Great for Ages 5–12!

Summer Reading Activity Kit

Connect to Tails and Tales with 12 Fun Learning Activities from *The Nocturnals* Book Series

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

STEM Activities

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

Middle Grade Books



Fountas and Pinnell Range S-T | Lexile Level Range 530L-630L AR Quiz Available for *The Mysterious Abductions* (ATOS 4.2) and *The Ominous Eye* (ATOS 4.4)

Grow & Read Early Readers



Fountas and Pinnell Range L–P | Lexile Level Range 380L–520L Read All 8 of the Nocturnals Grow & Read Books!



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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 PB ISBN: 978-1-944020-02-6 eBook ISBN: 978-1-944020-01-9 AR Quiz: 4.2 ATOS | Lexile 530L Fountas & Pinnell S



NECTIRNALS

Endangered Animals Matching Game!



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



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NECTIPRIALS FILL IN THE STORY GAME

How to Become a Member of The Nocturnal Brigade

Do you want to join the $__{ADJECTIVE}$ Nocturnal Brigade? Great! You will be $__{VERB ENDING IN ING}$ with Dawn the fox, Tobin the pangolin, Bismark the sugar glider and $__{NAME OF SOMEONE IN THE ROOM}$ a very brave $__{ANIMAL}$.

The Nocturnals follow these $____{ADJECTIVE}$ guidelines in our daily adventures.

1. Members always meet at night in front of the big $___{NOUN}$ when the moon is $__{ADJECTIVE}$ and the stars are $__{ADJECTIVE}$.

2. The group $\frac{1}{PAST TENSE VERB}$ a cape made from $\frac{1}{ADJECTIVE}$ snakeskin that Bismark $\frac{1}{ADVERB}$ took from one of our $\frac{1}{PLURAL NOUN}$ who at-

tacked him in the ______ forest.

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

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

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

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:



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S	С	G	S	S	В	0	Y	F	Ν	G	R	U	Ν	т	D
U	0	Η	Т	R	L	I	L	J	N	Н	Ν	Е	0	Η	A
G	W	A	A	Е	Е	A	S	I	Ι	D	A	Ρ	С	G	R
А	В	0	М	М	Ρ	L	Y	М	Е	В	S	А	Т	I	K
R	F	0	М	Ρ	Ρ	R	W	Т	Α	Т	Α	С	U	L	Ν
G	Ρ	Т	I	В	R	I	Е	0	A	R	0	S	R	Ν	Е
L	Е	Ν	A	U	A	С	0	R	R	W	K	Е	Ν	0	S
Ι	G	L	С	S	Т	Т	S	Ν	R	Ρ	Z	L	A	0	S
D	Y	S	Ι	Е	R	U	Т	Ν	Е	V	D	А	L	М	в
Ε	Q	R	D	D	Ν	Ι	L	0	G	Ν	Α	Ρ	S	Y	R
R	U	Ν	Ε	F	0	Т	R	Е	М	В	L	Ι	Ν	G	I
Ζ	E	D	I	Т	0	С	S	Η	R	I	Е	K	Е	D	G
F	S	J	В	В	S	Х	0	S	R	Е	G	Ν	Α	D	Α
Ρ	Т	U	Q	Т	0	Y	Q	R	R	0	D	Е	Ν	Т	D
I	R	A	G	U	S	T	М	Ρ	С	D	A	W	Ν	D	Ε

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

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WRITE A RAP FOR BISMARK

View a picture of Bismark doing something silly.

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

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.

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

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





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.





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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.





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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.

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.

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.

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.

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Sight Words Set #1



Cut out cards

Sight Words Set #2



NECTURNALS

Fongue-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:

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- https://phys.org/news/2016-06-tongue-chameleon-sticky-secret-revealed.html

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Instructions

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. I. Using the box on the right, review the tongue lengths and the measuring key.

For fun, use a funky color instead!

Repeat Steps 2 and 3 for Tobin the pangolin and King Kami the chameleon.
Compare your results!

Tongue LengthsMeasuring KeyAverage Human: 10 cm10 cmPangolin: 40 cm10 cmChameleon: 70 cm(not to scale)



SUGAR GLIDER Detaurus breviceps	PANGOLIN Manis javanica
W@MBAT	Malayan pangolin
Lasiorhinus kreftůř	Vulpes vulpes
ANTMAL TRADING CARDS	Red fox NEO OURNANS NEW YORK CITY WWW.nocturnalsworld.com

PANGOLIN	SUGER GLIDER
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 prenhensile (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.	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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	W@MBAT
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	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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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 disuccusion.

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 Fountas & Pinnell T





THE FALLEN STAR BOOK CLUB QUESTIONS



- The Nocturnal Brigade embarks on a heroic adventure in *The Fall*en Star. At what point is it obvious that the Brigade has to solve a mystery? Do they plan their mission, or do they react as new clues develop? Which would you do?
- Dawn, Tobin, and Bismark wear capes when they set out to solve a mystery. What is the purpose of their capes? Do you think the capes help the Brigade feel more courageous? What challenges do they encounter as they set out to solve the mystery of the fallen star?
- 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? Who would you most want as your friend and why?
- Dawn becomes alarmed when she, Tobin, and Bismark discover the enormous fallen star that has crashed into the valley. What is the difference between alarm and fear? Describe a time when you felt alarmed. How did you handle the alarming situation?
- Bismark wants to fight the star creatures. What is Dawn's plan? How is it different than Bismark's? Why does Tobin agree with Dawn? How does Dawn's plan lead to a satisfying conclusion?

- Tobin eats the poisoned pomelo fruit. How does he try to convince himself that he is okay? Tobin knows that he should tell his friends that he tasted the fruit. Why does he keep it to himself? What would you do in this situation? What leads to Tobin's confession? What was Bismark's reaction to Tobin's news?
- What is the purpose of the magic berry that Bismark has in his possession? Why is he conflicted about when to use it? How does Bismark decide when to use the magic berry? Did he make the best decision for the Brigade, himself, or both?
- Bismark says, "Everyone knows you can't trust anything that isn't perfect. That's why I only trust myself." No one is perfect. Describe Bismark's imperfections. Does Bismark trust the Brigade? Why does teamwork require trust?
- Aye-Aye Iris, a lemur, knows the secret of the fallen star. How does knowing the secret make Aye-Aye Iris feel important? Explain how Aye-Aye Iris prioritizes her own importance over the well-being of the other animals. Why is this not okay?
- Dawn tells Aye-Aye Iris, "It's our differences that make us unique." Describe the physical and personality differences of each member of the Brigade. How do the Brigade's differences make them stronger? What are Aye-Aye Iris's differences? Why is it important to accept everyone's differences?
- Think about what the Nocturnal Brigade did throughout *The Fallen Star.* What would you have done similarly? What would you have done differently?
- The Nocturnal Brigade rescues animals in need of help. List the animals they rescue in *The Fallen Star.* Which one is your favorite animal? Explain how your favorite animal was a victim of Aye-Aye Iris.

The Faller Star HC ISBN: 978-1-944020-05-7 PB ISBN: 978-1-944020-07-1 eBook ISBN: 978-1-944020-06-4 Lexile Ranking 630L Fountas & Pinnell S





THE HIDDEN KINGDOM BOOK CLUB QUESTIONS



- At the beginning of *The Hidden Kingdom*, the Nocturnal Brigade hears a familiar sound, but they aren't sure what it is. Explain why they accuse Tobin of making the sound. How do they determine the source of the sound?
- What is Cora's condition when they find her? Dawn thinks she knows where a watering hole is, but Cora doubts that she can make the journey. Explain why Tobin ties the blue snakeskin cape around Cora.
- Dawn is the clear leader of the Nocturnal Brigade. Discuss the animals' loyalty to Dawn. What does such loyalty say about her leadership skills?
- Strength may refer to one's physical abilities, but it may also be a character trait. How does the drought affect the physical strength of the animals? Discuss how they call upon strength of character to solve the mystery of the drought. Identify individual strengths of Dawn, Tobin, and Bismark.
- 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? Who would you most want as your friend and why?
- Bismark says, "My greatness has put me in danger. That's all there is to it." (p. 45) He also says, "With my brilliant powers of detection, I will solve this mystery." (p. 51) What do these statements say about his personality? How does he cause

trouble for the Nocturnal Brigade as they attempt to solve the mystery of the drought?

- Describe the tumbleweed that Dawn finds. What is the purpose of the tumbleweed as the story advances? What about the mysterious voices, churning ground, swirling tree bark, and disappearing water? How are these clues that something evil is the cause of the drought?
- Discuss the false hope that the animals experience on their quest to solve the mystery. Even Dawn is confused by the strange events. How do the flowers give them hope again?
- How is Bismark his own worst enemy when the Brigade comes face to face with King Kami, a chameleon? What is Tobin's role in saving Bismark?
- Bismark says the fight between Tobin and King Kami is a "tongue-of-war." How does such wordplay make the plight of the Nocturnal Brigade humorous? In what other ways do the authors create humor?
- Discuss King Kami's explanation for causing the drought. What is the moral of the story? King Kami creates havoc in the forest. How does he help the Nocturnal Brigade save the animals in the forest?
- Think about what the Nocturnal Brigade did throughout *The Hidden Kingdom.* What would you have done similarly? What would you have done differently?
- Fear is an underlying theme in the entire *Nocturnals* series. Compare and contrast the way the animals deal with fear in *The Hidden Kingdom*. How does the personality of each animal explain the way each animal confronts fear?

The Hidden Kingdom HC ISBN: 978-1-944020-11-8 PB ISBN: 978-1-944020-13-2 eBook ISBN: 978-1-944020-12-5 Lexile Ranking 630L Fountas & Pinnell T



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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 nightlight? 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/).





The Nocturnals Middle Grade Series





The Mysterious Abductions #1 Kids' Indie Next List Pick!

Animals are disappearing without a trace—and it's up to Dawn, Tobin, and Bismark to find out why. With the help of a gentle wombat, a jittery jerboa, a band of coyotes, and some kooky bats, the Nocturnal Brigade journeys to the depths of the earth where they find themselves in a wacky, high-stakes game that will determine their survival!

The Red Have - the Bat - t

The Ominous Eye #2

When a violent jolt fractures the earth, the Nocturnals set out to investigate! Along their journey, they meet an unfamiliar reptile a tuatara—who reveals that a giant beast caused the fractures and might strike again. The Nocturnals team up with an owl, a band of jerboas, and some kiwis to set a trap and solve the mystery.



The Fallen Star #3

Dawn, Tobin, and Bismark awaken to disaster: all the pomelos have been poisoned and animals are falling ill. They set out to investigate and encounter a mysterious aye-aye named Iris who blames monsters from the moon. The Nocturnal Brigade suspects a more earthly explanation and must quickly find the answer. AR Quiz! Lexile Ranking 530L Fountas & Pinnell S Professional Reviews: Kirkus 2/2016 Print Booklist 3/2016 Print SLJ 4/2016 Print SLC 9/2016 Print

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The Best Burp SEL Themes: Respect for Others, Honesty

Bismark and a bat named Bink are playing a game—who can make the loudest burp! Tobin thinks both burps are good! Dawn hears the burps and asks who is burping. Bismark and Bink blame Tobin! Dawn tells them that burps are natural and that blaming others isn't how to be your best self.



The Tasty Treat SEL Themes: Problem Solving, Sharing

Dawn can't find her friends! Where is Tobin, her scaly pangolin friend? And Bismark, the silly sugar glider? One by one, Dawn's friends appear, as does a juicy pomelo fruit from a tree above, which the three friends share.

The Contight Meeting

The Moonlight Meeting

SEL Themes: Friendship, Sharing

Tobin finds a tasty pomelo that Bismark thinks he stole from his pomelo tree. Dawn meets both animals as they are discussing who should get the pomelo. She convinces Bismark and Tobin to share the pomelo, and a friendship is formed. Grow & Read Level 1 Lexile Ranking 380L Fountas & Pinnell K Professional Reviews: Booklist 5/2020 Online SLJ 10/2/2020 Online

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The Peculiar Possum SEL Themes: Accepting Differences, Empathy, Kindness

Dawn, Tobin, and Bismark encounter strange sounds and smells in the valley. When an unfamiliar animal appears, Bismark is not pleased! But soon Bismark and the Brigade learn that being peculiar is also a reason to be proud. Grow & Read Level 2 Lexile Ranking 470L Fountas & Pinnell P Professional Reviews: Booklist 11/29/2018 Online Kirkus 9/1/2018 Print

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The Slithery Shakedown

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The Brigade comes across a big bully snake who wants to eat Bismark for breakfast! Bismark is frightened, but he, Tobin, and Dawn stand up to the big bully snake by using their words. In the process, they find themselves some spec-tac-u-lar snakeskin capes!

Checkenser Rechestnut Challenge

Contractions Co

SEL Themes: Good Sportsmanship, Playing Games for Fun, Forgiveness The Brigade are playing a game of Chestnuts when Chandler, a conniving

The Chestnut Challenge

chinchilla, challenges Tobin for the title of Chestnut Champion. However, after a series of strange distractions occur, the Brigade begins to suspect that something is not quite right. Chandler is a competitive chinchilla...but could he also be a cheater?

The Kooky Kinkajou SEL Themes: Using Your Imagination, Accepting New Ideas

Bismark's bored! The sugar glider complains to his friends—Dawn and Tobin—that there's nothing to do! So when Karina the kinkajou comes along, Bismark and the rest of the Nocturnal Brigade get a lesson on using their imaginations. Soon the three nocturnal friends are following Karina and a "sparkle sprite," a.k.a. a firefly, over rivers, under waterfalls, and to the end of a rainbow.



The Weeping Wombat SEL Themes: Expressing Feelings and Emotions, Empathy

Walter the wombat is whimpering under a willow tree. Walter tells the Nocturnal Brigade that the other wombats call him a wimp because he weeps. The Nocturnal Brigade tell Walter that weeping is just another way of expressing how we feel and that, like a good laugh, a good weep can feel great.

AUTHOR: TRACEY HECHT | ILLUSTRATOR: JOSIE YEE

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