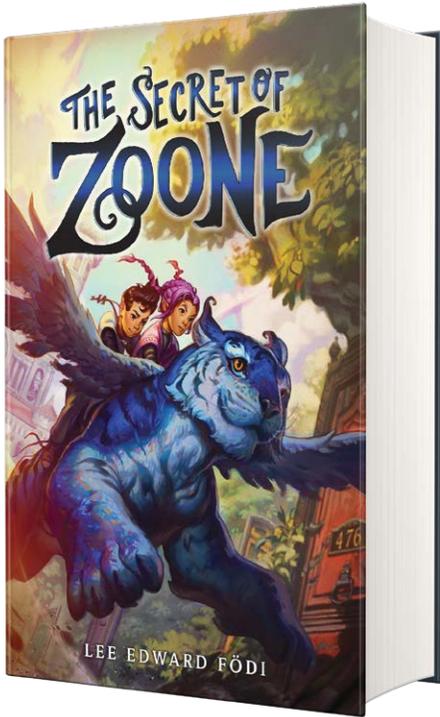


THE SECRET OF ZOONE

TEACHER GUIDE





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Cover illustration by Evan Monteiro
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The story

Welcome to Zoone, crossroads of the multiverse!

When an enormous, winged blue tiger appears on his aunt's sofa, Ozzie can tell he's in for an adventure. He's thrilled to follow Tug, who calls himself a skyger, through a secret door in the basement of his apartment building and into Zoone, the bustling station where hundreds of doors act as gateways to fantastic and wonderful worlds.

But some doors also hide dangers—and when the portal back to Earth collapses behind them, Ozzie gets more than the adventure he bargained for. With the help of a friendly blue skyger, a princess with a peculiar curse, and a bumbling wizard's apprentice, Ozzie will have to fix his only way home . . . and maybe save the multiverse in the process.

About the author

Lee Edward Födi is an author, illustrator, and specialized arts educator—or, as he likes to think of himself, a daydreaming expert.

He is the author of the Books of Zoone published by HarperCollins Children's Books: *The Secret of Zoone* (2019) and the forthcoming sequels, *The Guardians of Zoone* and *The Legend of Zoone*. He is also the author and illustrator of the five-book series, *The Chronicles of Kendra Kandlestar*.

Lee is an engaging public speaker, specializing in presentations and workshops for kids of all ages. He has taught programs in Canada, the United States, England, South Korea, and Thailand. He regularly leads art therapy sessions for at-risk teens and, in addition, is the co-founder of The Creative Writing for Children Society (CWC), a Vancouver-based not-for-profit program in which children's authors, illustrators, and performers help kids publish their own books.

Lee studied at the University of British Columbia and has a degree in English Literature and a diploma in Fine Arts. In his spare time, he is a traveler, adventurer, and maker of dragon eggs. He especially loves exploring castles, mazes, tombs, and temples—the type of places where he can lose himself (sometimes literally). He lives in Vancouver with his wife, son, and unhelpful cat. Visit him online at www.leefodi.com.

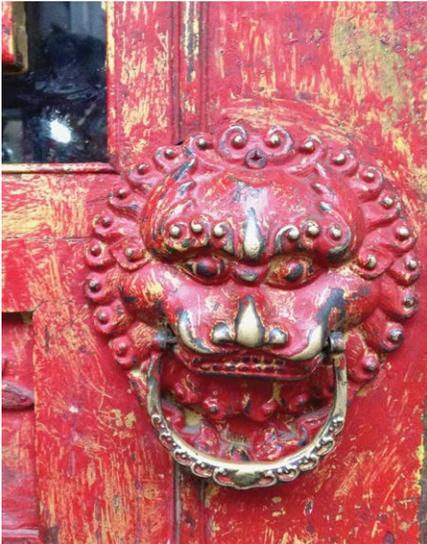


The story behind the story —in the author’s own words

The Secret of Zoone came together from many different threads.

Though I didn’t start writing the book in earnest until 2014, the first threads began to weave together in 2007 when I had this idea of a boy walking into his living room after school and finding a lion on his couch.

The second thread came from one of my favorite childhood books, *The Magician’s Nephew* by C.S. Lewis. That book features a location called “The Wood Between the Worlds”, where pools leading to different worlds sit amidst the tree of a mystical forest. I adored that idea and had always wished that Lewis had returned to that location and made more out of it. I eventually decided that I could do that myself, so created Zoone, which is the nexus of the multiverse. Like Lewis’s idea, Zoone is a forested realm with a thousand portals leading to a thousand worlds. The difference is that instead of pools as entrances to the worlds, Zoone uses doorways.



Which leads me to the third major thread, and that is my love of doors. I have always felt that doors tell stories. Traveling the world, I always tend to spot doors and their interesting features. I wonder where they lead to, and how the characteristics of the doors reflect what is sequestered behind them. I photograph these doors and now have hundreds of doors in my collection, coming from all over the world—the UK, Ireland, continental Europe, Asia, and here at home in North America. The photo collection has become a little more tangible in recent years. People have started giving me old skeleton keys or door knockers. (Okay, admittedly, some of those people are me.)



About this guide

Step through the door of imagination and help students connect to their own creativity with focused discussion questions and artistic activities. Many of the activities have maker-space opportunities.

In addition to writing, Lee Edward Födi is an experienced speaker, and leads creativity workshops for aspiring writers. Stop by his website, leefodi.com, for more information about his school visits and workshops.

General themes and connections

The power of potential

Is potential a positive or negative force in our lives? Can we be stuck in potential?

Trust and teamwork

Ozzie is able to overcome Crogus and his apprentice by drawing on the power of friendship with Fidget and especially Tug. What sort of qualities are important in building a “team”?

Society and culture

Zoone is a place where cultures collide. As Ozzie learns when he visits the nexus, not all cultures share the same beliefs, rules, and attitudes. How can we work together with people who are different from us?

Prejudice

Many characters, such as Captain Cho and Tug, have assumptions made about them because of their worlds of origin and their appearance. How do these characters’ personalities challenge the preconceived notions about their worlds?

Unconventional families

Ozzie doesn’t have a typical family, though he certainly has a loving and caring relationship with his aunt. What makes a “real” family?

Self-identity

Ozzie isn’t what is so often considered to be a typical boy—he isn’t good at athletic activities, he’s afraid of creepy-crawlies, and he loves reading. What make us . . . “us”?

Discussion Questions

1. In Chapter 1, what is Ozzie's first reaction when he opens the door and finds only a wall of bricks? What does this tell us about his character?
2. At the beginning of the book, what are some of the ways Ozzie feels stuck in his life?
3. In Chapter 2, what does "Hat Lady" think doors represent? What are some of the different types of doors she mentions?
4. In Chapter 3, we are introduced to Tug the skyger. As the book goes on, we learn that he's not a typical skyger. How is he different from how many Zoone visitors expect him to be?
5. In Chapter 6, Lady Zoone says: "So many doors, so many places. If you ask me, not everyone is born in the right one." What do you think she means by this?
6. In Chapter 11, we meet the character of Fidget. What sort of curse does she suffer from? Why is her curse particularly hard for Ozzie to deal with?
7. In Chapter 12, Ozzie meets Salamanda Smink. Why does he sympathize with her? What does he have in common with her?
8. According to the Master Nymm, what is one of the ways you can measure someone's magic? How does this criteria relate to your favorite character in the book?
9. How does Ozzie introduce himself to new characters? Why does he do it this way? Do you have a particular nickname that you like or dislike?
10. If you were like Ozzie and stuck at Zoone, what job would you like to take at the station? Why?
11. Why does Ozzie agree to sneak into the wizard's convention in Chapter 16? Do you agree with his decision?

12. There are many wizards introduced in the book, all with different specialties. If you could study one specialty with a wizard, which one would you choose and why?
13. What are some of the reasons that Ozzie suspects that Fidget might be the Glibber king's apprentice?
14. In Chapter 18, when Ozzie asks Mr. Whisk why the wizards don't like Cho, the tinker says, "You might as well ask why flies don't like spiders." What do we learn later on in the book about Cho that helps explain Mr. Whisk's statement?
15. What kind of world is Glibbersaug? What are some of the main problems that Ozzie and his friends encounter there?
16. Think of the many items that are for sale in the Magic-maker's Market. What item would you most like to buy? Why?
17. Who turns out to be the glibber king's apprentice? Were you surprised? What are some clues given in the book that hint at this character's true identity?
18. What is the Glibber King's power? How does he use this power against Ozzie and his friends?
19. Many heroes in adventure stories have a powerful tool or "talismán" to help them. You can think of King Arthur and his sword (Excalibur), or Aladdin and his lamp, or Thor and his hammer. What is Ozzie's talismán? How does he use it in his fight against Crogus?
20. At the end of the book, we get to hear Master Nymm defend his actions. Do you have any sympathy for him? Do you think he received adequate punishment? Or should his punishment have been more severe?

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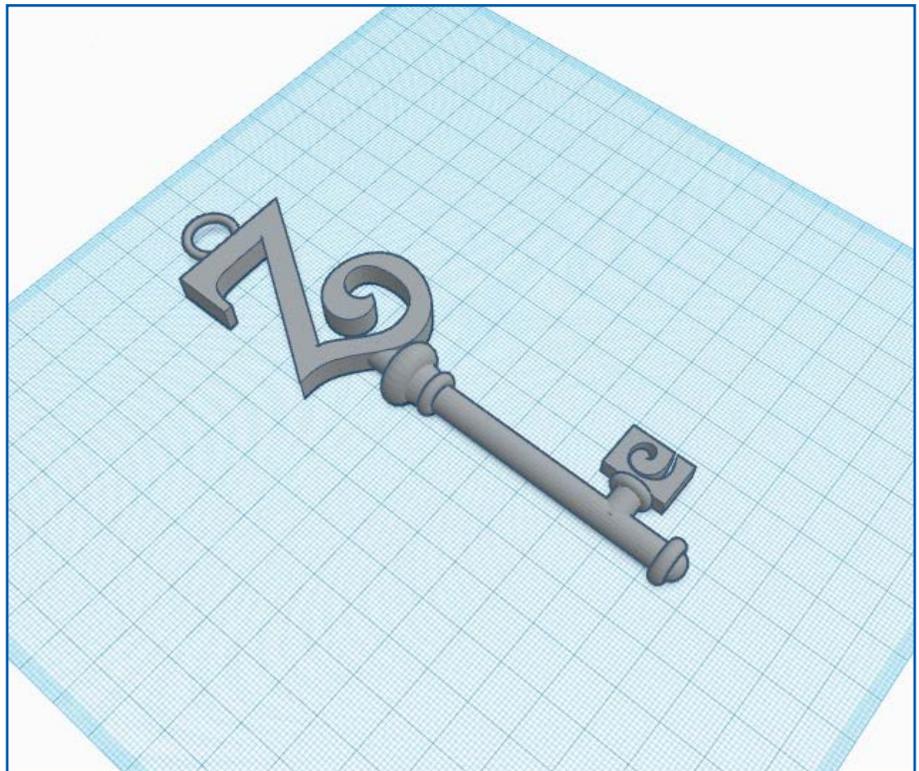
**Ready-made
printable files**

Print your own Zoone key

Visit the link below to access the file to 3D-print your own version of Aunt Temperance's Zoone key. Once it is printed, you can paint it with a variety of metallic paints (remember, it's an old key, so you might want to paint it to look tarnished).

You can also attach a leather cord to it so that it can be worn around the neck—especially important if you're planning to dress up as a Zoone character for a Halloween or book celebration event.

Download the template for use with a 3D printer here:
www.leefodi.com/downloads/zoone_key_for_3D_printing.stl



Print your own multiversal travel stickers

The following pages include a variety of travel stickers featuring worlds in the Zoone multiverse that can be printed out and affixed to your suitcase, binder, or other item.



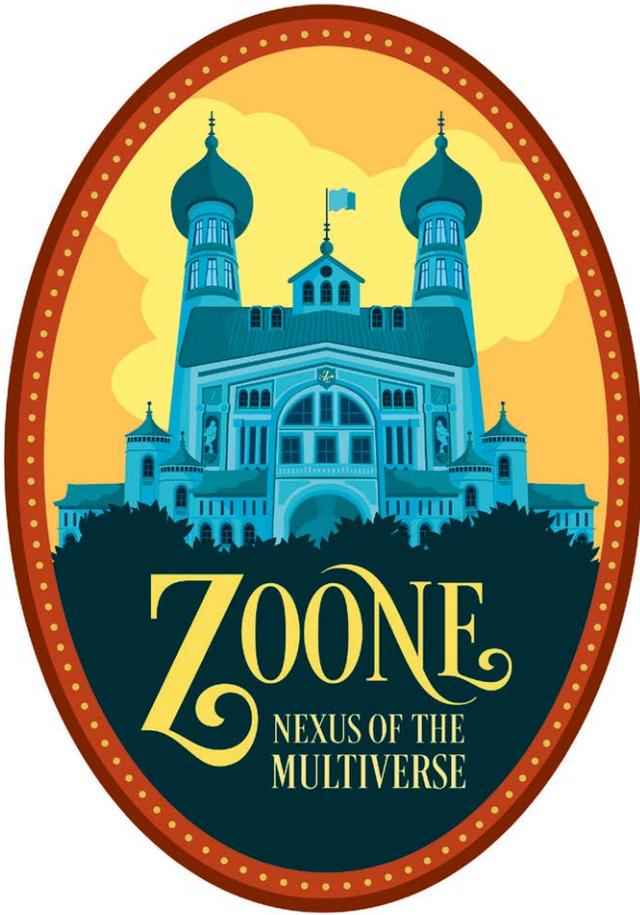
Step 1:

Print out the stickers on either label paper (which has an adhesive back) or on regular paper.

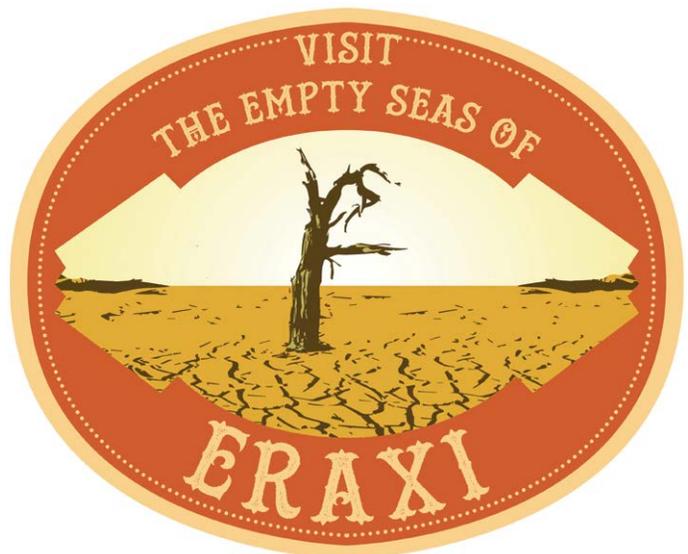
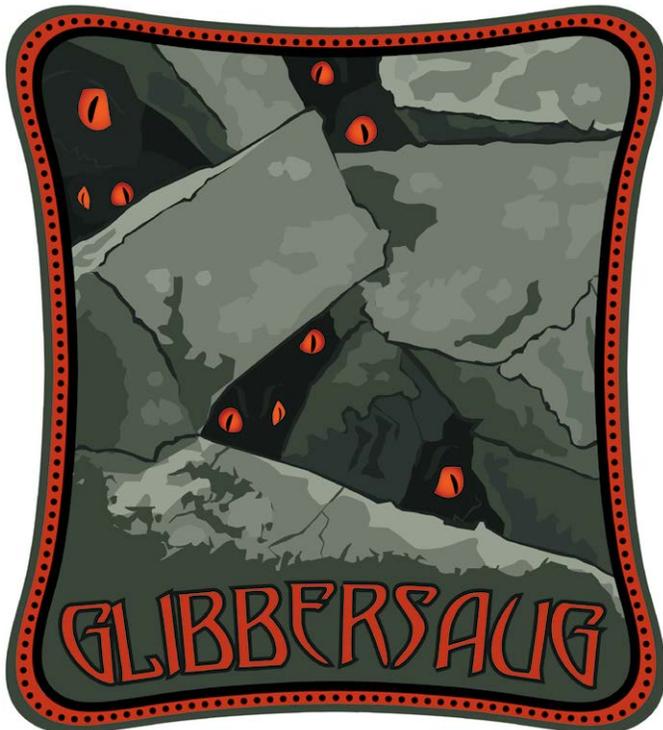
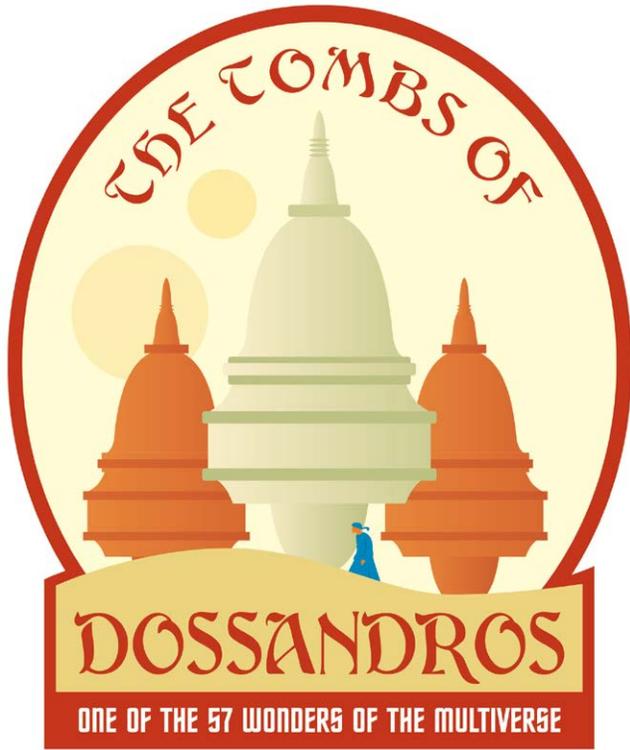
Step 2:

Using the dotted lines as a guide, carefully cut out the stickers and affix to the desired object.

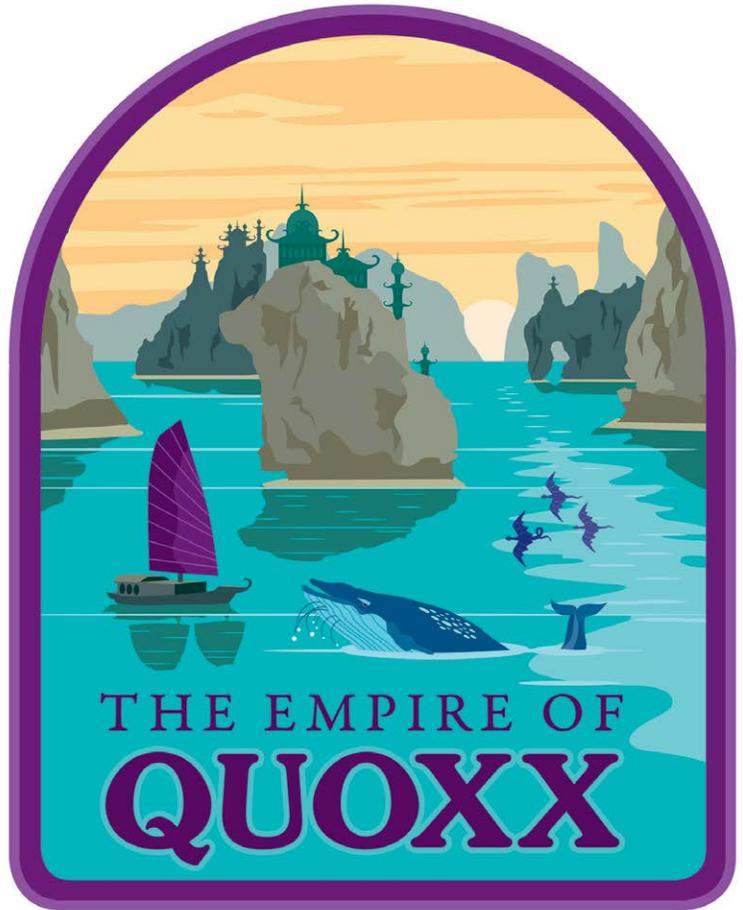




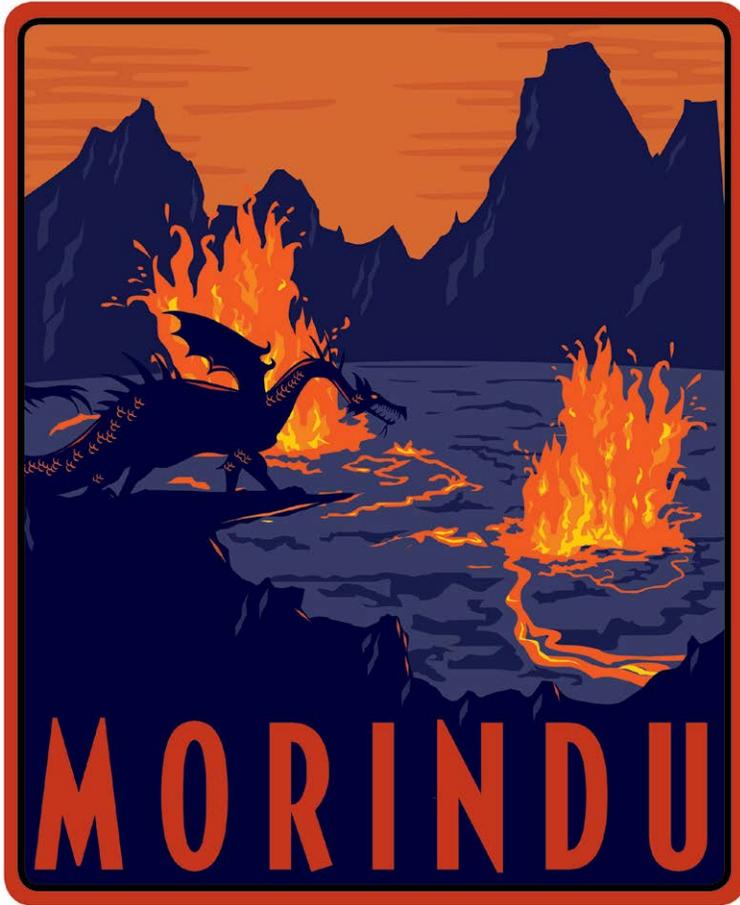
Multiversal Travel Stickers



Multiversal Travel Stickers

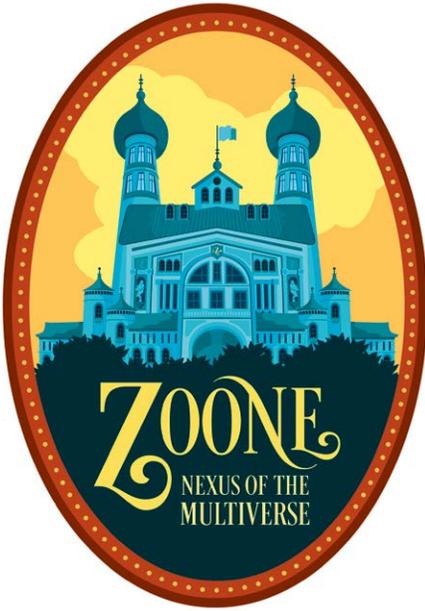


Multiversal Travel Stickers



THE SECRET OF ZOONE

Activities



Design your own multiversal travel sticker

Design your own travel sticker for a world that might be connected to the nexus of Zoone.

Step 1:

Complete the brainstorming questions below.

What is the name of your world? Brainstorm a few options.

What are the official colors of the world?

What is your world known for? For example, is it a specific landmark, like a canyon or waterfall? Is it a specific type of creature, like a dragon or a unicorn? Is it a famous building, like a skyscraper or tower?

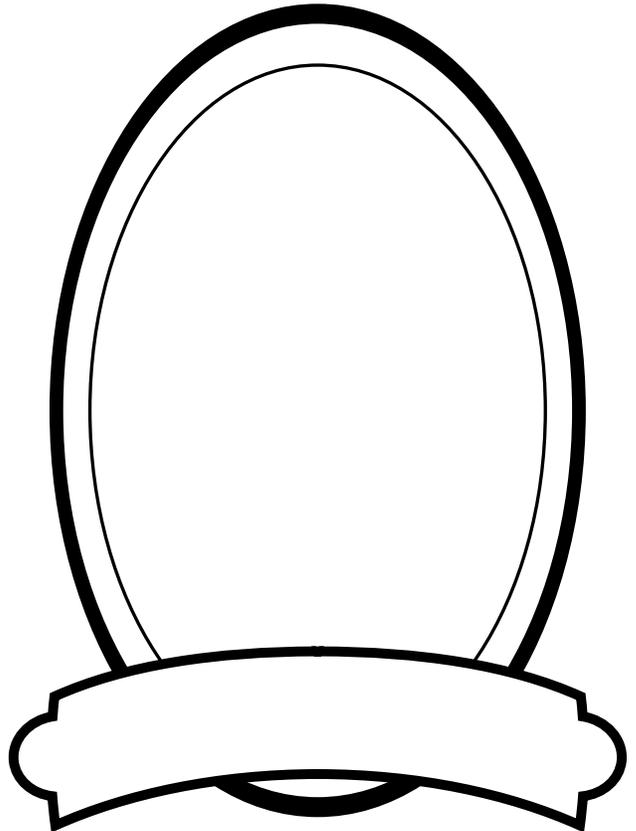
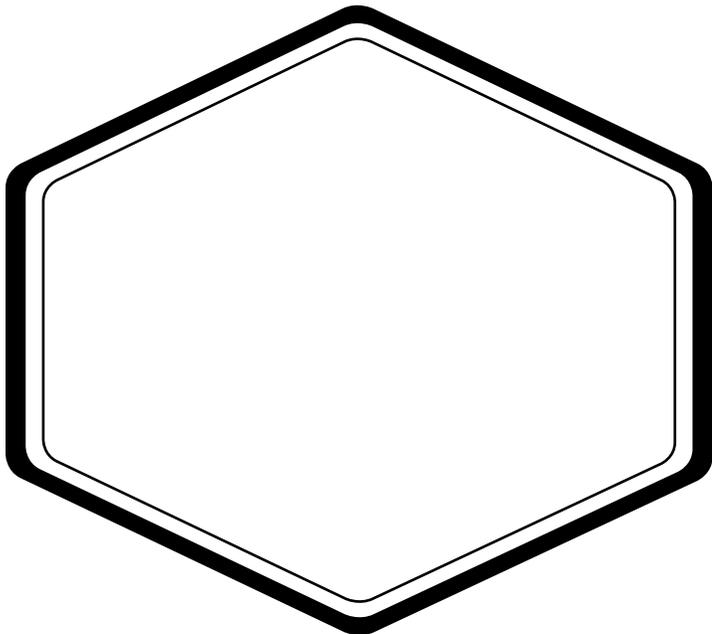
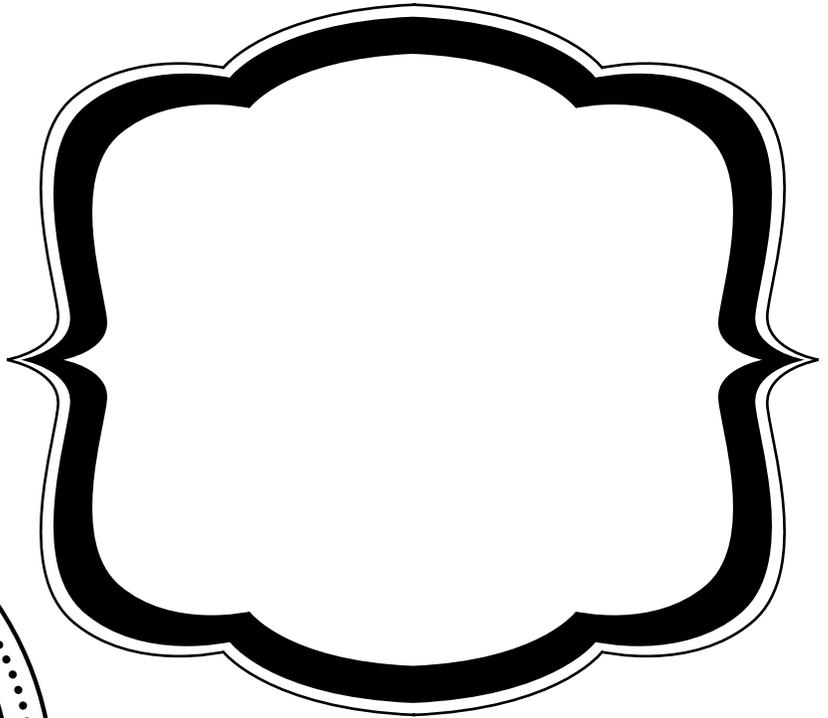
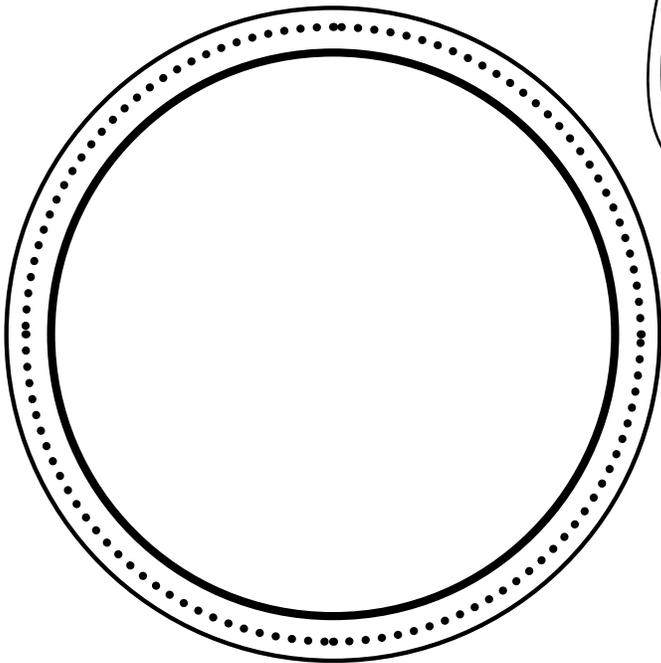
Step 2:

Design the sticker using the supplied template.

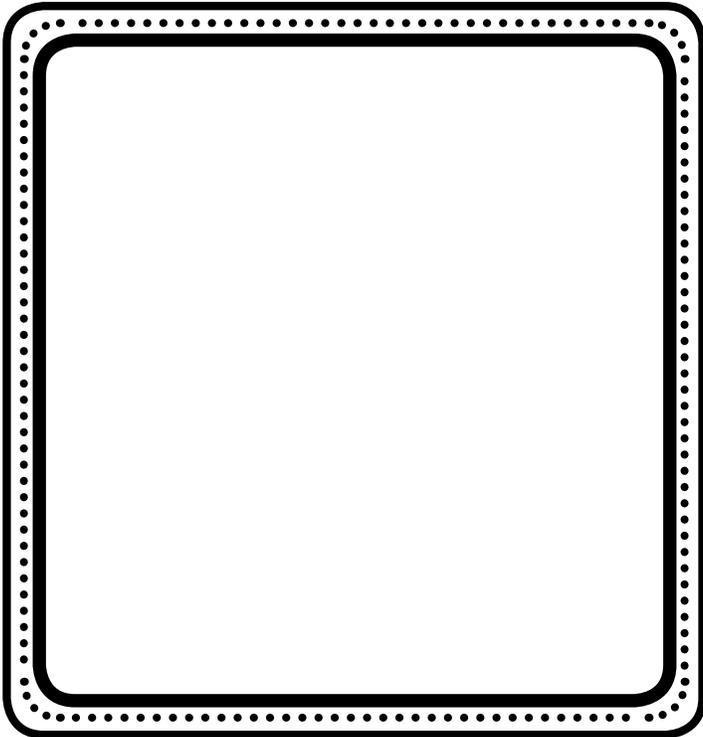
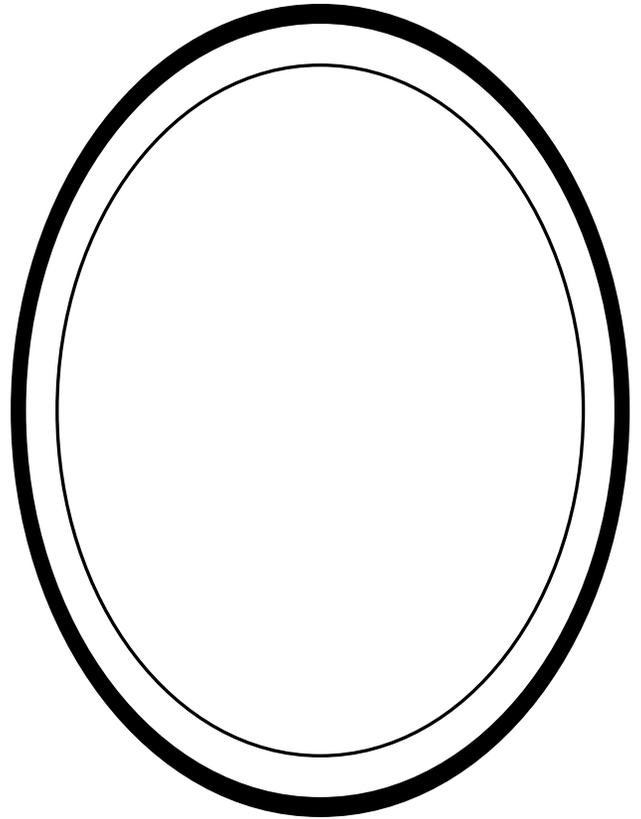
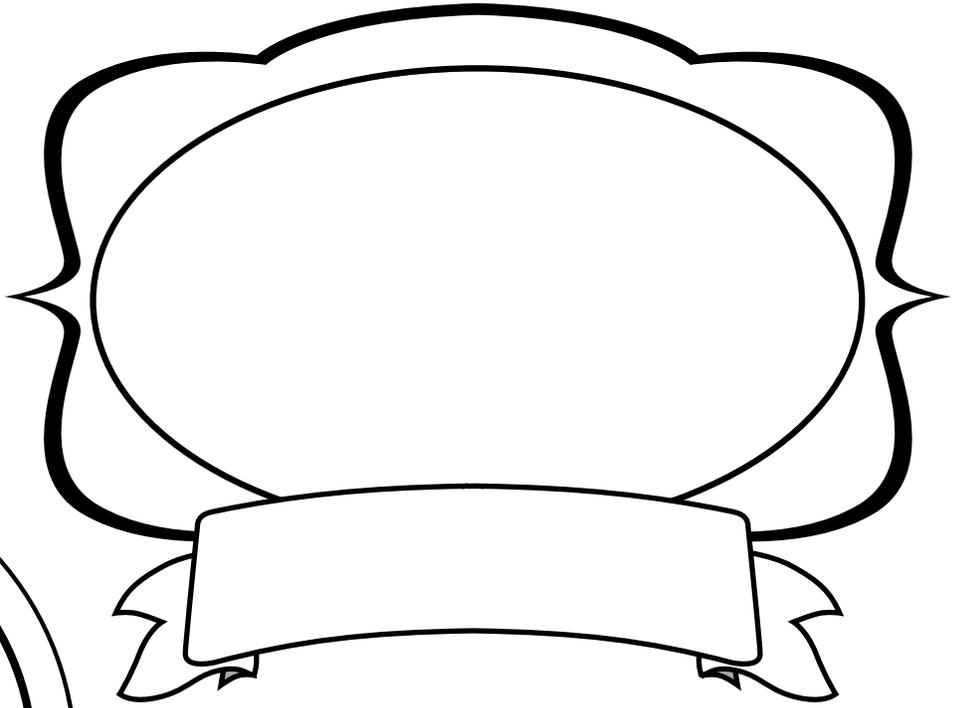
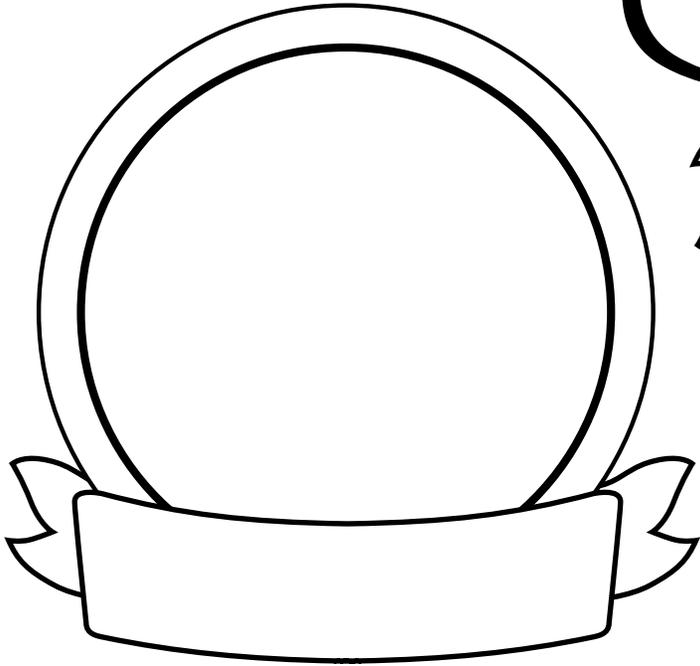
Maker-space opportunity

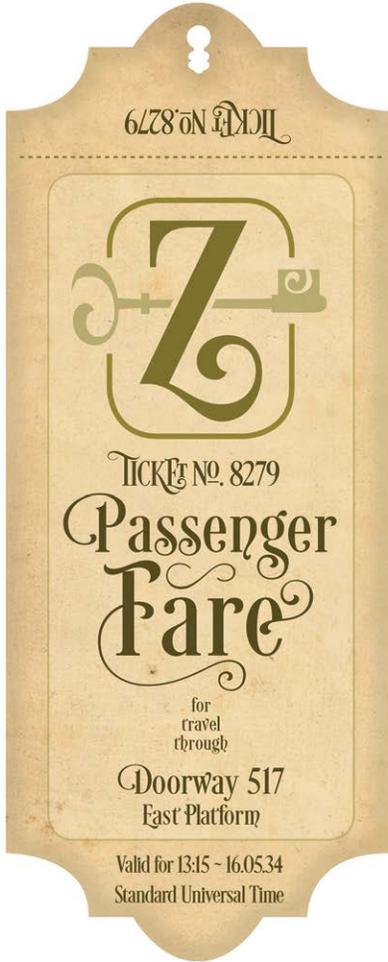
Build a class suitcase or “steamer trunk” out of cardboard and decorate it with the stickers. You can buy wooden boxes from a craft store or build your own from cardboard.

Travel sticker templates



Travel sticker templates





Design your own key-ticket for Zoone

Using the provided template, design a tag for a key to Zoone. If you want to use this tag as inspiration for a story, then do some brainstorming by completing the following questions.

Where is the key found?

For example, it could be found in the attic or tucked between the pages of an old book. Perhaps it is a gift.

How is it found?

For example, while cleaning the attic.

Who finds the key?

What message goes on the key tag?

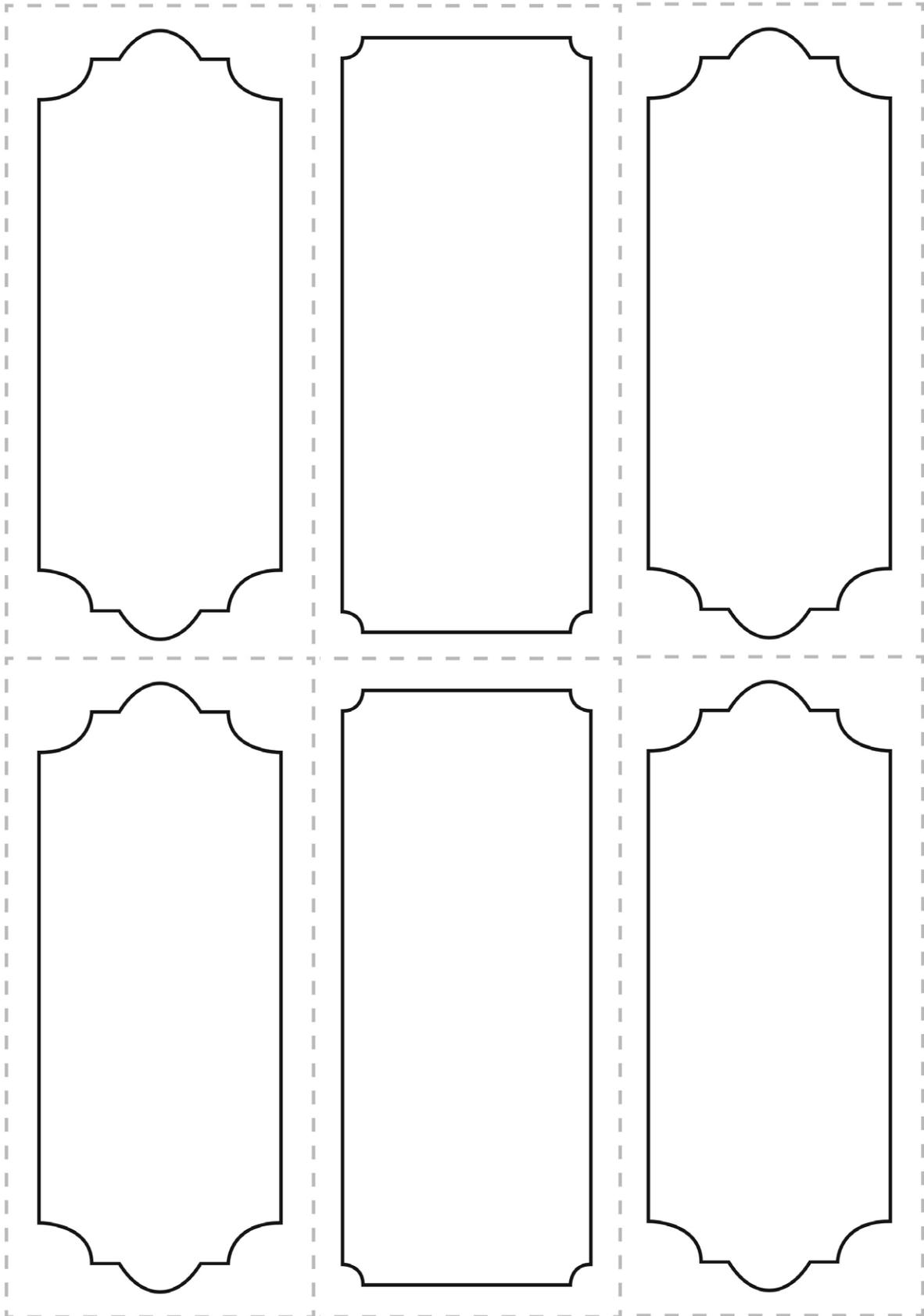
You can write a rough copy here, and then put the good copy on the provided template.

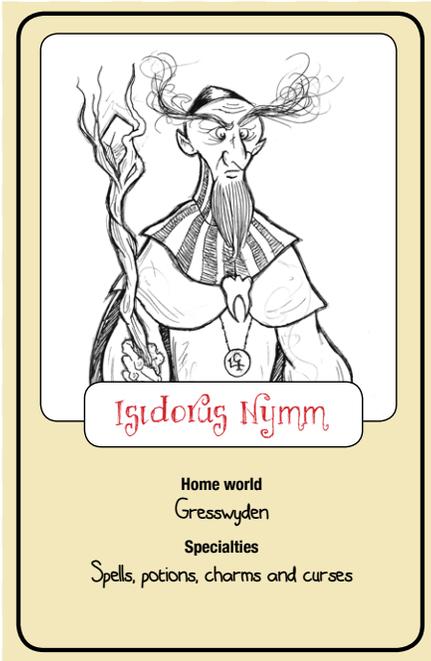
Maker-space opportunity

Buy a set of “antique” keys from your local craft store and attach the ticket-tags to them. The keys can also be decorated with acrylic gems, gears, and other fun items to make them look unique.

Key ticket templates

Cut out around the dotted lines once your design is done.





Design a wizard trading card

Taking inspiration from *The Secret of Zoone*, invent your own wizard who might attend the Multiversal Convention of Wizardry. After brainstorming some details for the wizard by answering the questions below, use the supplied template to make a “trading card” for the character.

Brainstorm some names for your wizard or wizardess:

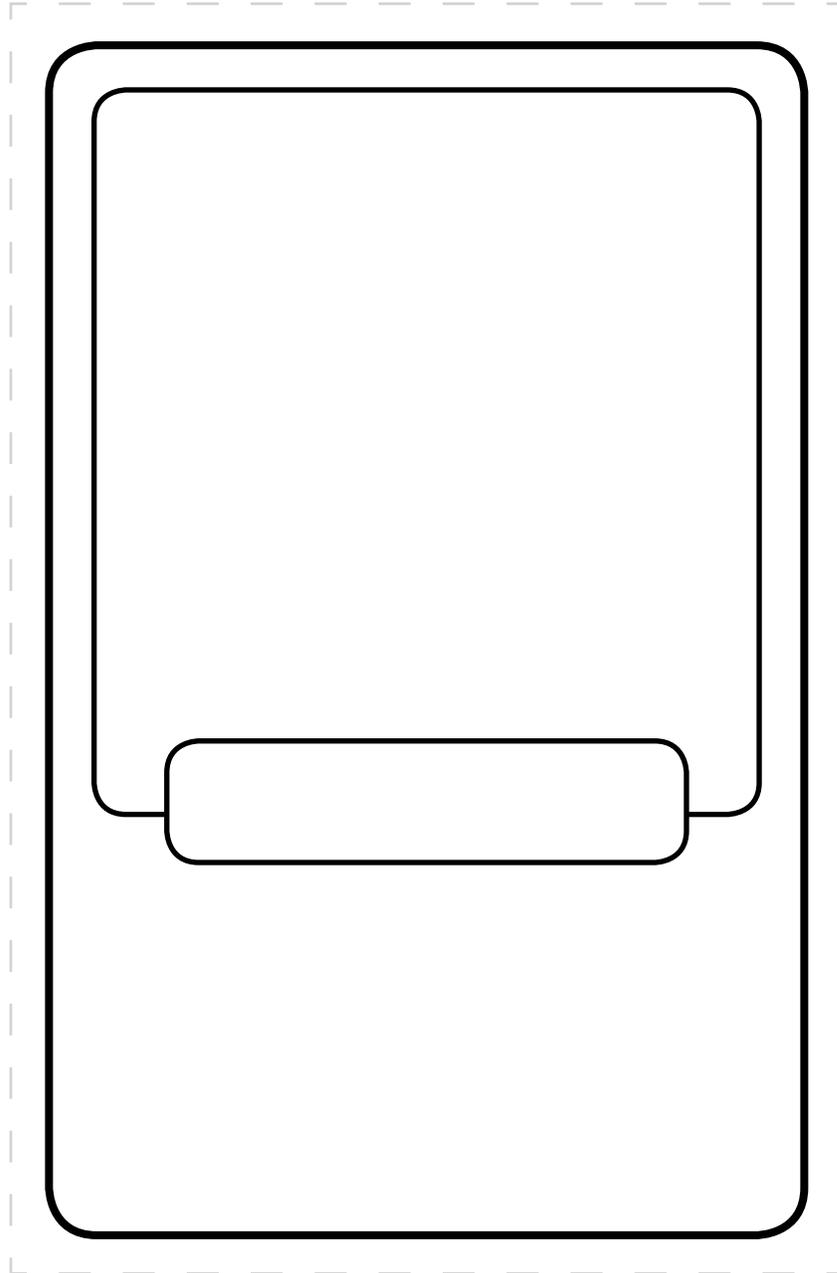
What world does your wizard or wizardess come from?

What is the specialty of your wizard or wizardess?

What does your wizard or wizardess look like? Also, think of some of their tools: wands, staffs, pouches, books, cauldrons, and so forth.

Wizard trading card template

Illustrate a picture of the wizard or wizardess in the upper box, but the name in the lower box, then add a list of details about the character, such as home world, specialties, and power level. Cut out around the dotted line once your design is done.





Create a painting for multiversal menagerie

In *The Secret of Zoone*, Tug references the art exhibit called “The Multiversal Menagerie.” Imagine a painting from that exhibit, showcasing an imaginative creature. You can draw your creature on a blank piece of paper, or paint it on a canvas. Afterward, your class can have its own art exhibition of creatures from the multiverse!

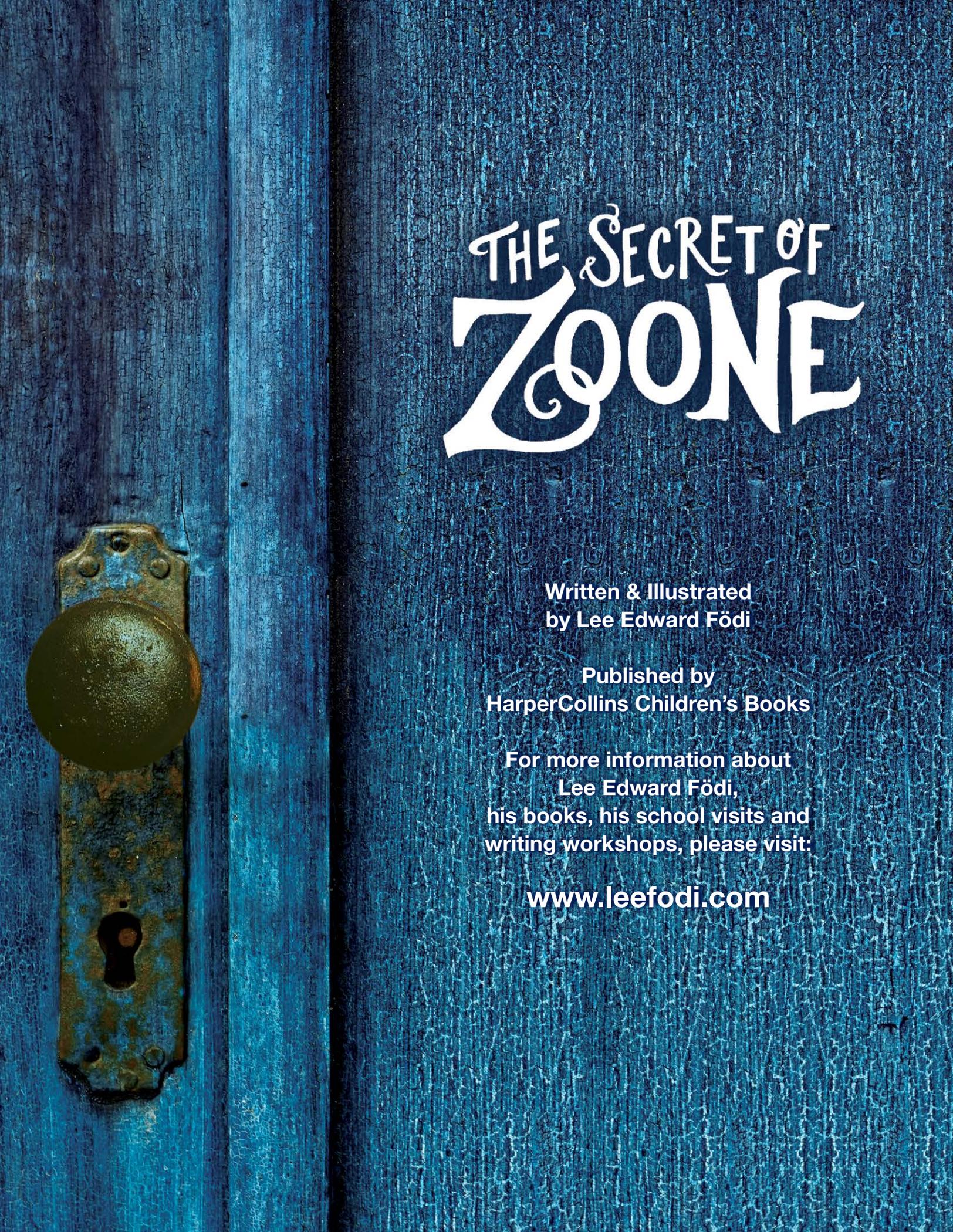
Don't forget to consider the following questions below so that you can make a placard to go with your piece of artwork . . .

Artist name:

Year created:

Medium:

About the creature in the painting:



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