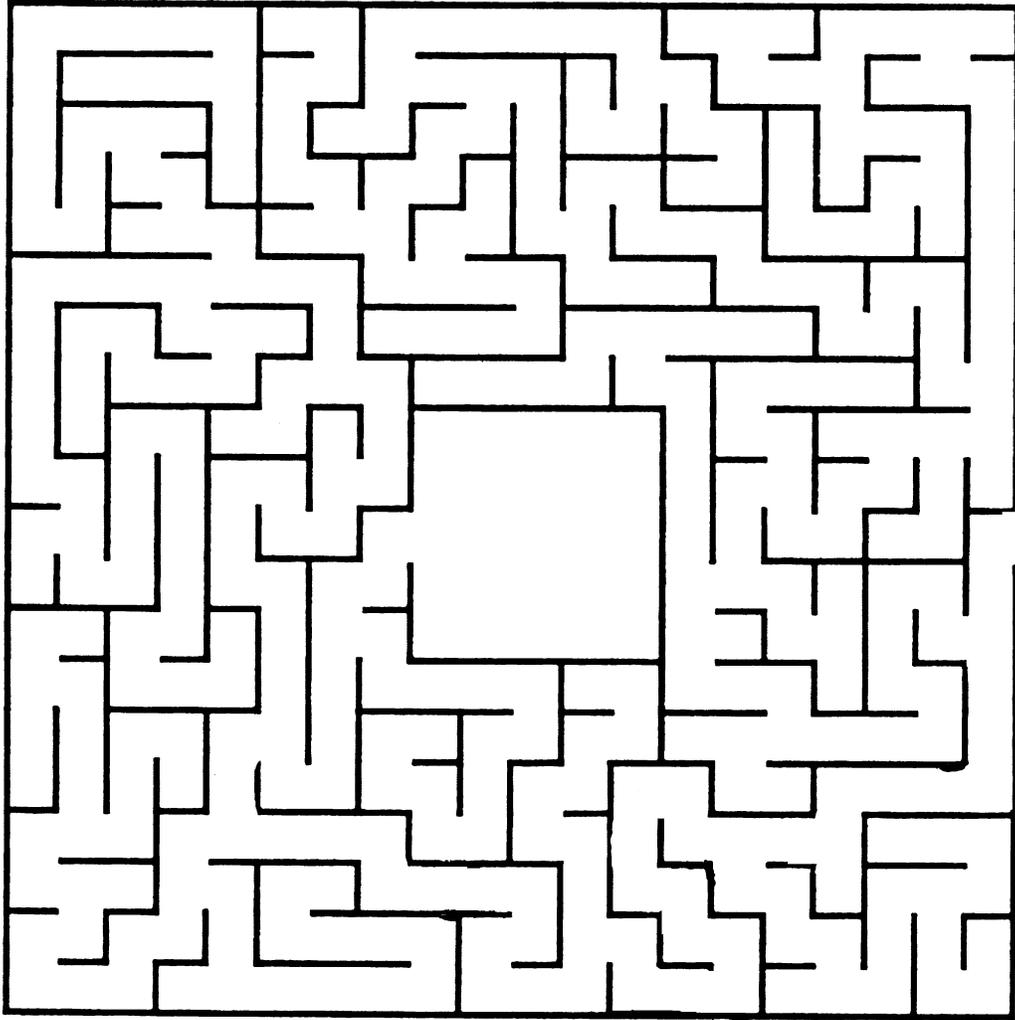
Buildings 

Sidewalks 

Trees 

Play Equipment
(Make your own symbols)

HELP CHUAN FIND HIS
WAY HOME



TEACHER'S ANSWER KEY WITH LESSON SUGGESTIONS

Worksheet 1 (answer key)

I.

A. Chuan is the hero. He is a clever little boy who has solved difficult problems before.

B. Although the artist to whom Chuan is apprenticed is Chuan's master, he fills the role of Chuan's friend or helper in the story. He is a master craftsman and knows much about China, but has never traveled beyond her borders.

C. The bearded trader is the main villain. He is quick-tempered and very concerned with fairness. When he feels he has been cheated, he reacts strongly, but when Chuan saves his life, he does the "fair" thing.

II. The story is set in China.

III. It takes place near the end of the Tang Dynasty, in medieval times.

IV. The most important thing Chuan wants is to be free to live his life.

A. The traders make a problem for him by taking him to sell as a slave.

B. A wind storm in the desert covers the trail the traders are following, causing them to lose their way.

V. Chuan finally discovers he has brought the carved, wooden fish compass with him. He convinces the bearded trader to spare water enough for him to float it in a bowl and determine the direction they should go.

VI. The story ends with Chuan and the artist, having been given their freedom, raising money for their journey home to the warlord's palace.

** For younger students, a teacher-directed lesson is recommended for analyzing *The Warlord's Fish* with the teacher writing responses on the board. Older children enjoy working on the outline in cooperative learning groups of no more than three. One child is elected in each group to act as "recorder" and fill out the worksheet.

Worksheet 2

This lesson may be used as an individual activity, in cooperative learning groups of no more than three students, or as a teacher-directed activity with the entire class participating in the creation of an adventure story. Mathematical and scientific concepts may be incorporated in the solution of the hero's problem.





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THE WARLORD'S FISH

By Virginia Walton Pilegard
Illustrated by Nicolas Debon

ACCELERATED READER PROGRAM SELECTION

*"The young artist's apprentice of **Warlord's Puzzle** (2000) and **Warlord's Beads** (2001) brings a third ancient invention to the world...compasses...with an adventure story-plus instructions at the end for a simple modern instrument..."*
--Kirkus Reviews

Clever Chuan makes his third appearance, this time as an artist's apprentice for the warlord, in this story about the compass.

When some strangers feel they have been cheated in the market, Chuan serves as interpreter in the dispute, and for his trouble, both he and the artist are kidnapped and, together with the strangers, are taken through the desert. When a sandstorm rises up, blocking out the sun they used to know their direction, and the fierce winds blow sand over the road, it seems that all are lost in the desert with little food or water, miles from civilization.

Fortunately, Chuan had seen the carved fish the artist made, floating in a bowl of water, so he knew that the fish he carried in his pocket was more than a pretty toy: when placed in a bowl of water, it always pointed south. How could that be? Read the book to learn how Chuan and the artist made a compass and earned their freedom.

ABOUT THE AUTHOR

Virginia Walton Pilegard wrote *The Warlord's Fish* as part of a teaching unit using informal geometry to strengthen students' visual learning abilities. Mrs. Pilegard studied elementary mathematics and completed both a B.A. and M.A. in education and created the *Warlord's Series* to provide children with tales of adventure that illustrate mathematics concepts. She is also the author of the acclaimed *The Warlord's Puzzle* (\$15.95), which was selected by the California Board of Education as recommended reading for grades K-12, *The Warlord's Beads* (\$15.95), *The Warlord's Puppeteers* (\$15.95), and *The Warlord's Kites* (\$15.95). She lives with her husband in the foothills of California's central Sierra Nevada Mountains below Yosemite National Park.

ABOUT THE ILLUSTRATOR

After working in cultural administrations in both Canada and France, Nicolas Debon lives as a freelance illustrator in Versailles, France. In addition to his illustrations for the *Warlord's Series*, he is also the author/illustrator of several other books, including a 2003 Canadian Governor General's Literary Award finalist.

THE WARLORD'S FISH

By Virginia Walton Pilegard
Illustrated by Nicolas Debon

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