

Wings of Olympus



Teacher Guide

The Story

Take flight with Pippa and her winged horse in this heartfelt two-book series about a young girl who must win the hardest race in ancient Greece in order to stay with her closest friend.

High on the slopes of mighty Mount Olympus, among the sun-splashed meadows and sparkling waters, glide the winged horses of the ancient gods. Here up high is normally no place for a lost, parentless girl like Pippa. But once every hundred years, the gods and goddesses descend to the mortal realm to choose jockeys for their winged horse race—and Pippa is one of the lucky children chosen to ride.

With her undersized, impetuous winged steed, Zephyr, by her side, Pippa has to confront the greatest challenge of her life: achieving victory in a race across the sky.

No one expects Pippa and Zephyr to win, or even finish, this death-defying race. A poor orphan who's spent her life working in stables, Pippa doesn't seem to belong in the world of the gods. And while she loves Zephyr with all her heart, he's smaller than the other winged horses racing. But if Pippa and Zephyr don't find a way to win, the gods will separate them—forever. To stay with Zephyr, Pippa will have to work harder, train longer, and dare more bravely than her competition. In a race filled with petty, jealous gods and goddesses and a host of ruthless riders, Pippa must prove that love is greater than might.



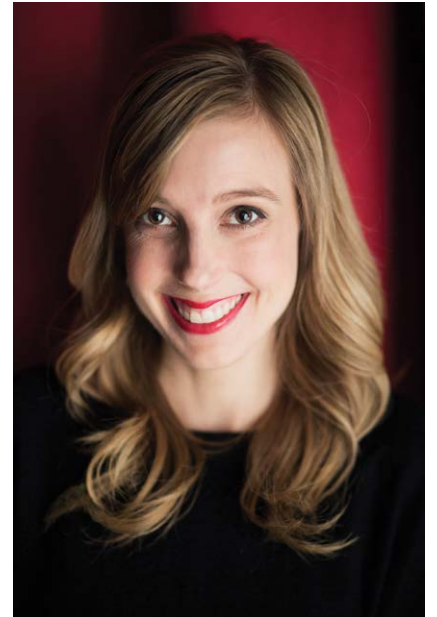
Wings of Olympus
by Kalie George
Published by HarperCollins
ISBN: 978-0062741523

About this Guide

These discussion questions and activities are designed to support the goal of helping students explore the book and their own creativity. Tap into the adventure of this story with language arts lessons in creative writing, character studies and more. In addition to writing and editing, Kallie is a speaker and leads workshops for aspiring writers.

About the Author

Kallie George works as an author and editor in Vancouver, Canada, and she holds a master's degree in children's literature from the University of British Columbia, where she did her thesis in fairy tales and myths. She has travelled to Greece twice. On her first trip, she hiked Mount Olympus, where she and her husband were caught in a thunderstorm!



Book Talk:

Questions for thoughtful discussion

1. Aphrodite, the goddess of love, chooses Pippa to compete in the race, but she never explains to Pippa why she chose her. Why do you think Aphrodite never visits Pippa? At the end, do Aphrodite's reasons make sense? Why or why not?
2. If you had to compete in the race, which god or goddess would you like to be your patron? Why?
3. There are many racers and horses competing. Which are your favourite? Why.
4. Pippa doesn't know what happened to her parents. What do you think might have happened to them? Consider the possibilities based on the time period.
5. Sophia is frustrated with how society treats girls differently than boys. How were boys and girls treated differently in Ancient Greece? How has this changed? Explain.
6. Pippa has an important token from her parents, a coin with the symbol of a winged horse on it. Why is this coin important to her? What does she *think* it is at the beginning and what does she learn about it later? Do you have a token or object of importance to you? What is it and why is it important?
7. If you win the Winged Horse Race, you become a demi-god or demi-goddess. Not everyone is certain this is a good prize. Who is uncertain? Why? Would YOU like this prize? Why or why not?
8. Pippa becomes upset when the Fates let slip the outcome of the race. Bellerophon tells her to not listen to them too much. Are the Fates ultimately right or wrong in their prediction? What does this story say about Fate and what you can control in your life? Do YOU believe in fate? Explain.

9. There are a lot of narrative techniques used in this story, including foreshadowing, cliff hangers, and even a twist in the climax. Choose one and describe what it is and show the example of it in the story.

10. Aphrodite and Ares have a bet going: Love vs. Might. What might happen if Aphrodite loses? What do you think Ares might do? What would happen if Aphrodite wins? What would she do? Who actually wins the bet? Explain.

*Activities for
Creative Nourishment*

ACTIVITY

Design a horse and rider

At the back of Wings of Olympus, we see a profile of the racers. For example:

Patron: Dionysus, god of wine

Horse: Meliton, Honey Wing


Age and measurements: 79 years; 21 palaiste (width of a human palm)

Wingspan: 22 pous (feet)

Flag: The goblet

Rider: Alexis from Athens

Using the template below, design a horse and rider for the Winged Horse Race. Draw the horse and rider on one side and fill in the details on the other, including a drawing of the flag. Afterwards, cutout the shape and fold it in half to make your own “race card.”

<p>Patron:</p> <p>Horse:</p> <p>Age:</p> <p>Wingspan:</p> <p>Rider:</p> <p>Flag:</p>	
--	---

ACTIVITY

Write a race story

Write a short story in which a character participates in a race. Before starting your story, complete the brainstorming questions below.

What is the name of the race:

When does the race happen (once a month, a year, once every hundred years, etc)?

Where does the race take place (on a track, underground, in the sky, etc.) How long is it?

Who competes in the race (people, animals, insects, magical creatures)?

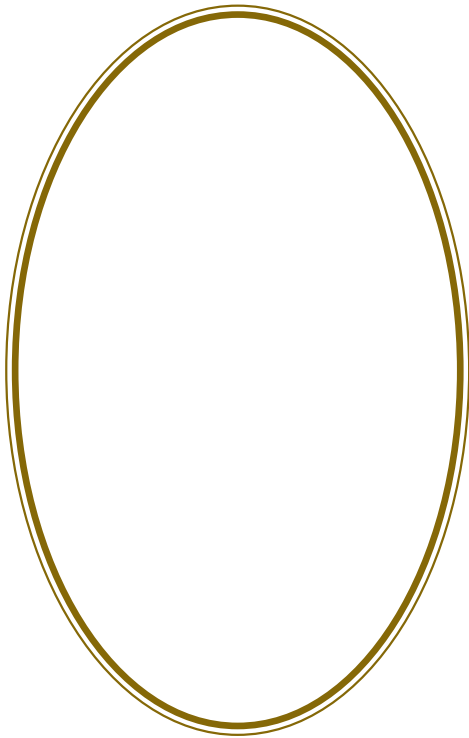
Is there a winner of the race? Is there more than one winner? (You can have no winners; or something funny like the last place is the winner—think outside the box!)

Are there prizes? If so, what?

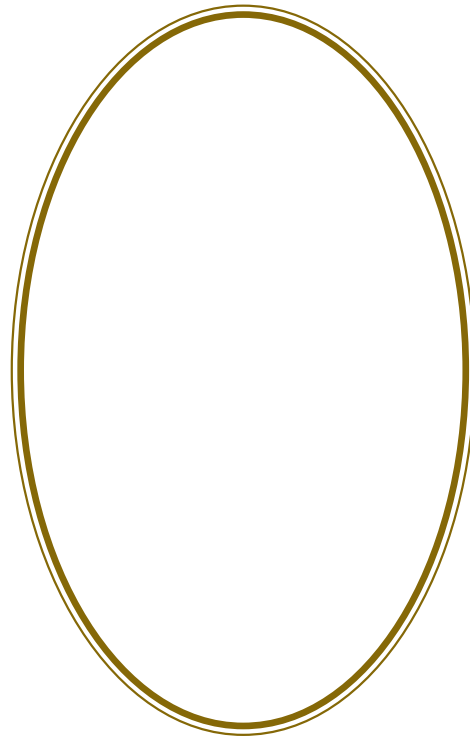
ACTIVITY

Race competitors

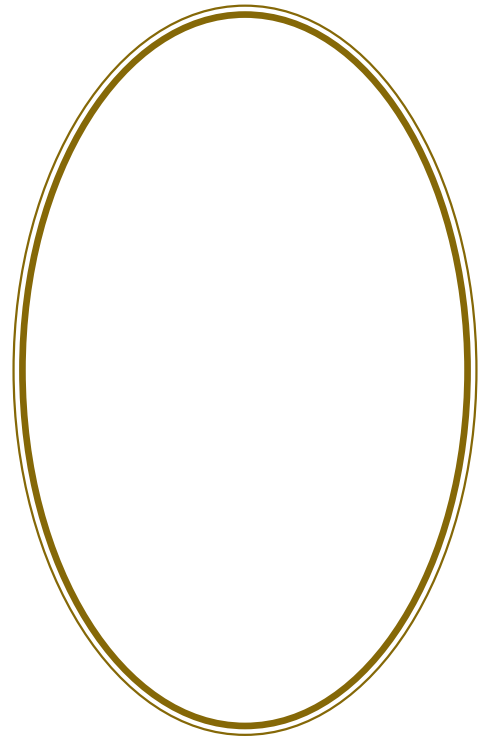
Draw the competitors that will feature in your race story.



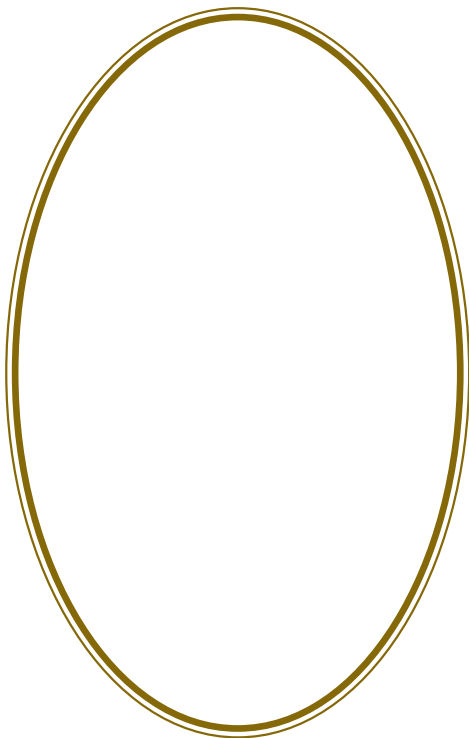
Competitor 1



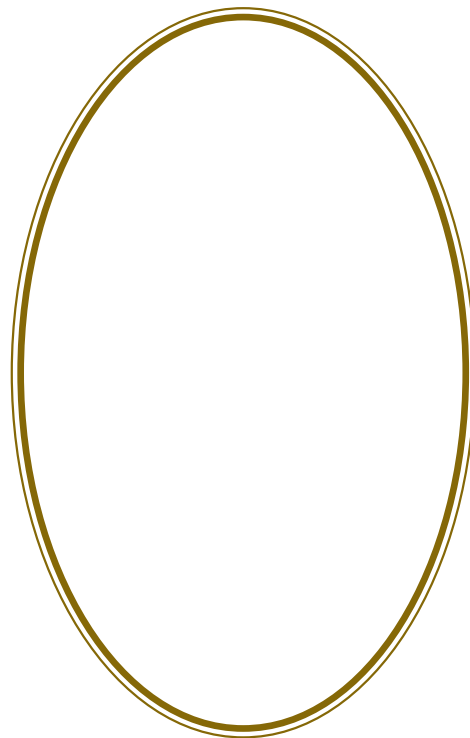
Competitor 2



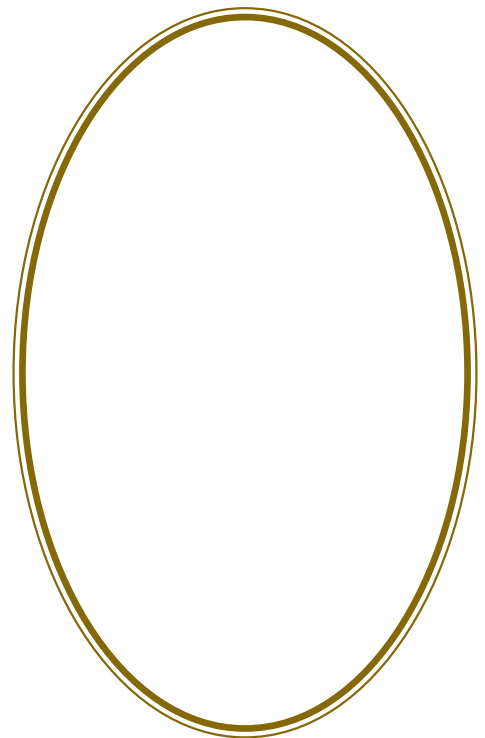
Competitor 3



Competitor 4



Competitor 5



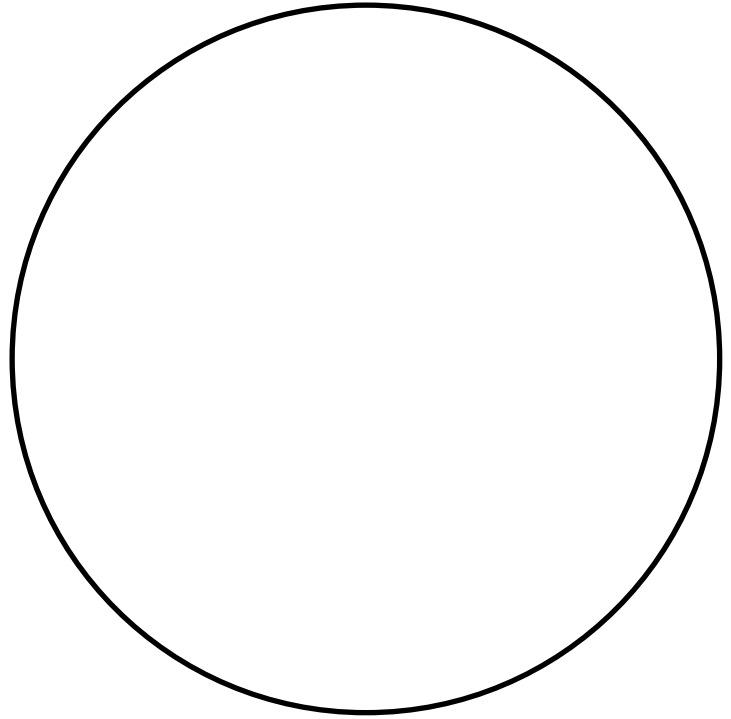
Competitor 6

ACTIVITY

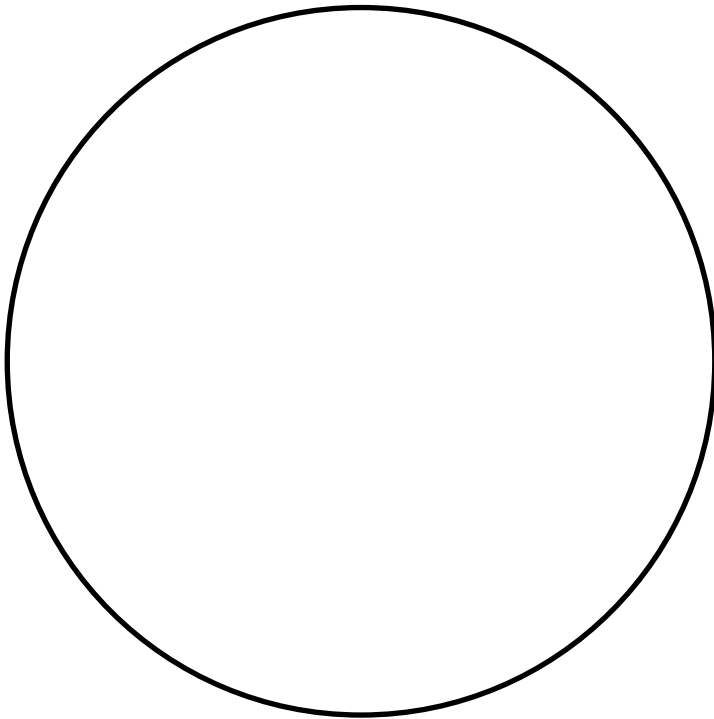
Design your own coin

In *Wings of Olympus*, Pippa carries a special coin that was left to her by her parents. She thinks it might be an obolos, a coin that is given to the ferryman to grant access to the Underworld (it turns out to be something else). Coinage was an important part of Ancient Greek society. Symbols on coins were as wide-ranging as lion heads, horses, sea turtles and land turtles, images of gods and goddesses and more. After doing some research, design an Ancient Greek coin for your own character. What does this coin buy? Or is it of symbolic meaning to a character, like Pippa's coin? Write a story where this coin changes hands.

Front



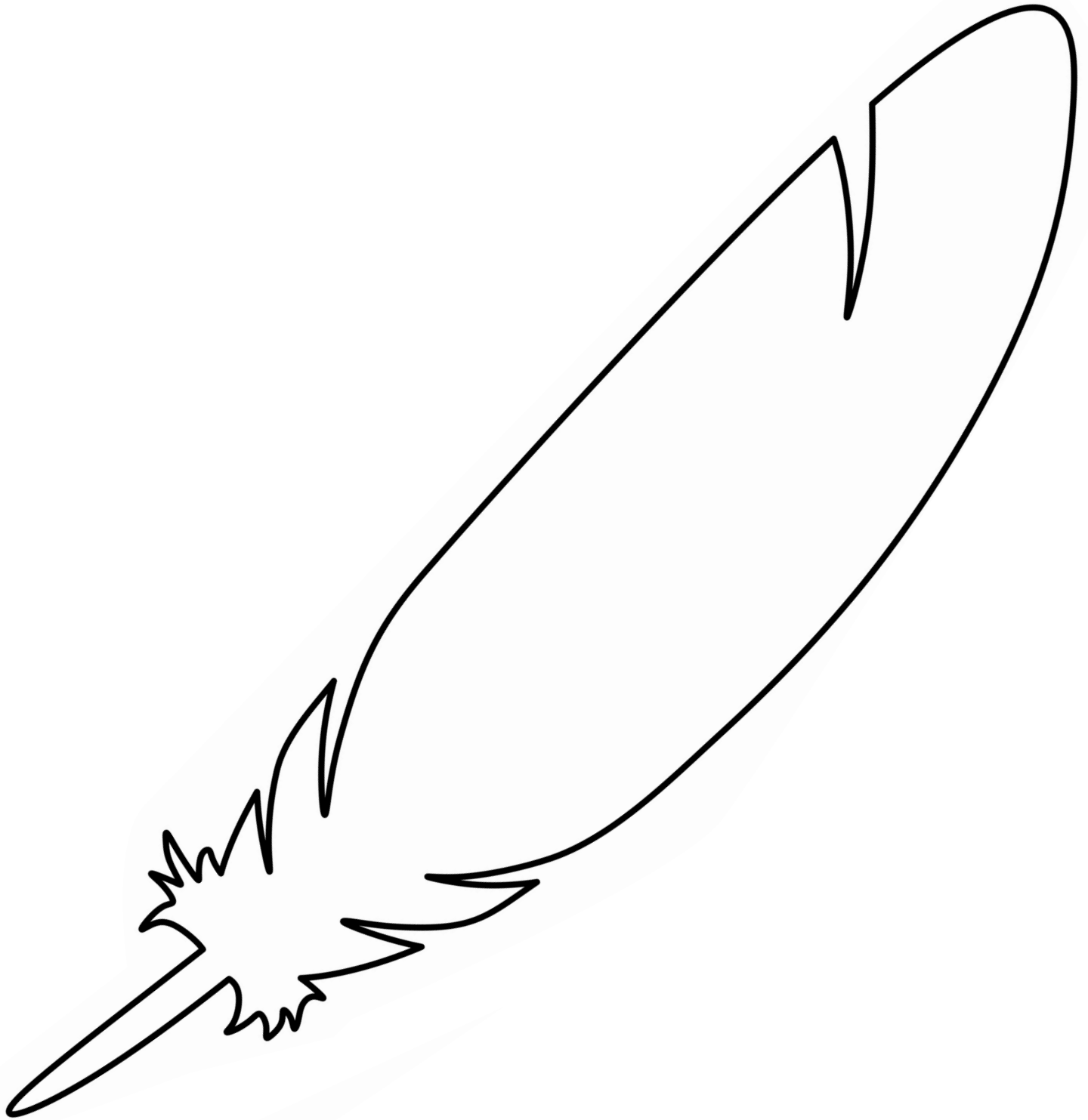
Back



ACTIVITY

Design a feather

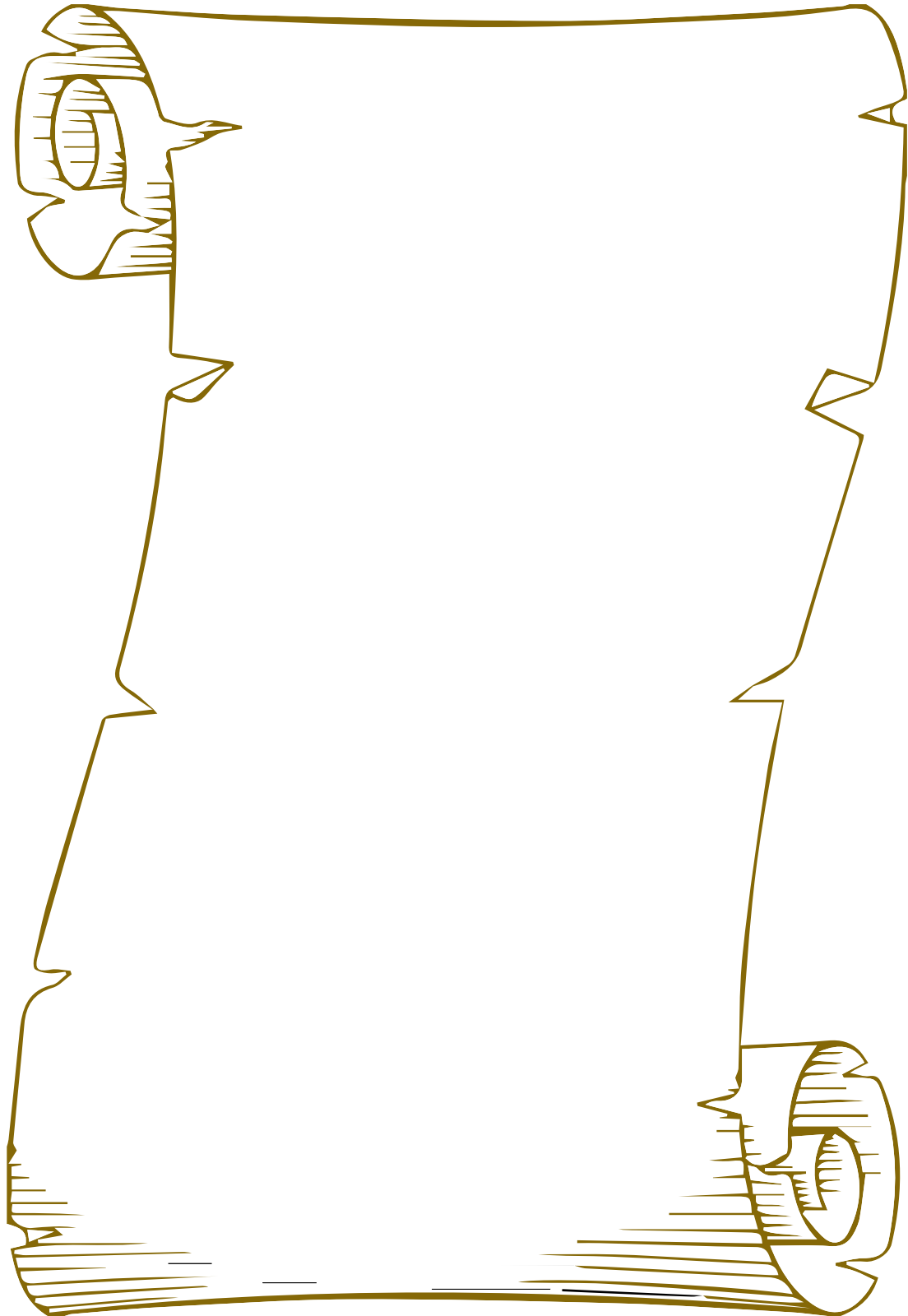
Design a feather for a winged horse. Which god or goddess cares for this horse? That might dictate how you color or design it. Is it a fire steed of Apollo? Or a metal horse of Hephaestus, or one of Poseidon's water horses?



ACTIVITY

Write a travel diary of Ancient Greece

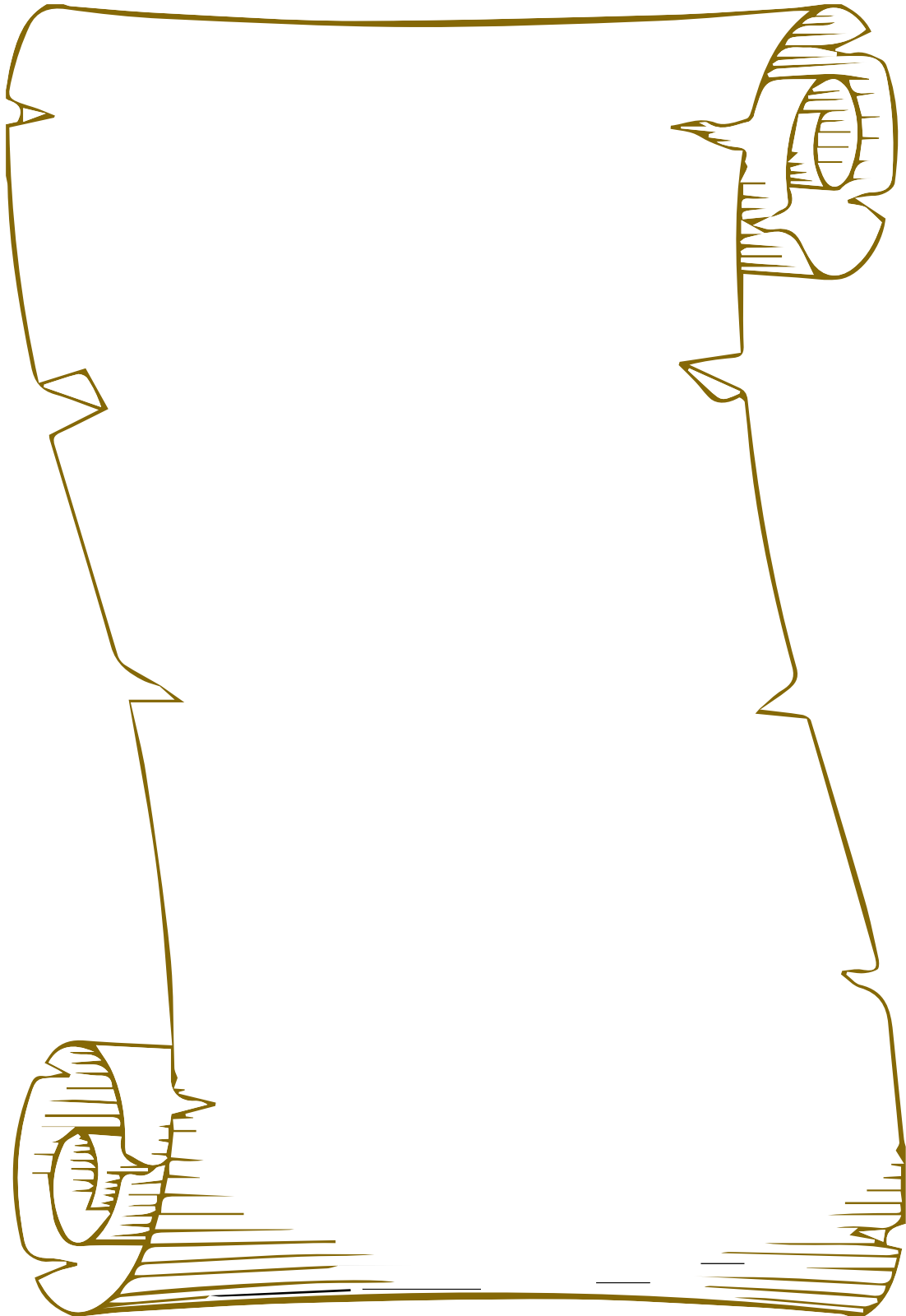
Do some research into Ancient Greece or Ancient times in general. Then imagine you have travelled there and are writing a diary. Make sure that you are as specific as possible to the time frame.



ACTIVITY

Write an application letter to join the race!

If you were going to be chosen for the race, who would you like your patron god or goddess to be? Pretend you are appealing to one of the gods and goddesses to be chosen. Give your reasons why that particular god or goddess should chose you.



ACTIVITY

Retell an Ancient Greek Myth

This book reimagines what happened to the Ancient Greek hero, Bellerophon. Research one of the other heroes or heroines of Ancient Greek myth. Then, retell his or her story, either focusing on what happened after their fabled story was finished, or retelling the story from another character's perspective. You can start by doing some brainstorming below.





www.kalliegeorge.com