

CRESSIDA COWELL



HOW TO TRAIN YOUR  
**DRAGON**  
**SCHOOL**

Doom  
of the  
Darkwing

LKS2 Notes for  
Teachers & Librarians



**Ages 7+**

## **LKS2 Notes for Teachers and Librarians**

### **EXPLORE THEMES OF:**

✓ Dragons ✓ Fantasy worlds ✓ The Vikings ✓ Heroes ✓ Adventure Stories

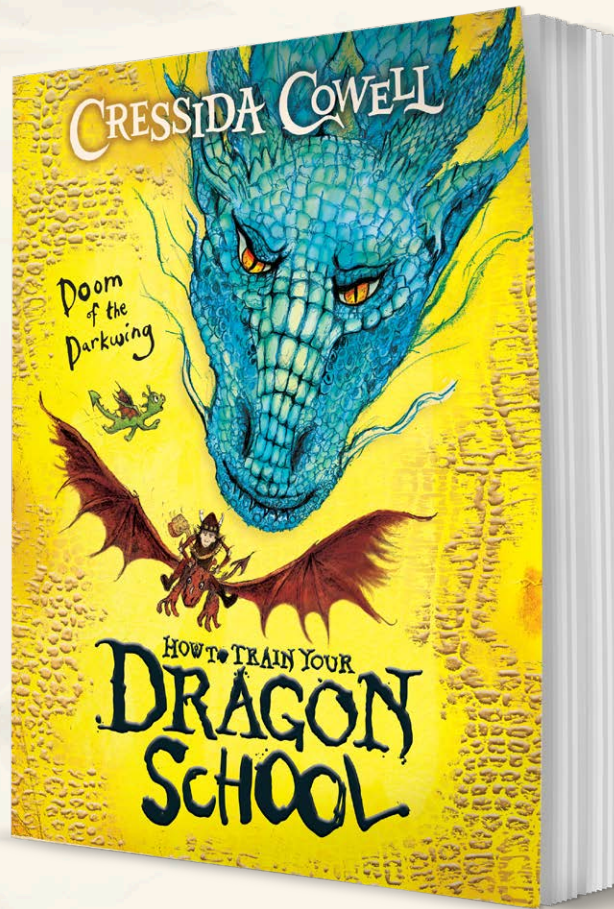
### **SUBJECT CHECKLIST:**

✓ English ✓ PSHE ✓ History ✓ Art ✓ Design Technology ✓ Maths

This pack contains a variety of engaging activities suitable for classroom or library sessions. Children will imagine that they are Viking warriors attending the 'Isle of Berk's Training School for Vikings and Dragons'. They will complete cross-curricular challenges such as making their own Viking ship, designing their own dragon and creating a comic strip adventure story. The activities are designed for lower key stage two but can easily be adapted for younger or older students and differentiated to suit the needs of your class.

## About the Book

### LKS2 Notes for Teachers and Librarians



Join Hiccup Horrendous Haddock the Third and his dragons, Toothless and Windwalker, in their hilarious, hair-raising adventures at the Isle of Berk's Training School for Vikings and Dragons. Where they are **BOTTOM** in pretty much everything.

Disastrous Lesson Number One: The Art of Battle.

It was supposed to be a quiet, **SENSIBLE** lesson. Hiccup never **MEANT** to get into **TROUBLE**.

But things take an unexpected turn along the way and Hiccup and his friends soon find themselves adrift on stormy seas, in a sinking ship, facing imminent **DOOM**, in one of their **BIGGEST** adventures ever...



# LESSONS

## 1. Welcome to the Isle of Berk's Training School for Vikings and Dragons!

**ACTIVITIES:** Create a name badge for school.

**OBJECTIVES:** Understand the setting and themes of the book.

PG.5

## 2. Practical Dragonese for Viking Warriors

**ACTIVITIES:** Perform a scene from the book; label a picture in 'Dragonese'.

**OBJECTIVES:** Stage an entertaining performance informed by clues in the text; use a dictionary.

PG.6

## 3. The Art of Secret Codes

**ACTIVITIES:** Create a code and write a message; decode a secret message.

**OBJECTIVES:** Use simple algebraic thinking to replace letters with numbers or symbols.

PG.8

## 4. A Masterclass in Viking Seafaring

**ACTIVITIES:** Carry out research into Viking ships; make a model of a Viking ship.

**OBJECTIVES:** Use books and online sources to carry out research; use a range of construction materials.

PG.10

## 5. Advanced Dragon Studies

**ACTIVITIES:** Invent a new breed of dragon.

**OBJECTIVES:** Think creatively and use descriptive language.

PG.12

## 6. How to be a True Hero

**ACTIVITIES:** Sort heroic character traits into a diamond nine; discuss Hiccup's character.

**OBJECTIVES:** Consider what character traits a hero might have; make inferences about a character.

PG.14

## 7. Practical Challenge: A Warrior's Quest

**ACTIVITIES:** Plan an exciting adventure story and create a comic strip.

**OBJECTIVES:** Plan a narrative with characters, setting and plot inspired by the book.

PG.17

## 8. Awards Ceremony

**ACTIVITIES:** Receive an award; answer questions to reflect on the lessons.

**OBJECTIVES:** Reflect on work completed and make predictions about the next book in the series.

PG.19



## 1. Welcome to the Isle of Berk's Training School for Vikings and Dragons!

Welcome to your first day at the school where Viking heroes are made! You and your dragon have joined a class of fellow young Viking warriors and their dragons from across the Barbaric Archipelago. Over the next lessons, you will be learning to master the Art of Battle with your teacher, the formidable Gobber the Belch.


On the name badge below, draw a picture of yourself and your dragon. Write your Viking name and the name of your dragon. Then, introduce yourself and your dragon to others in your class.

— ISLE OF BERK'S —  
TRAINING SCHOOL FOR VIKINGS AND DRAGONS

PICTURE:

VIKING WARRIOR'S NAME:

DRAGON'S NAME:



### TIP:

Viking surnames often describe a person's personality or skills e.g. 'Dragon-Tamer,' 'Brave-Heart' or 'Wave-Rider'. What are your skills as a Viking Warrior?

Your dragon's name might reflect its appearance (just like Toothless, Fire-worm and Seaslug's names do in the book). What does your dragon look like? Does it have any interesting features?

## 2. Practical Dragonese for Viking Warriors!


As a Viking warrior, it's important that you can communicate with your dragon. In this lesson at the Training School for Vikings and Dragons, you will learn how to become a dragon-whisperer, just like Hiccup!

### TASK 1

In a group of three, choose one person to be Hiccup, one Toothless and one the translator. Practise reading aloud the conversation between Hiccup and Toothless on page 15. Use the stage directions and punctuation in the text to help you convey each character's feelings. When you have practised, perform your conversation to another group. How will you make your performance entertaining?

### TASK 2

Become a language detective! Can you work out the meaning of any of the Dragonese words in the conversation you have just read? Write your findings in the table below.

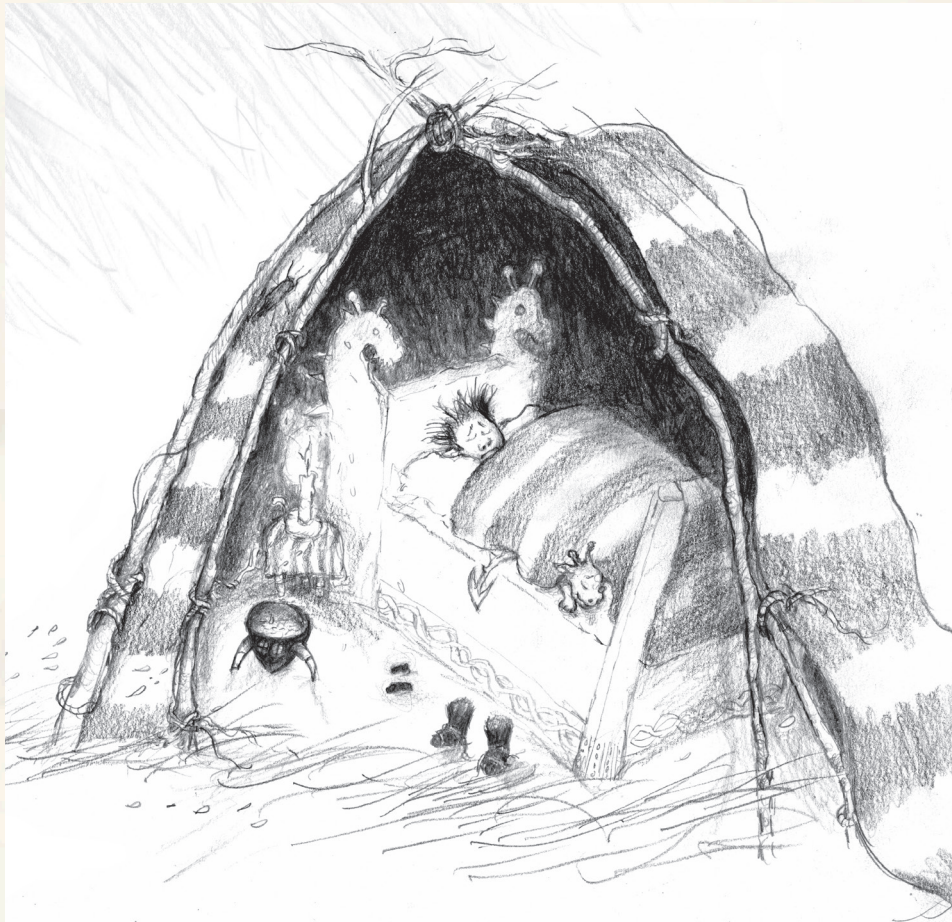
DRAGONESE 	• ENGLISH



### TASK 3

Look carefully at the picture below (from page 11). What can you see?

Use your dragon-whispering skills to label the picture in Dragonese! First, draw an arrow to different objects in the picture (e.g. helmet, shoes, table). Then, turn to the dictionary at the end of the book to find the Dragonese word for each of these items. You might also use some words you learnt in tasks 1 and 2. If there are any Dragonese words you are not sure of, make up your own!



**EXTRA CHALLENGE:** Now you're fluent in Dragonese, you can get to know your dragon better. Write a conversation between yourself and your dragon in Dragonese!

### 3. The Art of Secret Codes

On page 80, Stoick reveals that he has been trying (and failing) to crack a coded message in a bottle. Writing and cracking codes are important skills for a warrior; you never know when you might need to craft a coded message to your allies or decode secret messages from your enemies!

#### TASK 1

Create your own code by drawing a letter, number or symbol to replace each letter of the alphabet in the table below.

A	B	C	D	E	F	G	H	I

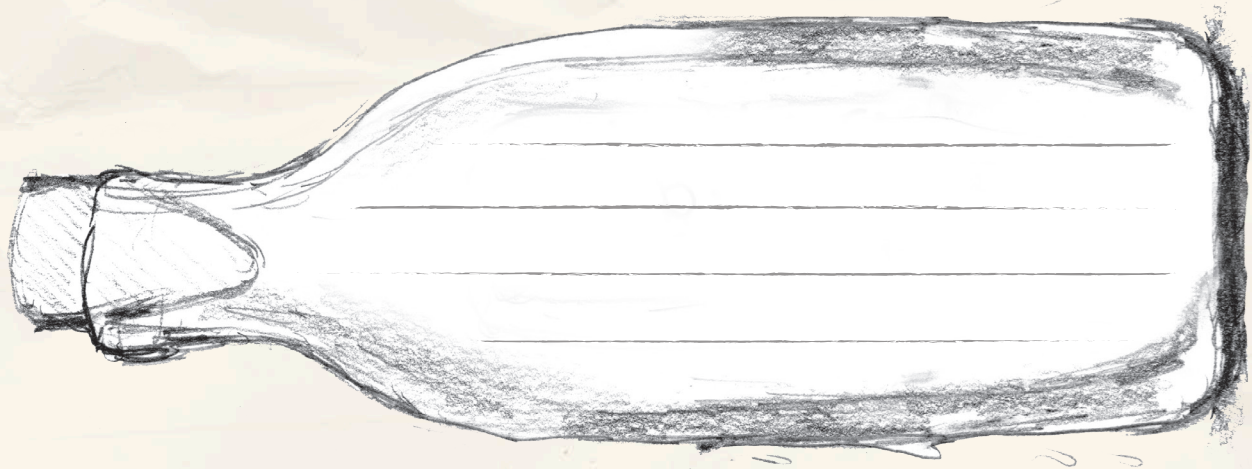
J	K	L	M	N	O	P	Q	R

S	T	U	V	W	X	Y	Z



## TASK 2

Now, write a secret coded message in a bottle.



Challenge a friend to decipher your message using your code!



## 4. A Masterclass in Viking Ship Building

On page 105, Hiccup and Fishlegs set out to rescue the Bog-Burglars in Hiccup's boat. What do you think Hiccup's boat is made of? What problems does it have?

### TASK 1

How to Train Your Dragon is a fictional series set during the Viking age. What can you find out about real Viking ships? Carry out some research and see if you can answer the following questions:

• What materials were used to make Viking ships?

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• How were Viking ships powered?

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• How were Viking ships decorated and why?

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• Why were ships important to the Vikings?

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## TASK 2

It's time to make your own Viking ship! You could use a selection of craft materials such as: cardboard, old drinks cartons, bottle tops, fabric, doweling rods, lolly sticks, straws, plasticine or even construction toys such as Lego or K'Nex. Draw a plan of your Viking ship in the box below:

Hiccup's boat is called The Hopeful Puffin Mark 4. What will you name your ship?

**SHIP'S NAME:**

**EXTRA CHALLENGE:** Many historians believe that the Vikings used a 'sun compass' to navigate their way across the oceans. Carry out some research into Viking sun compasses and experiment with making one of your own!



## 5. Advanced Dragon Studies

Become a dragon expert so you can identify any dragons you encounter on your adventures!

### TASK 1

Read pages 120–121 then discuss the following questions with your class:

- Where do Thunderdeath Darkwings live?
- What noise does the Darkwing make?
- Close your eyes and visualise the Darkwing. What specific details about its appearance or behaviour stand out in your mind?
- Re-read the text and underline the words or phrases that helped you form your visualisation. Which ones are the most vivid or descriptive?

### TASK 2

Imagine you have discovered a rare dragon that is just as scary and mighty as the Darkwing. Where does this dangerous dragon live? What colour is it and what kind of teeth, body and tail does it have? How big is it? Can you compare its size to another creature, building or object?

Complete the mind-map on the following page with information about your dragon. Include lots of detail and use strong descriptive language to bring your dragon to life.

When you have finished, present your dragon to your classmates. Be ready to answer any questions they may have!





**EXTRA CHALLENGE:** Create a 'Dragon Profile' for your dragon like the ones at the end of the book. Include illustrations, statistics and a description.

## 6. How to be a True Hero

In this lesson, you are going to consider what being a hero really means!

### TASK 1

Hiccup wants to be a hero. What do you think it means to be a 'hero'? Discuss with your class. Can you think of someone who is a hero to you? How would you describe them? What character traits do you think heroes have?

With a partner, arrange the character traits below on the Diamond Nine template with the one you think is most important in a hero at the top and the one you think is the least important for a hero is at the bottom.

thoughtful

good at  
communicating

courageous

loyal

stubborn

strong

resilient

kind

impulsive



A hand-drawn diagram of a 'Diamond Nine' shape, consisting of nine empty rectangular boxes arranged in a diamond pattern. The top row has one box, the second row has two boxes, the third row has three boxes, the fourth row has two boxes, and the bottom row has one box.

When you have finished, share your Diamond Nine with another group and explain your reasoning.

Do you think there are any important character traits of a hero missing from your Diamond Nine? Add any ideas of your own.

## TASK 2

Read pages 130–134 and discuss the following questions with your class:

- What do you think Fishlegs means when he says, ‘This isn’t our fight, Hiccup’? How does Hiccup react?
- What motivates Hiccup? Why does he decide to get closer to the Darkwing?
- If you were Fishlegs, would you go with Hiccup? Why or why not?
- How would you describe the way Hiccup talks to Windwalker?
- How do you think Windwalker feels about Hiccup?
- Which of the character traits on your Diamond Nine do you think Hiccup has shown in the story so far? Explain your answers and give examples.

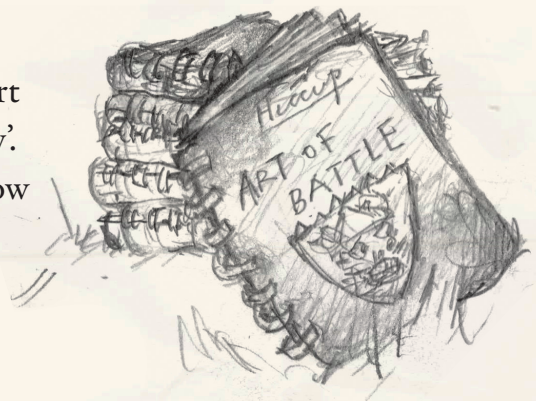
## EXTRA CHALLENGE

Read up to this quote on page 199:

‘Hiccup may not have done things in the usual Hooligan fashion, but in his own way, he had excelled. He had made his own luck, and won the battle without any bashing at all.’

- What is the ‘usual Hooligan fashion’?
- How is Hiccup’s way different?

Put yourself in Hiccup’s shoes and imagine you have been asked to write a new page in The Art of Battle. The page will be titled ‘Hiccup’s way’. Come up with 6 key pieces of advice about how to excel in the art of battle – your way!





## 7. Practical Challenge: A Warrior's Quest

It's time to put all your new skills into practice and prove that you have what it takes to be a Viking hero!

Your tribe is in danger: a furious dragon is wreaking havoc your island and nobody knows what to do. It's down to you to stop the chaos and save the day!

Roll a dice to find out what problem the dragon is causing on your island.

The dragon is...

- ☐ • Freezing the sea, trapping ships and preventing fishing.
- ☐ • • Setting fire to the forests, destroying homes and resources.
- ☐ • • • Triggering earthquakes and causing homes to collapse.
- ☐ • • • Stealing livestock such as sheep, cows and chickens, leaving the tribe starving.
- ☐ • • • Capturing Viking warriors and keeping them captive in its lair.
- ☐ • • • Howling endlessly, preventing everyone from sleeping.

How will you discover what is making the dragon so angry? What steps will you take to stop the dragon causing so much trouble? Which heroic qualities will you show as you fight to protect your island?

On the template on the next page, create a comic strip of your adventure as you tackle the challenge and prove yourself a true hero!




## 8. Awards Ceremony

Congratulations, you have saved the island from disaster and successfully completed your warrior training in the Art of Battle. You are a true Viking Hero!

In recognition of your remarkable bravery and outstanding warrior skills, Gobber the Belch has awarded you Seadragon level in all subjects!



What was your favourite part of Viking training school? Are there any other Viking warrior skills you would like to learn?

At the end of the book, we meet some other teachers from the Viking and Dragon training school. Which teachers are you looking forward to meeting? What adventures do you think Hiccup might get up to in the next book in the series?