

The Backyard Players Present: Abracadabra

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Teacher Guide

Book Discussion Questions:

1. Would YOU like to be a member of the group of friends in this book? Why or why not?
2. Choose a character from the story. Think about his or her character traits. Which trait do you feel is most important to this character? Why is this trait more important than the others? Explain.
3. If you found a magic wand with wishes attached to it, how would you use it?
4. The four friends in the book spend a lot of time arguing about their play and how to help PJ. What do you think is the best way to solve a problem when you and your friends don't agree?
5. In the story, Mozart is good at improvisation. When do you think this might be a good skill to have? Describe a time when you improvised.
6. In Ye Olde Magic Mystery Shop the kids observed some strange things happening. What did they see? How would you feel if you saw things you couldn't explain?
7. The wizard tells the kids the wand they found is a Both Ways Wand—it's rare and a part of ancient history. Where do you think the wand came from? Do you think someone else owned it before it came to the shop? Who?
8. What do you think it was like for PJ to be a pig? What might be fun about it? Terrible? What do you think the friends would have done if they had not figured out a way to change him back to a boy?
9. In the end, the four friends had to use all of their skills and strength to help PJ. Describe a time when you had to work as a member of a team to solve a problem. What was challenging about it? What did you like?
10. What if one of the characters called you for help? What skill do you have that might have helped them figure out the magic and save PJ?

Storytelling Prompts:

1. Invent a problem that stems from the solution in this story. How would the characters handle it?
2. Retell the story using the graphic novel or comic strip format. Consider making one picture for each chapter. What are the most important events/details/moments that you will include?
3. Develop an alternate ending for the book. Which actions of the characters will you change? How will the book end now?
4. PJ is a pig throughout most of the story. Pick a scene from the book and rewrite it from his point of view. Show what PJ is thinking and what he might say if he could talk.
5. Pick a scene from the book and illustrate it.
6. Action drives a story forward. Pretend you are a reporter. Write a newspaper article describing what happened to the four friends. Include who, what, where, when, why?
7. Write a commercial for Ye Olde Magic Mystery Shop, then act it out.
8. Pick one of the characters and write a story from their point of view.

-Visit my website at **Bevinrs.com** for more information and other stories.

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