



ARTHUR QUINN AND THE WORLD SERPENT

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Arthur Quinn has problems. He has just moved to Dublin and started a new school, and now he's having crazy dreams about the Viking god Loki. But it soon becomes clear these are more than dreams – Arthur is actually having premonitions about a great evil that threatens the world.

With his new friends, Will and Ash, Arthur sets out to discover what Loki is up to. Together they discover that under the streets of Dublin, buried in a secret chamber, is a creature that's been imprisoned for a thousand years, a creature that can and will destroy the world – if Loki has anything to do with it.

Can Arthur Quinn defeat the Viking god of mischief?

English

Pg 10: Discussion: Why do you think the LUAS was given that name?

Pg 20: Acronyms: Do you know what LCD HD television stands for? Can you name some other very common acronyms?

Pg 32: Writing notes: Tell a story to the class and see what short notes you get back in response.

Pg 68: Media/Newspaper Headlines: Discuss what makes a good headline. Read out stories and ask children to come up with possible headlines.

Pg 97–99: Creative: Write an alternative conclusion to the children's adventure in the River Poddle.

Pg 258–260: Creative: Imagine you are Max: describe the sights and sounds as you cling to the Jormungand.

Pg 263–264: Imagine you are shopping on O'Connell Street: describe what you see overhead.

Pg 291: Imagine you are one of the Vikings soldiers who has awoken to this strange place: write an account of your trip down the Liffey.

Geography

Pg 7: Stalactites/Stalagmites: what are they and how are they formed?

Pg 10: Map work: Kerry to Dublin. What counties do you pass through? Name some of the towns you pass. Use your Atlas or Google Earth.

Pg 10: Irish Rail System: Locate Heuston Station on a map. Name the major train stations in Dublin and around the country.

Pg 67: Rivers of Dublin: Find out where the source and end of the Liffey and the Poddle rivers are.

Pg 99: Bridges: Locate the Ha'penny Bridge on a map. Locate other bridges in Dublin.

Pg 138: Irish county names. Find the origin of county names: e.g. Dublin = Dubh Linn = Black Pool.

History

Pg 134: The Vikings: Research the life and times of the Vikings and the influence they had on Irish towns and villages, their customs, weapons, etc.

SPHE

Pg 24: Insults: Would you have been upset if you were mocked by somebody like the giantess from Jotunheim was? Would you have reacted the same way?

Pg 33: Introductions/Making friends: What are the common greetings/ topics of conversation?

Pg 45–46: Emotions: Describe the emotions you would have felt being the new kid in class.

Pg 50: Personalities: Describe some of the different types of personalities people have and how personalities can clash.

Pg 186–189: Trust: Would you have trusted Will's story if you were Arthur? Is it hard to trust somebody you know has lied to you before?

Pg 212–215: Punishments: Is punishment necessary? What makes a punishment fair? Was the punishment Loki received from the other gods fair?

Drama

Pg 264: News Reporter: Pretend you are a news reporter for Sky News and describe what happened.

Art

Pg 91: Clay: Design the pendant Arthur found.

Pg 23/24: Portrait: Draw or sketch a portrait of the giantess from Jotunheim.

Pg 53: Edvard Munch's *The Scream*: Draw or design it.

Pg 91: Clay: Design the pendant Arthur found.

Pg 99: Construction: Design your own bridge using cardboard, etc.

Pg 233: Drawing: Design a poster reading 'Beware the Jormungand'

Pg 236: Drawing: Sketch an image of the Jormungand from the description in the book.

Irish

Pg 10: Translation: Luas