

Teachers' Guide

Monster Who Wasn't ***The Werewolves Who Weren't*** ***The Boy Who Hatched Monsters***

Written by T. C. Shelley

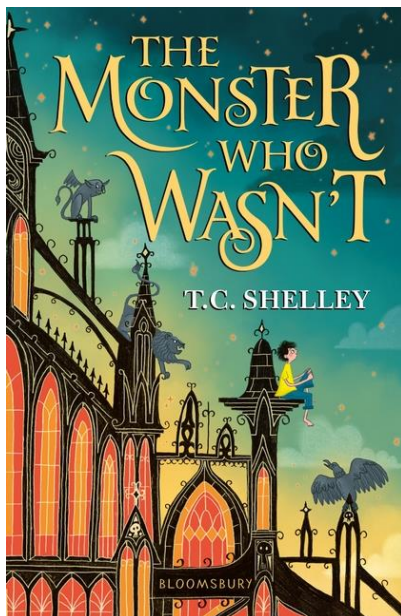
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AUTHOR BACKGROUND

T.C. Shelley studied Creative Writing and Literature at university. She has been teaching English for over twenty years and her first school was classified as the most remote in Australia. She loves an audience and long before she took up teaching was writing and performing her poetry and short stories. She began writing novels to entertain her daughter, who wisely suggested that she try to get them published. Shelley lives with her husband, her daughter and two dogs in Perth, Western Australia.

BOOK 1: *THE MONSTER WHO WASN'T*

SYNOPSIS (PLOT)



A brilliantly rich and strange fantasy adventure that will make us all believe in monsters be they good, bad or somewhere in between.

It is a well-known fact that fairies are born from a baby's first laugh. What is not as well documented is how monsters come into being –

This is the story of a creature who is both strange and unique. When he hatches down in the vast underground lair where monsters dwell, he looks just like a human boy much to the disgust of everyone watching. Even the grumpy gargoyles who adopt him and nickname him 'Imp' only want him to steal chocolate for them from the nearby shops. He's a child with feet in both worlds, and he doesn't know where

he fits. But little does Imp realise that Thunderguts, king of the ogres, has a great and dangerous destiny in mind for him, and he'll stop at nothing to see it come to pass.

PRE-READING ACTIVITY

Research gargoyles:

1. When were gargoyles first created?
2. Where does the word gargoyle come from? What does it mean?
3. Gargoyles have a practical use. What is it?
4. What type of animal is the oldest gargoyle?
5. What is a chimera?

Research monsters:

In *The Monster Who Wasn't* the monsters are very traditional – they are based on old Celtic mythology.

1. What is an ogre? Describe what an ogre looks like.
2. What is a pixie? What are the common personality traits of pixies?
3. Describe a traditional boggart.
4. What is a banshee? What happens if you pick up an item that belongs to a banshee?

SETTING

The settings in *The Monster Who Wasn't* use a lot of opposites, even Bladder refers to The Hole as 'Downstairs' and the world of humans as 'Upstairs'. Can you separate these words into the two lists that describe the main settings?

Upstairs, dark, rough, colourful, dull, Downstairs, open, stale, belonging, safe, light, downhearted, alone, closed in, fresh, promising, scary.

The Hole	The Human World

Extension: look up the word *juxtaposition*.

RECIPE: CATHEDRAL BISCUITS

The gargoyles and the Imp Child live on a cathedral. Have you ever seen cathedral windows? They are beautiful. They are generally made of multi-coloured glass and tell a story.

Now, you probably won't see stories in these cathedral windows, but it is possible to make biscuits that look like stained glass windows.

This is a basic chocolate biscuit recipe, but you can use any biscuit recipe that doesn't puff up when baked.

INGREDIENTS

- 200 grams of melted butter
- $\frac{3}{4}$ of a cup of caster sugar
- Cocoa powder
- 1 teaspoon of vanilla extract
- 1 egg
- 2 cups of plain flour
- 1 bag of boiled lollies
- icing for piping

METHOD

- Preheat your oven to 180° Celsius (or 160°C Celsius if your oven is fan-forced).
- Mix the butter, sugar and vanilla. When you have a smooth batter, add the egg.
- Sift the flour and add that too, stirring with a wooden spoon.
- Roll dough out until it is nice and even.
- Now, here's the interesting bit, cut your dough out into an arched window. It will need to be no bigger than your hand to make sure it can support the 'glass'. The bigger your window, the thicker the frame should be.
- Take different coloured boiled lollies and crush them, sprinkling them inside your window. Arrange biscuits on a tray (don't forget the baking paper). Bake them until golden, which is about 10 minutes.

MAP MAKING

The Imp Child must go on a long trip through The Hole to get to his destination. When you have finished the book, can you draw a map to show his journey. What kind of legend might you use?

ART

This story includes mythical creatures. Draw a picture of your own mythical creature. Don't be afraid to merge animals you already know.

Choose one scene from the book and draw a comic strip to tell the story.

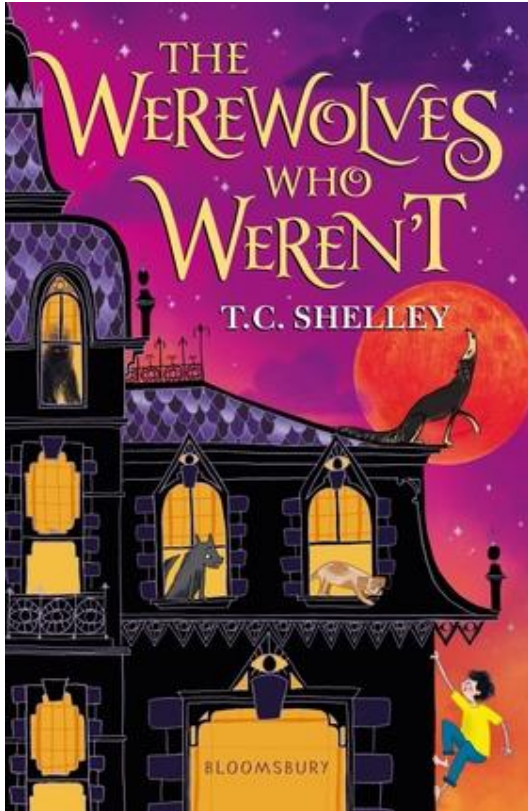
Imp has a foot in both worlds- the human and the mythical. Draw a scene of the world you feel you belong in most.

DRAMA

Divide the class into groups and allocate each group a chapter from the book to role play.

BOOK 2: THE WEREWOLVES WHO WEREN'T

SYNOPSIS (PLOT)



The magical follow-up to *The Monster Who Wasn't*. The second book in this brilliantly rich and strange fantasy series will make us all believe in monsters – be they good, bad or somewhere in between.

Sam might be half-monster and half-fairy, but since finding a loving family with the Kavanaghs, his daily life has been all human. And now he's facing one of the greatest human challenges – starting secondary school.

But Sam barely has time to worry about the strange stuff teachers say (why do they call it the Great War when it sounds like was anything but great?) before he is thrust back into the world of monsters. Sam's school friends Amira, Hazel and Wilfred reveal that they are shifters: noble twin-souled beings who live half their lives as humans

and the other half as dogs. When his new friends are kidnapped one by one, Sam is dragged into an adventure that will force him to confront both halves of his own identity, monster and fairy, if he wants a chance at saving their lives ...

PRE-READING ACTIVITY

The Werewolves Who Weren't introduces the reader to a new stage in Sam's life.

Have a look at the cover and see if you can spot the new characters.

1. What do they look like?
2. Look at the title. What do you think they might be?
3. Do they all look alike? Why? Why not?

Research question:

4. What are werewolves?

Now, read the synopsis above.

5. What problems do you think Sam has to suffer? Can you list them here?

COMPARE AND CONTRAST

When we study a book, a character, a species of animal in science, types of sums in Maths, we look for similarities and differences.

In the second book in the series, Samuel Kavanagh meets two new species of creature: the shifters and the 'thropes (were-creatures).

There are many similarities and differences between these creatures, which is why (just for a moment) Sam thinks the shifters might be werewolves.

After reading the book, list the traits that shifters and 'thropes share, and the areas in which they are different. I've started you off with some areas to look at. If you think of any more, you can add them to the list.

Traits/Features	Similarities?	Differences?
Types of animals that they change into?		
How they become a shifter or a 'thrope?		
Their personal characteristics? (Honesty, courage, meanness) ¹		
Where they live?		
Abilities they share with Sam?		

¹ Be careful with this one, it's not just asking after main characters, but the species in general.

RECIPE: SHIFTER BIKKIES

I'd like to lay claim to making these, but these were done by a friend of mine whose name is (surprisingly!) Shelley.

INGREDIENTS

What you need for the biscuits:

- 1 ½ cups of flour
- ¾ cup of cocoa
- 1 tsp. of baking powder
- ¾ cup of butter + ¼ cup of melted
- 1 cup of sugar + another ½ cup
- 1 large egg (room temp.)
- 1 tsp. of vanilla extract

For the frosting you need:

- ½ cup of butter
- ¼ cup of cocoa
- 2.5 cups of icing sugar
- ½ tsp. of vanilla extract
- 1.5 – 2 Tbsps. of milk

Extra decorations:

- Sugar Pearls
- Candy Corn (or something similar)
- Chocolate buttons
- Sweet eyes

METHOD

- To make biscuits, preheat the oven to 180 degrees Celsius.
- Cover a baking tray with baking paper.
- While the oven is heating, mix together the flour, cocoa and baking powder.
- In a different bowl, cream together the $\frac{3}{4}$ cup of butter and 1 cup of sugar. Add the eggs and vanilla extract. Then mix in the dry ingredients.
- Then take a piece the size and shape of a ping pong ball and put it on the baking tray.



A piece the size of a ping pong ball.



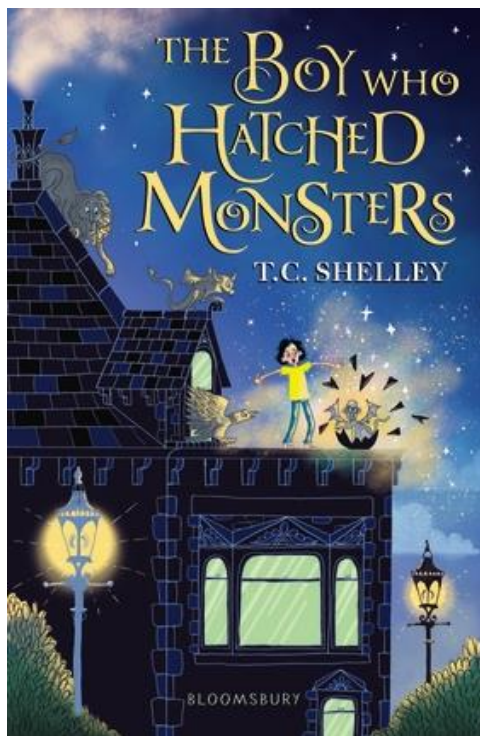
Biscuits squished into shape by a sugar-bottomed glass.

- When you have done that, put the $\frac{1}{2}$ cup of sugar on a plate and the $\frac{1}{4}$ cup of melted butter in a bowl.
- Dip the bottom of a glass into the butter, then into the sugar, then use the base of the glass to press down a ball so it is coated with a nice dusting of sugar.
- When you have done all of these, and the oven has reached 180°, you can put them in to cook for 7 minutes and then take them out and cool them for 5 minutes.
- While they are cooking, cream the frosting ingredients together.
- When the biscuits are cool, frost a little 'fur' onto those puppies' faces and use the extra decorations to make faces. Shelley made ears by splitting a chocolate button in two.



BOOK 3: *THE BOY WHO HATCHED MONSTERS*

SYNOPSIS (PLOT)



The magical conclusion to T.C. Shelley's brilliantly rich and strange fantasy trilogy. Prepare to believe in monsters – be they good, bad or somewhere in between.

Sam's life has always been strange. After all, his family have no idea that he's half monster, half fairy.

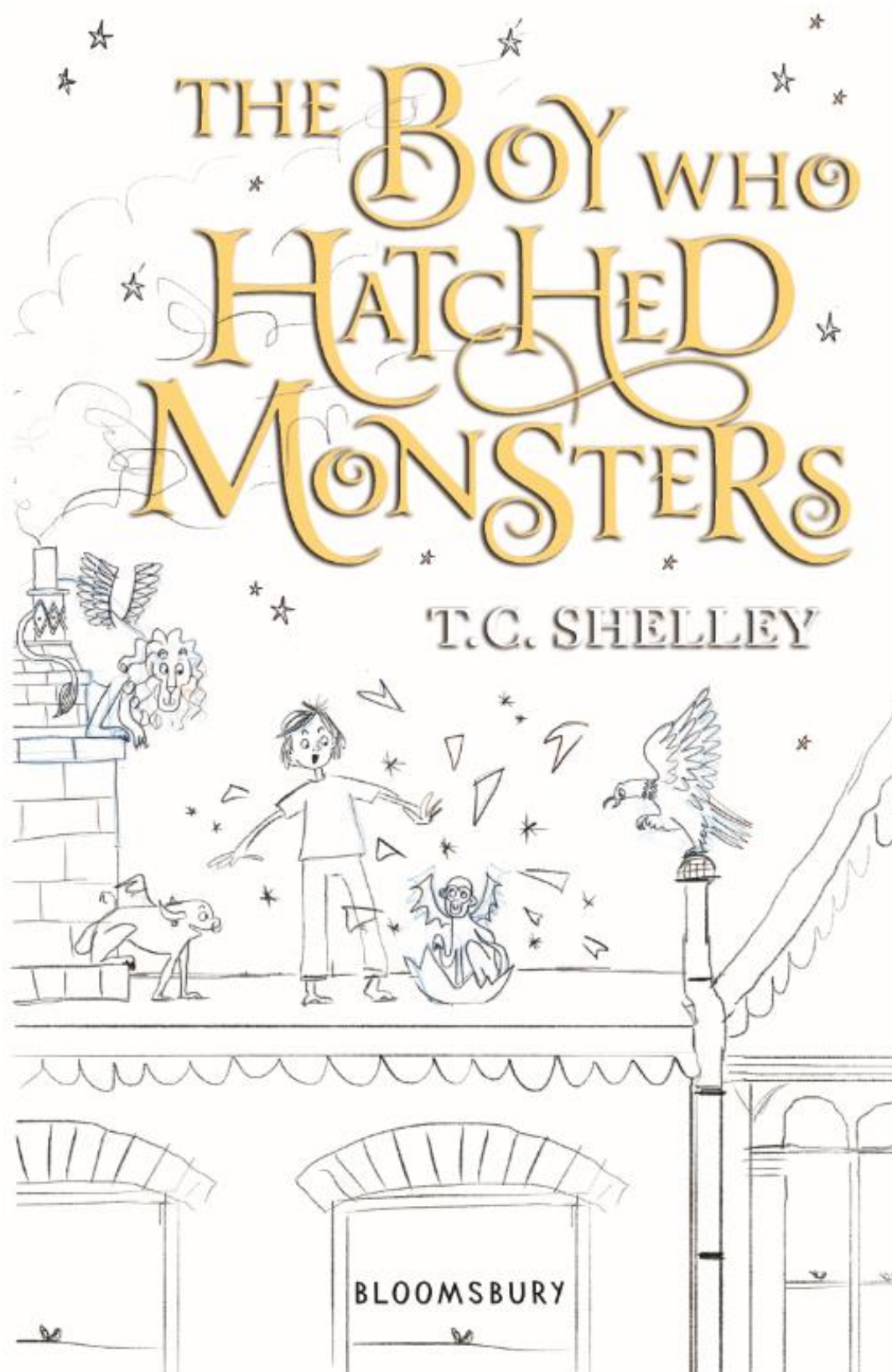
But now he's keeping an even bigger secret. He alone has the power to bring monsters to life! (He's even got a tiny gargoyle hatchling hidden in his sock drawer.)

When Queen Maggie finds out, she's delighted. She wants Sam to create her a whole new legion of vile ogres. When he refuses, she vows that she will destroy everything Sam holds dear. And so the stage

is set for a final battle, one that will determine not just Sam's future, but that of the whole of monsterkind ...

ART

Here is Claire Powell's uncoloured front cover (isn't she talented?). Maybe you could colour it in.



CREATIVE WRITING: THE FOUR Ds

Now that you have read all three books, you may want to write a story of your own.

I'm going to tell you what you need to make a story interesting to your audience.

You need the four Ds.

Danger, Desire, Dread and Decision.

It might take a few lessons to go through them, but let's start with:

Dun dun dun dah!!!!

1. DANGER:

Every story must have danger, but don't just think of exploding volcanoes, supernovas and ninja fighters.

Sam goes through some pretty huge things. He fights a number of enemies and saves members of his pack and family from unnamed horrors!

Yet, danger can be ordinary, everyday things that get us worried. Sam has some of those as well.

1. Will he cope with school?
2. How can he keep his secret? If his family find out, will they still like him?
3. Will he make friends?
4. Bladder seems ill. Will he feel better soon?

Short stories tend to focus on one or two dangers. They can be normal or they can come in fantastic proportions.

Think of some dangers you can put a character through. Write them here:

1. _____
2. _____
3. _____
4. _____

2. DESIRE:

Although there are many DANGERS in the world, they are only a problem if we want something. More often than not, the desire seems obvious and is directly the opposite of the danger.

Think of all the things Sam wanted.

- When Beatrice was in DANGER in *The Monster Who Wasn't*, Sam DESIRED to take her home again.
- When Sam started school, Sam DESIRED some friends, but he was in DANGER of being lonely.
- When Woermann claimed Sam as his own son, Sam was in DANGER of never seeing the Kavanaghs again, and he DESIRED that more than anything.

So, look at your list of DANGERS above. If you had a character that had to face them, what would their desires look like.

	DANGER	DESIRE
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____

Your DANGERS and DESIRES have to be very balanced.

If Sam was in DANGER of never seeing the Kavanaghs again, but Sam didn't DESIRE that much, then it wouldn't be a very big danger.

3. DREAD:

DREAD is the feeling we have about the DANGER, and the character has got to have an actual response to their DESIRE. They have got to spend an awful lot of the story in DREAD feeling that they will lose what they DESIRE and the DANGER will win.

Think of it. You may be in DANGER of a volcano exploding, and you may DESIRE to live, but it's not very exciting if you have a solution that comes almost straight away (a helicopter shows up to save you). Where's the DREAD?

You may be in DANGER of failing a test, and you may DESIRE to do well, but if you don't DREAD the outcome (Dad will be disappointed), then it won't make an exciting story.

NB: stories are the opposite of real life. In real life, we want to reduce the stress of people we love. In stories, we need to give them as much as we can.

So, looking at the DANGERS and DESIRES above, consider all the awful things your character will feel. Here's an example from *The Boy Who Hatched Monsters*.

Wheedle groaned. 'We know Sam did this. You've been going on nonstop about it since it happened? An' I can barely think about my next minute. What's your point, Bladder?'

'My point? My point is no one but an ogre king has ever hatched any kind of monster before. Every month, me, you, Spigot and other packs went down to see Thunderguts sigh those beads into being and never once has anyone else done it. Only an ogre has ever been able to do it before.'

'It's not me, it's the fairy dust. It made me sneeze and then...,' Sam started.

'Pop, pop, pop... a beautiful little gargoyle came into the world.' Wheedle stared at Nugget and sighed.

'I think I'm gonna throw up my breakfast,' Bladder said, then his voice dropped.

'The point is, what if Maggie finds out all she has to do is blow a bit of fairy dust into Sam's face and monster eggs'll be hatching left, right an' cen're...?'

'Ah, I see,' Wheedle said. 'Dada is worried little Sammy may be an ogre.'

Bladder harumphed. 'Of course I'm not. An' he's not an ogre, he's a gargoyle, but I worry about all of you, you're my pack. If Maggie finds out about this, she'll want him making monsters *for her*.'

Remember, when building character, a writer doesn't always tell you everything. They make you work to figure it out. So, discuss these questions. (If you've read the last two books, you might be able to figure them out, even if you haven't read this book yet.)

1. What DANGER does Bladder think exists? Also, consider for whom.
2. What DESIRE do you think Bladder has?
3. How much does he DREAD the problem? How do you know?

4. DECISION:

Finally, you have to have your characters make decisions. If the story just carries your protagonist along and they don't choose their own solutions to disasters hitting them, your readers won't make think much of your character.

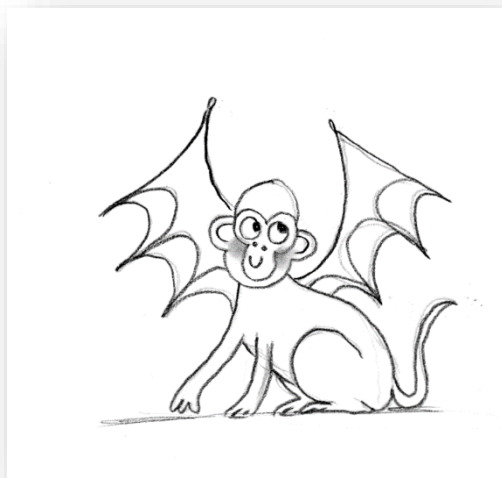
You want your reader to like your character, at least admire them a bit. Solutions shouldn't just arise, get your characters to solve their own problems, to actively respond to their dilemmas.

Do you know the answers to these questions?

1. Think about the ending of *Charlie and the Chocolate Factory*, what does Charlie DECIDE to do with the everlasting gobstopper?
2. In *Alice in Wonderland*, how does Alice DECIDE to respond when Red Queen says 'Off with her head'?
3. If you've read *The Monster Who Wasn't*, what does Sam DECIDE to do when Beatrice goes missing?

Now, think of the DANGER your character faces, the DESIRE they have and the DREAD they feel.

What DECISION are they going to make to change things?



FURTHER READING

Harry Potter series

By J.K. Rowling

Princess Academy series

By Shannon Hale

Unicorn Quest series

By Kamila Benko

Wide-Awake Princess series

By E.D. Baker

Maudlin Towers series

By Chris Priestley