

Great for
Ages 5–12!

The NOCTURNALS

Summer Reading Kit

Integrate Reading and Science with 10 Fun Learning Activities
from *The Nocturnals* Fiction and Nonfiction Books

Turnkey Activities

- Hold a Book Club with Discussion Questions
- Fill in the Story & Create Your Own Adventure
- Write a Rap or Give a Cheer for Your Favorite Nocturnal
- Discover New Words with the Nocturnals Vocabulary Word Search
- Improve Emerging Reader Skills with Four Sight Word Games

STEAM Activities

- Discover the Science Behind Different Animal Tongues
- Draw Your Own Images of *The Nocturnals* Animals to Create Trading Cards
- Create Masks for the Nocturnals
- Play Nocturnal Animal Bingo & Learn Wacky Animal Facts
- Play the Endangered Animal Matching Game

Middle Grade Books



All books leveled for Lexile and Fountas & Pinnell
AR Quiz Available for *The Mysterious Abductions* (ATOS 4.2)
and *The Ominous Eye* (ATOS 4.4)

Series ISBNs on last page

Grow & Read Early Readers

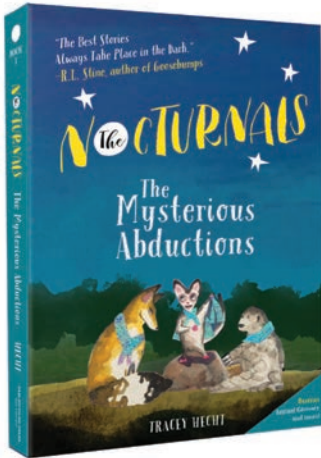


All books leveled for Lexile and Fountas & Pinnell
Read All 8 of the Nocturnals Grow & Read Books!

*New Nonfiction Companion

Nocturnals

THE MYSTERIOUS ABDUCTIONS BOOK CLUB QUESTIONS



1. Dawn, Bismark, and Tobin make up a team, the Nocturnal Brigade. How did the Brigade meet? What qualities do each of those three characters possess that help make them work so well together? Do they have qualities that might hurt the team?
2. The book takes place at night and all of the characters are nocturnal. Can you think of reasons it might be good for animals to be awake at night? Can you think of characteristics in Dawn, the fox, Bismark, the sugar glider and Tobin, the pangolin that are important to their nighttime survival?
3. If you were to pick one character from *The Mysterious Abductions* who is the most like you, who would it be and why? Who is the most unlike you and why? Which character from the book would you most want as your friend and why?
4. What are your favorite locations in the book and why? If you could visit the world of The Nocturnal Brigade, which things from the book would you most want to see? Where do you think these animals might live in the real world?
5. Bismark is an outspoken character. He boasts about his own superior qualities and his affections for Dawn. Do you think Bismark is actually a confident character? If so, why? If no, why not?
6. Dawn is the leader of the Brigade. What does she do to bring the animals together as a team? What does she do when she meets Ciro, the coyote? How does she talk to Boris, the crocodile when she meets him? Do the animals respect her?
7. When Tobin first meets Cora, the wombat, Cora is afraid to speak. How does Tobin try to coax her out of her shyness? What things could you reveal about yourself that might make someone in your life feel less shy around you?
8. Why don't Dawn and Bismark trust Jerry, the jerboa? What does he do to the Brigade that makes them worry about his character? Does he redeem himself in the book?
9. Bismark speaks many languages, as do the bats. What languages are in the book? Are you able to give examples of phrases in any of these languages? Can you come up with some new phrases that Bismark might say? Can you come up with some that the bats might say?
10. Explain the rules of NOC HOC. Which animals are used as equipment in the game? Discuss the actions of the offense and defense.
11. What happens to Boris in the final scenes of *The Mysterious Abductions*? What are the other characters' responses to his actions? How would you have handled Boris?
12. What things in the book would you have done like the Brigade? What things would you have done differently?
13. Discuss the meaning of poaching and endangered species in the wild. Are any of the animals endangered species? Why is poaching wrong? How do both affect the environment?

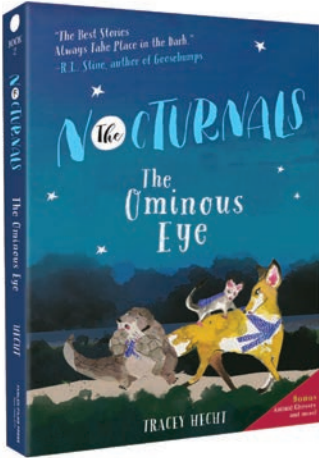
The Mysterious Abductions
HC ISBN: 978-1-944020-00-2
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eBook ISBN: 978-1-944020-01-9
AR Quiz: 4.2 ATOS | Lexile 530L
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THE OMINOUS EYE BOOK CLUB QUESTIONS



1. Define the word “ominous” and discuss the qualities of mystery, horror and adventure. Does *The Ominous Eye* fit in these genres? What other genres would the novel fit? What genres would it not fit?
2. Tobin thinks the outline of the animal at the bottom of the crater is a dragon, a creature he has heard about in myths. Dawn thinks that dragons are an “invention of storytellers.” Use books in the library or sites on the internet to find a dragon myth and discuss the roles dragons play in mythology.
3. Polyphema gains control over the animals. How is she able to do this? Why does she do it? How does each member of the Brigade respond differently to Polyphema’s control?
4. Polyphema is named after one of the most well-known cyclopes in Greek mythology, Polyphemus. He and his fellow cyclopes are described in *Bulfinch’s Mythology* as giants who have one round eye in the middle of the forehead. In Homer’s epic poem *The Odyssey*, Polyphemus becomes blind in his eye by the hero, Ulysses. Knowing this background information, do you think this is a good namesake for Polyphema? Why or why not? Use books in the library or sites on the internet to support your discussion.
5. How does Polyphema use Otto, the owl, to create further panic? Does her plan work? What role does Otto play in helping the Brigade discover the truth?
6. How is Dawn the voice of reason within the Brigade? How does the “beast” almost destroy these qualities in her? Does the dangerous situation strengthen or weaken Dawn as a leader throughout the story? How so?
7. Who is the real source of the destruction and mayhem in the valley? What clues help you discover that there is no “beast”? How does Dawn discover the real source? How does Dawn deal with Polyphema?
8. Discuss the concept of fear and what role it plays in the story. What do the animals learn about fear from Polyphema’s false story? What does Polyphema learn from the Brigade? Can you think of other animal fables with similar lessons?
9. If you were to pick one character from the book who is the most like you, who would it be and why? Who is the most unlike you and why? Which character from the book would you most want as your friend and why?
10. The Nocturnal Brigade wears capes when they set out to solve a mystery. What is the purpose of the capes? Do you think it makes the Brigade more courageous and brave? Can you think of other examples of stories where the characters wear special garments to help them feel brave?
11. What things in the book would you have done like the Brigade? What things would you have done differently?
12. Discuss the role humor plays in *The Ominous Eye*, both for you as the reader and for the characters. What characters do you find the most humorous? What part did you find the most humorous? How would the book be different without humor?

The Ominous Eye
HC ISBN: 978-1-944020-03-3
PB ISBN: 978-1-944020-10-1
eBook ISBN: 978-1-944020-04-0
AR Quiz: 4.4 ATOS | Lexile 580L
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Endangered Animals Matching Game!



Where in the world would you find these endangered animals?
Draw a line and match the endangered animals to their
geographic location. Then read on to discover how you
can help save these unique creatures!



Sunda Pangolin

New Zealand



Aye-Aye

Southeast Asia



Woylie

Northern Africa & Asia



Jerboa

Australia



Tuatara

Madagascar

Check the answer key to see how many animals you matched correctly.
Don't worry if you got less than a perfect score; now you can tell your friends about
these unusual endangered animals. Interested in learning more?

READ THE FOLLOWING RESOURCES!

www.earthday.org/ • www.worldwildlife.org/initiatives • www.pangolins.org/ • www.nwf.org/

Pangolin – Southeast Asia; Aye-Aye – Madagascar; Woylie – Australia; Jerboa – Northern Africa and Asia; Tuatara – New Zealand

— ANSWER KEY —



N^{The}CTURNALS WORD SEARCH

S C G S S B O Y F N G R U N T D
U O H T R L I L J N H N E O H A
G W A A E E A S I I D A P C G R
A B O M M P L Y M E B S A T I K
R F O M P P R W T A T A C U L N
G P T I B R I E O A R O S R N E
L E N A U A C O R R W K E N O S
I G L C S T T S N R P Z L A O S
D Y S I E R U T N E V D A L M B
E Q R D D N I L O G N A P S Y R
R U N E F O T R E M B L I N G I
Z E D I T O C S H R I E K E D G
F S J B B S X O S R E G N A D A
P T U Q T O Y Q R R O D E N T D
I R A G U S T M P C D A W N D E

ADVENTURE
BATS
BISMARK
BRIGADE
CHAMPION
CROCODILE
DANGERS

DARKNESS
DAWN
ESCAPE
FLAPPING
FOX
MOONLIGHT
MYSTERY

NOCTURNALS
PANGOLIN
POMELO
PROWLERS
QUEST
RODENT
SCURRYING

SHRIEKED
STARS
SUGAR GLIDER
TOBIN
TREMBLING
UNDETECTED
WOMBAT

NOCTURNALS FILL IN THE STORY GAME

How to Become a Member of The Nocturnal Brigade

Do you want to join the _____ Nocturnal Brigade? Great! You will
be _____ with Dawn the fox, Tobin the pangolin, Bismark
the sugar glider and _____ a very brave _____.

ADJECTIVE
VERB ENDING IN ING
NAME OF SOMEONE IN THE ROOM
ANIMAL

The Nocturnals follow these _____ guidelines in our daily adventures.

ADJECTIVE

1. Members always meet at night in front of the big _____ when the
moon is _____ and the stars are _____.

NOUN
ADJECTIVE
ADJECTIVE

2. The group _____ a cape made from _____ snakeskin
that Bismark _____ took from one of our _____ who at-
tacked him in the _____ forest.

PAST TENSE VERB
ADJECTIVE
ADVERB
PLURAL NOUN
ADJECTIVE

3. We like to eat _____ pomelos, a/an _____ fruit that
looks like a _____ and tastes like a _____.

ADJECTIVE
ADJECTIVE
NOUN
NOUN

4. We help other _____ animals when they are in trouble in the
_____ forest that is filled with many _____.

ADJECTIVE
ADJECTIVE
PLURAL NOUN

So, if you think you can _____ by these guidelines
then you can be a member of the Nocturnal Brigade!

VERB

Directions: Take turns choosing a word for each part of the speech to help the Nocturnal Brigade fill in the story. If you're playing alone, fold along the dotted lines to hide the story.

Adjective: _____

Verb ending in ing: _____

Name of someone in the room: _____

Animal: _____

Adjective: _____

Noun: _____

Adjective: _____

Adjective: _____

Past tense verbs: _____

Adjective: _____

Adverb: _____

Plural noun: _____

Adjective: _____

Adjective: _____

Adjective: _____

Noun: _____

Noun: _____

Adjective: _____

Adjective: _____

Plural noun: _____

Verb: _____

WRITE A RAP FOR BISMARK

View a picture of Bismark doing something silly. (p.59)

Bismark says to Tobin, "We can be bold in adventure...we can be brave in challenge...we can be—" (p. 13)

Write and perform a rap about the Nocturnal Brigade that reveals the characteristics expressed by Bismark.

GIVE A CHEER FOR THE NOCTURNALS OR THE CROCODILES!

View a picture of the animals at the game. (p. 185)

"The bleachers were boiling with anticipation and excitement." (p. 191)

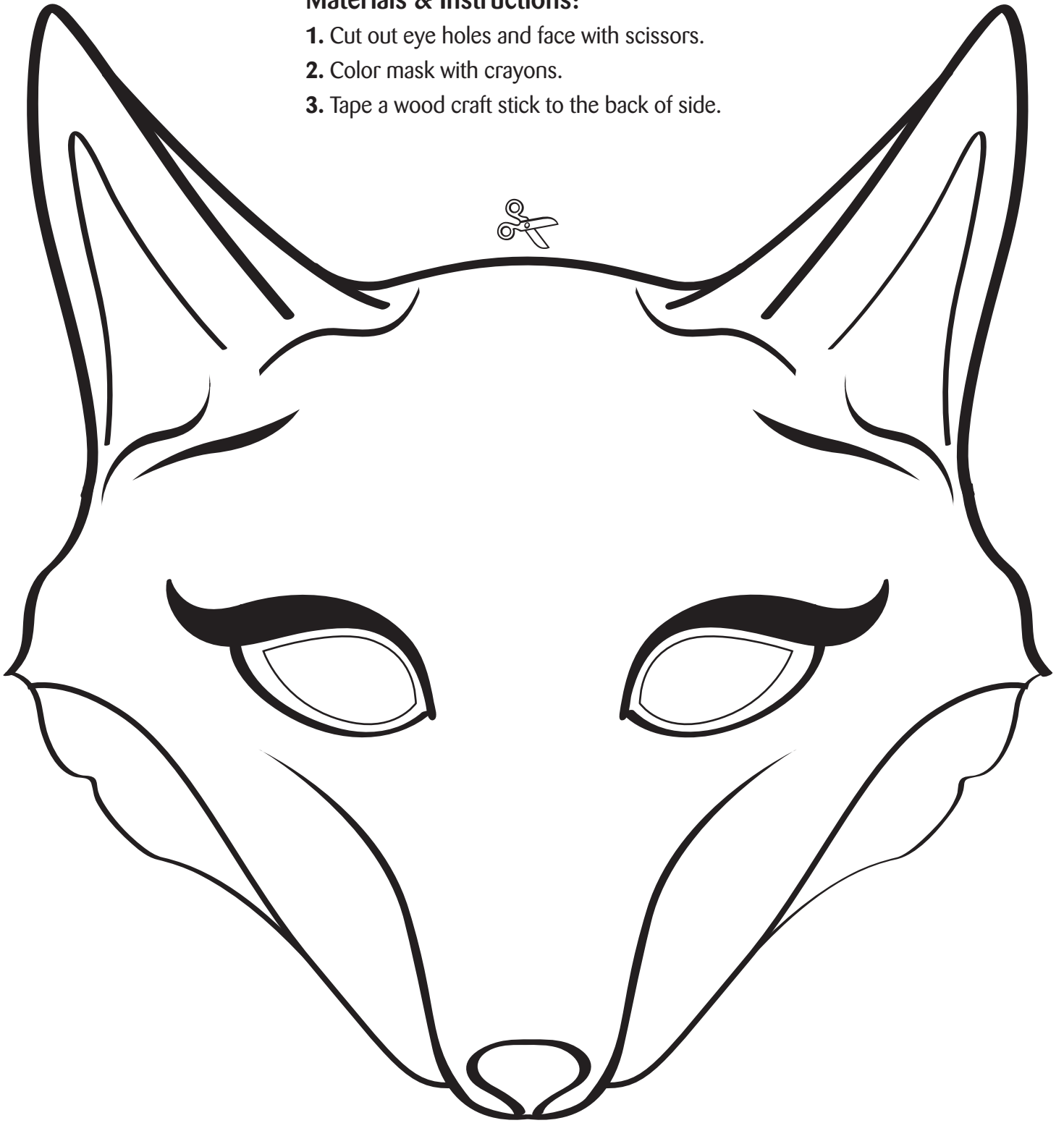
Use information from the text about the players of NOC HOC and write a cheer for each team to use in the final show down.



Dawn the Fox Mask

Materials & Instructions:

1. Cut out eye holes and face with scissors.
2. Color mask with crayons.
3. Tape a wood craft stick to the back of side.



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Bismark the Sugar Glider Mask

Materials & Instructions:

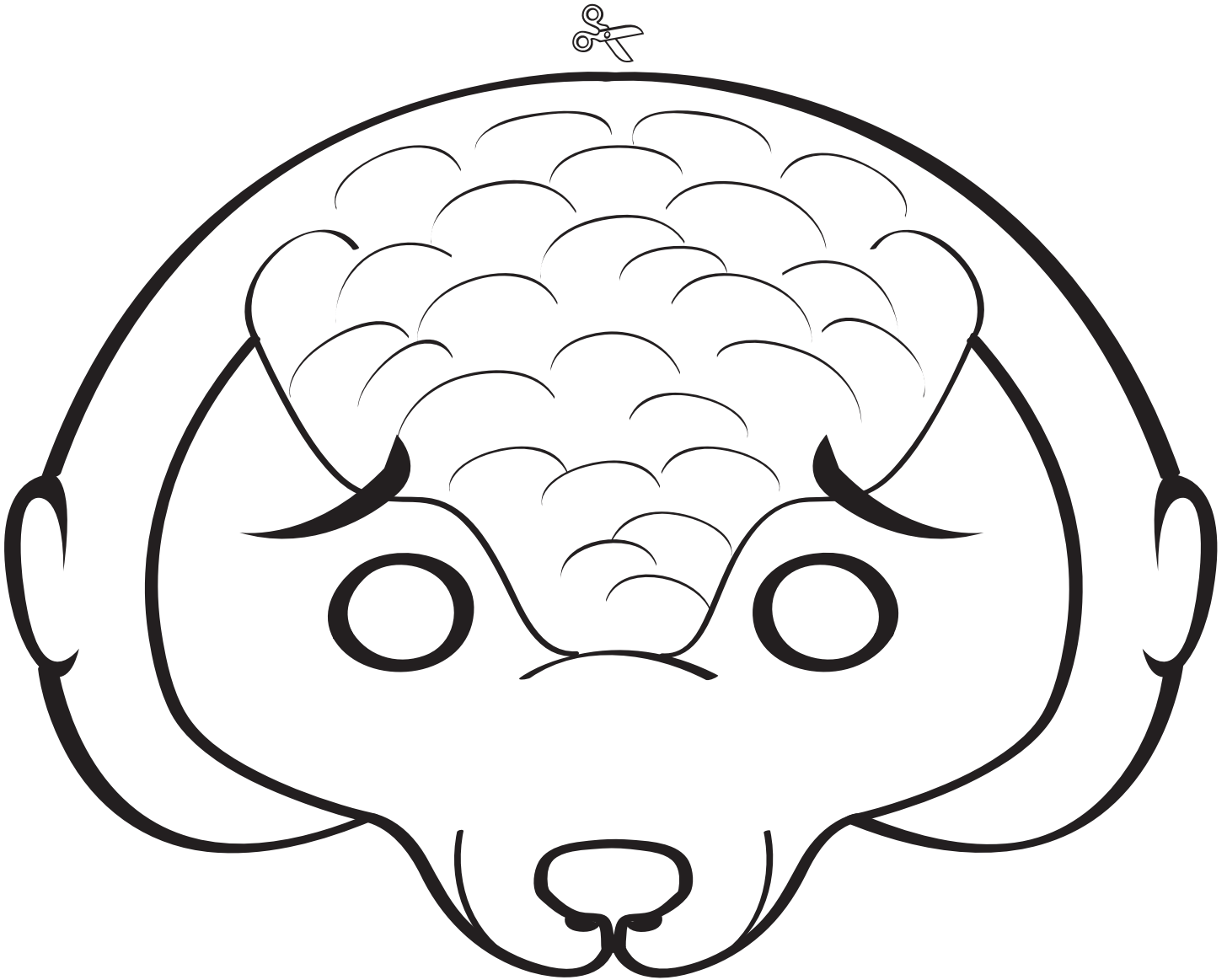
1. Cut out eye holes and face with scissors.
2. Color mask with crayons.
3. Tape a wood craft stick to the back of side.



Tobin the Pangolin Mask

Materials & Instructions:

1. Cut out eye holes and face with scissors.
2. Color mask with crayons.
3. Tape a wood craft stick to the back of side.



GROW & READ SIGHT WORD GAMES

What Are Sight Words?

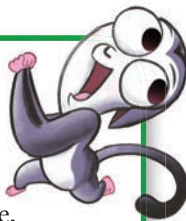
Sight words are high-frequency words that can be difficult to “sound out.” By learning to recognize sight words, new readers can focus on decoding more complex sentences.

The Nocturnals Sight Word Cards are broken into sets so you can grow the deck as your emerging reader’s confidence grows. All the words appear in *The Nocturnals* Grow & Read titles and are based on the Fry and Dolch lists—the two sight word lists most widely used in early literacy instruction. Use these cards to play the games below, boosting literacy practice and family fun at the same time!

SILLY VOICES

Each player draws a card and reads the word aloud in a different silly voice, taking turns until the pile is finished.

Read words as Dawn, Tobin, Bismark, or another animal. Read with different emotions. Try reading as a pirate or while holding your tongue.



MEMORY

Place the cards facedown. A player turns over two cards and reads the words aloud.

If they match, the player keeps them. If not, the player turns them over and repeats with different cards, using memory to locate the pairs.



GO FISH

Deal five cards to each player and place the remaining in a “pond” pile.

Players read aloud from one of their cards and ask another player if he or she has a card with the same word. If so, the player must give over the card; if not, he or she has to “go fish,” drawing another card from the pond.

Continue until the pond is empty. The player with the most pairs wins.



NOCTURNAL BRIGADE

Add one Nocturnal Brigade card to the deck. Shuffle and deal all the cards.

Each player identifies the pairs he or she has, reading off the words and discarding the pairs. Each player takes turns taking a card from the player to the left, reading and discarding pairs as they form.

Continue until all cards are matched and one player has the Nocturnal Brigade card.



Sight Words Set #1

was

my

mean

all

not

it

the

up

at

big

out

of

yes

you

but

Nocturnal Brigade



Print x 2

Cut out cards

Sight Words Set #2

had

sun

from

back

will

let

him

tree

put

this

too

day

why

her

good

down



Print x 2

Cut out cards

Tongue-Tied Science Activity

How long is your tongue compared to other animals' tongues?

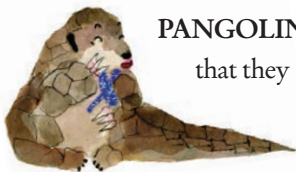
The Nocturnal Brigade has faced many unique animals along their adventures. In *The Nocturnals: The Hidden Kingdom*, Tobin the pangolin gets caught, literally, in a tongue twister with King Kami the chameleon. A pangolin's tongue is roughly equal to its body length, and a chameleon's tongue is usually about 1.5 times the length of its body!

In this Tongue-Tied Science Activity, you will:

- Learn how to use a measuring key
- Identify and measure different tongue lengths
- Draw your own animal tongues
- Discover how the length of a human tongue compares to other animals' tongues

Scientific Background

The tongue is a muscle in the mouth that helps us and other animals taste, chew, and swallow food. On average, a human's tongue is 10 centimeters long. While humans have the unique ability to use our tongues for speech, other creatures have also found their own special uses for their tongues.



PANGOLINS, unlike humans, are unable to chew because they do not have teeth, so they need to catch small insects that they can swallow whole. They are able to do this by using their long, sticky tongues to trap and eat insects.

When not in use, a pangolin's tongue is rolled up deep in its chest cavity to its last pair of ribs. When extended, the pangolin's tongue is about 40 centimeters long, or the length of its entire body!

A **CHAMELEON'S** tongue is also unique and has adapted to rapidly catch prey that strays within striking distance. This remarkably long tongue can measure 1.5 times the chameleon's own body length (almost 68 centimeters for the 45-centimeter Veiled Chameleon species) and extends faster than the human eye can follow, hitting prey in about 30 thousandths of a second!



References:

- <https://news.nationalgeographic.com/2016/01/160105-chameleons-tongue-speed-animals-science/?user.testname=lazyloading:1>
- <https://phys.org/news/2016-06-tongue-chameleon-sticky-secret-revealed.html>

Instructions

1. Using the box on the right, review the tongue lengths and the measuring key.
2. Start with the human. From the mouth, measure and label the average human tongue length.
3. Draw the average human tongue with the correct length, using a pink crayon or marker.
For fun, use a funky color instead!
4. Repeat Steps 2 and 3 for Tobin the pangolin and King Kami the chameleon.
5. Compare your results!

Tongue Lengths

Average Human: 10 cm

Pangolin: 40 cm

Chameleon: 70 cm

Measuring Key

10 cm
(not to scale)



0 cm

100 cm



0 cm

100 cm



0 cm

100 cm

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SUGAR GLIDER

Petaurus breviceps

Sugar glider

PANGOLIN

Manis javanica

Malayan pangolin

WOMBAT

Lasiorhinus krefftii

Northern hairy-nosed wombat

FOX

Vulpes vulpes

Red fox



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PANGOLIN

Pangolins are covered from just above their nostrils to the tips of their tails by rows of hard, overlapping, movable sharp-tipped scales. They are between 79 and 88 cm, including their tails which are prehensile (or capable of grasping.) These very rare animals are mainly solitary and very timid. Pangolins move quickly when threatened and are strong diggers and climbers.

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SUGAR GLIDER

Sugar gliders are very small creatures with their head and body measuring 12-33cm and their tail somewhere between 15-48mm. They have a gliding membrane from the outer side of their forefoot to their ankle of the rear foot, enabling them to glide up to 45 meters. One of a sugar glider's most distinguishable traits is the stripe down their back to the end of their nose and on the sides of their faces.

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FOX

Red foxes are not always red; their coats range in color from a pale yellowish to a deep brown with white or ashy undersides. Red foxes are 45-90cm long with tails 30-55cm long. Their graceful frames can run up to 48km/h and jump up to 2m high. Foxes often live in dens that have been abandoned by other animals

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WOMBAT

Wombats have thick stocky bodies about 1 m long. These large headed creatures have small eyes, pointed ears, and long whiskers. Wombat's eat grass with their continuously growing molars. Their bad eyesight and good sense of hearing and smell leads this animal to burry tunnel systems in deep sands.

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BINGO BOARDS

Nocturnal BINGO



Nocturnal BINGO



Nocturnal BINGO



Nocturnal BINGO



CALL CARDS



Wacky Animal Facts for The Nocturnals Bingo Game!

Welcome to *The Nocturnals* Bingo! Get ready to play games with some furry, and not-so-furry, friends. This bingo game is extra special because instead of having letters and numbers, each square has the name of an animal featured in *The Nocturnals* book series. The game features the three main characters: Dawn, a red fox; Bismark, a sugar glider; and Tobin, a pangolin. It also has all kinds of other creatures—bats, coyotes, crocodiles, and more—on the cards. We'll call out the name of each animal along with a fun fact about that species, and you can mark it on your board. Fill five squares in a row, and you're the winner!

Wacky Animal Facts

Pangolin

- Pangolins are covered in scales that look like armor, and while that may look strange, they're actually made of something called keratin. Take a look at your fingernails. Your nails are made of keratin, too, just like Tobin's scales!
- Just like skunks, pangolins spray something smelly when they feel threatened or scared. This keeps predators from getting too close.

Sugar Glider

- Unlike humans, sugar gliders don't need flashlights to see in the dark. Because their eyes are positioned on the side of their heads, they have excellent night vision.
- While playing in the mud might sound fun to you, sugar gliders hate being dirty. They're constantly cleaning their fur and polishing it using a special substance that comes out of their eyes.

Red Fox

- Red foxes are the largest species of fox, but they're still quick on their feet. They can run up to thirty-five miles per hour and can even climb onto the branches of trees as long as they're not too high up.
- Have you ever seen a dog bury a bone and come back to it later? Red foxes like to do this, too. They often hoard and store large amounts of food in different locations to find when they're hungry again.

Crocodile

- Dogs aren't the only animals that use barking to communicate—crocodiles make a similar noise. They use different barks to communicate all kinds of things, including a special bark to warn other crocodiles about danger.
- Sometimes all that swimming can make a crocodile cold. Instead of grabbing a towel to warm up, they like to lie in the sun on flat rocks near the water.

Nocturnals Bingo Wacky Animal Facts

Tuatara

- A tuatara might look like an ordinary reptile from far away, but if you look a little closer, you can see that the tuatara has something that sets it apart from other reptiles—a third eye on the top of its head.
- The name “tuatara” means “peaks on the back.” These reptiles have small spikes running from the top of their necks to the end of their tails.

Aye-Aye

- Aye-ayes are known for their gigantic tails, which are often more than double the size of the rest of their body.
- Aye-ayes might look like rodents at first, but they’re actually primates, which means that they’re related to chimpanzees, apes, and even humans.

Kiwi

- Kiwis can’t see as well as humans and have very poor eyesight. To identify their surroundings, they use their keen sense of smell and little whiskers on the base of their bill, which allow them to feel around.
- Unlike some social animals, kiwis are very shy and solitary. They travel in groups of six to twelve but like to seek shelter in their own burrows and will usually hide from other animals.

Tarantula (spider)

- Scared of a tarantula’s bite? Don’t be! A tarantula’s main form of attack is shooting the tiny barbed hairs on its body at attackers.
- Tarantulas might look a little scary, but they’re mostly harmless. A bite from a tarantula might hurt a little, like being stung by a bee, but it’s not poisonous.

Blue-Bellied Snake

- These snakes might look a little scary, but they’re not mean. Blue-bellied snakes are naturally shy and won’t bite unless they’re threatened.
- You won’t find a Blue-bellied snake in your backyard or garden. Blue-bellied snakes are native to Australia and can be found in inland areas in the Southeast.

Bat

- If you snacked like a bat, you’d eat your weight in insects every day. An average bat can eat more than a thousand insects per hour. That’s a lot of bugs!
- Some people think of bats as being related to vampires because they feed on blood, but most bats subsist on fruit and insects.

Scorpion

- Missing your night-light? Scorpions glow blue underneath UV light because of fluorescent chemicals in their exoskeletons.
- Hungry? Scorpions can go six to twelve months without eating. They’ll eat one huge meal and store it and burn it slowly over time.

Coyote

- While coyotes are known for being fast on land—they can run up to forty miles per hour—they’re also great swimmers! They’ve even colonized islands!
- Coyotes have a hard time being quiet. They’re known for their loud calls and make over eleven different noises with distinctive meanings.

Nocturnals Bingo Wacky Animal Facts

Jerboa

- Don't let size fool you! While the jerboa may only be a few inches tall, it can jump up to ten feet!
- Jerboas have excellent hearing and use sounds and even vibrations to understand their surroundings and to communicate.

Wombat

- Like many other nocturnal mammals, wombats could benefit from a pair of glasses. They have poor eyesight but make up for it with great hearing and a keen sense of smell.
- Wombats love being underground. They're known for constructing elaborate tunnel systems in the deep sand.

Falcon

- Falcons aren't picky about where they live. You can find them in forests, deserts, tundras, mountains, and just about everywhere else.
- A little-known fact about falcons is that they're excellent singers. Pairs of falcons are known for singing duets before sunrise as a way to let other falcons know where their territory is.

Owl

- If you try to do something sneaky behind an owl's back, chances are it'll catch you. Owls can rotate their heads 270 degrees, almost all the way around, so they don't miss a thing.
- Owls are known for swallowing their prey whole and then spitting up the bones later. Yuck!

Sloth

- Sloths aren't exactly full of energy. They sleep about fifteen hours a day.
- If you ever gave a sloth a lollipop to lick, it might be gone pretty quickly, since sloths can extend their tongues a full foot out of their mouths.

Tasmanian Devil

- Tasmanian devils are known for making loud shrieks and calls that can sound a little scary, which is partly why they're called "devils" in the first place.
- Tasmanian devils like to sleep under rocks or in caves, logs, and burrows. They can only be found in Tasmania, an island in Australia.

Boar

- You wouldn't want to give a piggyback ride to a boar. They can weigh over 600 pounds!
- Wild boars like to live in large groups of six to twenty, called sounders. Females are more likely to stick to the pack and protect their babies, while males tend to leave the sounder and venture out on their own.

Crab

- A lot of crabs walk sideways, which can look a little strange. However, some can walk forward and backward, and some crabs are great swimmers!
- A crab would make an excellent band member since crabs mostly communicate through drumming. They also snap and wave their pincers.

Nocturnals Bingo Wacky Animal Facts

Wolf Fish

- The wolf fish is not your average sea creature. Some species of wolf fish can be up to four feet long and way up to eighty-eight pounds.
- A dentist would have a hard time with a wolf fish since they have large fangs flanked by three rows of teeth on each jaw.

Milk Snake

- Milk snakes are on the larger side, growing up to sixty inches long. That's one big reptile!
- These creatures are called "milk" snakes because they're commonly found near barns, so farmers used to think they drank cows' milk.

Honey Badger

- Honey badgers have long claws on each of their four feet. These claws help them run quickly, scoop out fruit, and grab prey.
- These creatures are called honey badgers because they're known for preying on beehives and eating the bee eggs and honey inside.

Flock

- A flock of owls is called a parliament, but you won't see one very often. Owls are usually solitary creatures, preferring to spend time alone rather than in a flock.
- The term for a flock of vultures changes depending on what they're doing. Vultures in flight are called a kettle, those in trees are called a committee, and those that are eating are called a wake.

References and Helpful Links for More Information

IUCN Red List of Threatened Species (<http://www.iucnredlist.org/>), the University of Michigan's Museum of Zoology Animal Diversity Web (<http://animaldiversity.org/>), Science Kids (www.sciencekids.co.nz/), Animal Planet (www.animalplanet.com), Animal Corner (<http://animalcorner.co.uk/>), Live Science (www.livescience.com), the World Wildlife Fund (www.worldwildlife.org), and National Geographic (www.nationalgeographic.com/).

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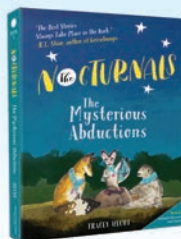
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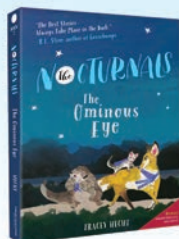
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