

KING ARTHUR'S VERY GREAT GRANDSON

by Kenneth Kraegel

Not an ordinary King Arthur story. Follow along as the six-year old searches for adventure and gets a little more than he bargained for. Children will cheer as Henry faces obstacles and overcomes various quests.

READ!

Before you read:

Introduce the book and tell the children a little bit about it. Follow that with a comment or question that is related to the story such as, *If you could have any adventure, what would it be?* Encourage a discussion so the children can comment, ask questions, and express their feelings. Set the stage for listening by asking an "I wonder" statement based on the cover illustration.

- *I wonder if he is really going to challenge that dragon?*

While you read:

Encourage the children to comment on the illustrations, ask questions, and predict what will happen next in the story. Children gain confidence and a sense of achievement through being able to correctly predict how a story will end. Point out "rare words" (e.g., those words that are not commonly used in every day conversation) and help the children relate the meaning in a way that makes sense to them.

Rare Words in *King Arthur's Very Great Grandson*

- trusty: faithful or reliable
- adventure: a bold, usually risky undertaking
- lurking: lie or wait in hiding
- behold: look, see
- vile: highly offensive
- blood: family, ancestry
- hereby: as a result of this
- challenge: a call or summons to engage in any contest
- uttermost: most remote
- knight: a mounted soldier serving under a feudal superior in the Middle Ages
- rough: acting with or characterized by violence
- cyclops: a member of a family of giants having a single round eye in the middle of the forehead
- dread: fear greatly
- commence: begin; start
- physical: involving or requiring bodily contact
- peril: exposure to injury, loss or destruction

Rare Words in *King Arthur's Very Great Grandson* continued

- opponent: a person who opposes another in a contest
- unsheathe: bring or put forth from a covering
- ado: busy activity
- chessboard: a square board divided into 64 squares of two alternating colors, used for playing chess
- leviathan: a large sea monster or creature
- furiously: unrestrained energy, speed
- roiling: move or proceed turbulently
- subdued: lowered in intensity or strength
- dismayed: break down the courage of completely

After you read:

Discuss the story. Ask questions...

- How old was Henry when he woke early to start his adventure?
- What was the name of Henry's trusty donkey?
- What was the first monster Henry went in search of?
- Describe the dragon. What colors do you see?
- How did the dragon respond to Henry's challenge?
- What monster was Henry looking for as he sped into the high mountains?
- What kind of battle did the Cyclops think Henry was going to engage him in?
- How did Henry react to the staring contest?
- Where did the Cyclops send Henry?
- What game did the Griffin want to play with Henry?
- Where did Henry go next?
- How are Henry and King Arthur related?

DO!

SEQUENCE BOARD

You will need: *Henry's Quest* sequence cards, scissors, glue, colored paper and colors/markers

Print out the sequence cards. Color and cut out each square. Order each square to match the sequence in which Henry faced each monster. Re-read the story and check to see if you are correct. If correct, glue each square on a piece of colored paper.

If desired, use a hole punch to create holes in each square. String each square with a piece of rope or yarn in the correct sequential order.

