Endless Quest

What would you do if you met a dying dragon? What if he told you hundreds of dragons were about to attack your village? Would you try to warn your friends and family of the attack? Or would you take a long, dangerous journey to get a last, desperate message to the dragon council to get them to stop? How would you deal with problems along the way? In Claw of the Dragon, YOU get the chance to answer these questions as you step in the shoes of the hero, Tory, to try and save your people from certain destruction. Each decision you make controls what happens next. And if you come to an unfortunate end? Don’t worry. You can go back and try to do things a different way. Adventure calls in this first book in the Endless Quest series. Will you be the brave one to answer that call?

About the Series

The Endless Quest books are an exciting new series from Mirrorstone Books for readers ages 8-12 years old. Each book is written so that the reader becomes the hero in the story by using second-person voice. Rather than reading the story front to back, the Endless Quest books are structured in non-linear blocks of action. Each decision allows the reader to choose which block of action to read next. Many endings are possible, allowing the book to be read multiple times. All the stories will be set in a fantasy landscape. Although the books are in a series, the stories do not need to be read in any particular order.

Perhaps the books’ biggest appeal is how cleverly the writing maintains the premise of the reader as hero. The protagonists are gender neutral, allowing equal access for both male and female readers.

These books will be especially useful in reaching reluctant readers, particularly those who enjoy video games, as the text allows the reader to have control of the action, just as in a gaming environment. Additionally, because of the many different combinations of the story, the books are likely to be read more times than just once, which is a great way to reinforce any learned vocabulary and build fluency. Reluctant reading is often caused by a lack of interest, but these books are sure to provide ample motivation!

Titles Include:

Claw of the Dragon (978-0-7869-4719-5)
Search for the Pegasus (978-0-7869-4718-8)
Lair of the Lich (978-0-7869-5036-2)

For more information about Endless Quest, additional activities, and upcoming events, visit our website at mirrorstonebooks.com

Pick a Path/Pick a Prize Reading Program

This simple reading program is similar to the Endless Quest books in that the participants will determine which prize they get by which path they choose. Allowing the participants to do the program more than once will give them the chance to earn multiple prizes. Each path addresses different ways of reading and writing, offering a variety that is sure to appeal to even the most reluctant of readers.

Path 1: Read three books of at least 150 pages
Path 2: Read whatever you like for a total of 12 hours
Path 3: Read 20 magazines or comic books.
Path 4: Write a short story of at least 10 pages and share it with the librarian.
Path 5: Write 10 short poems about any topic you like and share them with the librarian.
Path 6: Write reviews for 10 movies, video games, books, or television shows that you like. Share them with the librarian.

The librarian could choose to share the short stories, poetry, or reviews on the library’s website or on a physical display in the library.

Quick Poster Idea

Find out what video game is THE hot one kids are playing in your area. Using the cover images available at mirrorstonebooks.com, create a poster with a picture of an Endless Quest title bearing the text, “If you liked [insert name of video game here] then you’ll love being a part of the action in an Endless Quest book!”

Book and Movie Event

If your library has a public viewing license that covers Warner Brothers, consider having the students read and discuss the book The Neverending Story and watch the movie by the same name. In both, the reader/viewer becomes drawn into the story, though not as directly as the Endless Quest books.

Teaching and Discussion Guide / Grades 3 and up

Claw of the Dragon


Check mirrorstonebooks.com for release dates and additional titles information.
Before Reading

Initiate a discussion with students on the importance of decisions. Ask for anecdotes of a time when they wish they could have made different decisions in certain situations. Some possible conversation starters:

- Have they ever worn something to school one day they wish they hadn’t?
- Have they ever said something to someone they wish they could take back?
- Did they ever spend money on something and wish they could have spent it on something else?
- Have they ever given someone a gift then later wish they could have spent it on something else?

After a few such stories, ask the students if they have ever read a book where they disagreed with a decision the protagonist made and what they would have done differently. Ask them to speculate on what might have happened in the story if the plot had continued from their alternate decisions. Then introduce the concept of a book where they can make all the decisions.

Reading

Divide the students into two groups. Read aloud the book up until the first decision. Have the students debate which decision makes more sense and why. At the end of the debate, take a poll and have the majority of votes decide the next action.

Alternatively, read the book up until the first decision. Then have each student write what they think will happen in the story following one of the choices and read it aloud.

Curriculum Connections

Math

In the story, it’s not always easy to tell what is likely to happen after each decision. In math, though, it is often easy to predict the outcome of an event using probability. Discuss the topic of probability with regards to coin flips, dice rolls, and drawing cards from a deck (both suits and colors as well as values). Also discuss the use of probability in everyday events such as winning the lottery or the weatherman’s prediction for rain or snow.

Art

Have each student draw a map of his or her life so far as a pathway with lots of decisions. Encourage the students to draw the events that might have happened if they had gone the other way. Perhaps read the poem, “The Road Not Taken” by Robert Frost for inspiration. Allow each student time to show the class his or her map and explain what is happening at each decision. Include some decisions they don’t make for themselves such as being born a boy or a girl, where their parents chose to live, and what ethnicity they are.

After Reading

Discuss the following: Even though the readers get to make many decisions in the story, they do not get to make all the decisions. Most of the choices the readers make are big ones and feel important to the protagonist at the time they are being made. Discuss several little decisions in the story that are made for the reader and how the students might have acted differently. Do they think the author chose good decisions to present to the reader? What other decisions might have been better?

Then, have the students identify several “big” and “little” decisions in their life and tell how much of an impact certain things have on them. For example: the difference between what cereal you eat in the morning versus what college you will attend. Also discuss the concept of “little” decisions adding up over time, such as the same type of high-sugar cereal eaten daily adding up to extra pounds on the body.

Computers/Writing

Have the students form teams to write their own Endless Quest story on the computer as a series of HTML pages with clickable decisions that lead to the next part of the story. If possible, provide the students with a small selection of background images to use and encourage them to adjust font color and style to match their story. Encourage them to develop multiple endings for the story, and make sure each plot line is followed through to an ending. Introduce the concept of multiple actions leading, eventually, to the same ending, similar to how a detour when driving can still bring one to the same destination as the original route.

History/Writing

As a group, have the students make a list of significant historical events where a different outcome might have changed history. Some examples might be if Hitler had won World War II, if the South had won the Civil War, or if John F. Kennedy had survived his assassination attempt. After the list of events is created, have each student pick one event and write what they think might have resulted from an alternate outcome. Encourage them to address as many aspects of life as possible, including government, economics, ethnic relations, and political boundaries of various countries.

Programming Ideas

Helping reluctant readers find books that inspire them to read on a regular, voluntary basis is very important. Study after study demonstrates that students are far more likely to become strong readers if they connect reading with a sense of fun. Because of the intimate way they involve the reader in the story, the Endless Quest books make a perfect springboard for library programs to add more fun to the relationship between young readers and books. Here are some activity ideas to get you started:

Gaming in Your Library

The Endless Quest books practically are a role-playing game in and of themselves, but hosting an actual gaming session opens up the options for students to create their own stories even further. One of the best, most well-known role-playing games is Dungeons & Dragons. This game is easy to host at the library, especially with the help of the D&D in the Library kit, available at wizards.com/dndlibrary. The librarian can act as game master or have one of the students knowledgeable in the rules perform this function. The rules make it easy to run as complex or simple of a game as desired. At the game, be sure to have a display of Endless Quest books, and other related fantasy titles from the read-alikes bibliography so the attendees can check them out immediately. Reluctant readers are far more likely to read if the book they want is instantly available.

Bibliography

These books all would be good to use in a book discussion group alongside one of the Endless Quest books or to put on display to entice readers to check them out. They are grouped by topic:

Books Where the Reader Becomes Involved in the Story:
The Choose Your Own Adventure series
The Never-ending Story by Michael Ende

Fantasies Where People from Earth Go to Other Realms:
The Chronicles of Narnia by C.S. Lewis
The Harry Potter series by J.K. Rowling

Inkheart
by Cornelia Funke

Time Travel/Parallel Dimension Stories Where Decisions Really Matter:
The Time Traveler series

The Time Warp Trio series
The Golden Cownos by Philip Pullman

Programming Ideas

Endless Quest

- Choose Your Own Adventure series
- The Never-ending Story
- The Chronicles of Narnia series
- Harry Potter series
- Inkheart
- The Time Traveler series
- The Time Warp Trio series
- The Golden Cownos

Download your D&D in the Library kit at www.wizards.com/dndlibrary