



**REBECCA KING**

# EMBER SHADOWS

and the **FATES** of  
**MOUNT  
NEVER**

**SCHOOL RESOURCES  
FOR KS2/ KS3  
TEACHERS &  
LIBRARIANS**

**ILLUSTRATED BY RAQUEL OCHOA**

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## THEME 1 – FATE

Pre-reading tasks to set the scene

**Objectives and activities:** Identify key themes of the book from the blurb; explore key words from the book and what they mean; write your own fate card

## THEME 2 – FAMILY BONDS & FRIENDSHIP

**Objectives and activities:** Discuss the sibling bond between Ember and Juniper; imagine you are Juniper and write a letter to Ember; create your own version of 'Hans' by reading through the description; identify key characters and how they helped Ember on her journey

## THEME 3 – CREATIVITY

**Objectives and activities:** Explore magic potions; describe what happens to Ember when she drinks various potions; choose which potion you would drink; create your own magic potion

## THEME 4 – MAGIC

**Objectives and activities:** Identify the different features of each realm; complete the rollercoaster of life graphic organiser; create your own realm for Ember to visit

## THEME 5 – WOMEN IN STEM

**Objectives and activities:** Consider Ember's inventive nature; write a profile card detailing all of Ember's greatest achievements and inventions; research women in STEM jobs and create a profile on a famous woman in a STEM job to share with the class

## EXTRA ACTIVITIES:

Make your own origami bird; create your own front cover for *Mount Never News*



Scan for extract readings from the author

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## THEME 1 – FATE ACTIVITY ONE

Look at the below sentence from the back cover of the book and think about the underlined words. What do they mean? Can you give a definition for each word and think about synonyms?

**“IN A LAND TRAPPED BY FATE, ONLY COURAGE  
CAN REWRITE THE FUTURE.”**

**TRAPPED** \_\_\_\_\_

\_\_\_\_\_

**FATE** \_\_\_\_\_

\_\_\_\_\_

**COURAGE** \_\_\_\_\_

\_\_\_\_\_

**FUTURE** \_\_\_\_\_

\_\_\_\_\_



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# THEME 1 – FATE

## ACTIVITY TWO



Now look at the rest of the text on the back cover and consider the below questions.

In the magical village of Everspring, everyone receives a fate card before their twelfth birthday, sent down from the mysterious Mount Never.

But when Ember Shadows' fate card arrives, it's blank. Then her sister's card arrives, and it says she will die before her next birthday. Ember is not going to let that happen.

With her heart full of courage and her head full of inventions, Ember sets off through the forbidden realms of Mount Never, determined to challenge what – or who – is responsible for the cards.

But the mountain is full of magic, trickery and curious creatures ... and if Ember survives all that, will she like what she finds at the top?

### DISCUSSION QUESTIONS

- 1) What do you think a Fate Card might look like?
- 2) Do you think a fate card is a good present for a 12th birthday?
- 3) Work in pairs or small groups. From reading the blurb, what can you guess about Ember and her character?
- 4) What does the phrase “curious creatures” make you think of?
- 5) The blurb ends with the question: “Will [Ember] like what she finds at the top?”. What do you think she will find there?
- 6) What do you think the story is about based only on this blurb?



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# THEME 1 – FATE

## ACTIVITY THREE

If you had the opportunity to write your own future, what would you include on your fate card?

### \_\_\_\_\_’S FATE CARD

My goal in life is to...

I will live in ...

My ideal job would be...

My favourite thing to do for fun will be ...

“Only that they seem to be taking the uncertainty out of life, so that all of you humans know exactly what will happen in your future. Rather takes the fun out of things if you ask me.”

- Chapter 18

### DISCUSSION QUESTIONS

- 1) Ember thinks that having your fate decided takes the fun out of life. Do you agree?
- 2) Think about fate and fate cards in the book. Would you rather have a fate card or be free to make your own choices?



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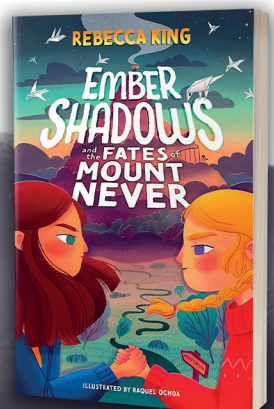


## THEME 2 – FAMILY BONDS & FRIENDSHIP ACTIVITY ONE

Following the arrival of Juniper’s Fate Card, Ember sets off on a dangerous journey in a bid to save her sister. Ember and Juniper share a strong bond, as sisters but also as friends.

As you read the book, note down quotes or actions that show the bond between Ember and Juniper. Use the boxes below as a guide.

Juniper was the only person who knew Ember well enough to finish her sentences.

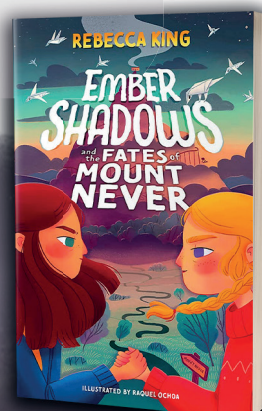


When you have finished the book, in pairs or small groups discuss what the quotes or actions you have found tell you about the relationship between Ember and Juniper.

Imagine you are Juniper. Write a letter from Juniper to Ember, letting her know how much she means to you.

Dear Ember,

From Juniper



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## THEME 2 – FAMILY BONDS & FRIENDSHIP

### ACTIVITY TWO



There, standing in front of her was . . . well, she didn't really know *what* it was. It definitely didn't look like an animal. It was the same sort of height as a rabbit on its hind legs, and was very thin, with turned out feet. Its arms were even thinner than its legs and . . . were those tiny little hands, resting around its middle? The creature was completely naked and a funny metallic dark grey colour. But the strangest part of it had to be its bizarre shape. Its long thin body bulged out to form a head, which then narrowed into a point at the top, like a leaf. And it was beaming up at her with what was possibly the friendliest, toothiest, tiniest smile she could imagine.

'Well?' the creature asked excitedly, as he waddled forward. 'Are you?'

Ember blinked. Staring at him, she'd totally forgotten he'd said anything.

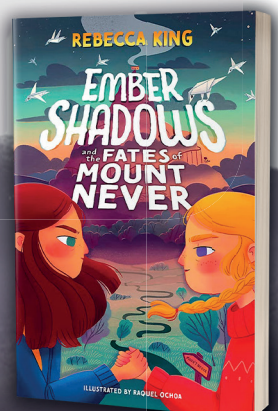
'Oh, erm. Yes, I'm Ember.'

His stuck-out feet pushed off the ground and he leapt into the air, whooping and cheering as he zipped around her as high as her head.

- Chapter 8

Based on the extract above, can you have a go at drawing Hans, considering each detail from the text? When you have finished, show your drawing to a friend.  
Do you have similar or different versions of Hans?

Draw here



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# THEME 2 – FAMILY BONDS & FRIENDSHIP

## ACTIVITY THREE



Look at the descriptions below of four of the characters from the book. Sketch each character, making sure to include any key features mentioned in the descriptions.

### MOIRA

*Draw here*

*“The woman had huge eyes and long lashes that fluttered up and down again and again. Everything about her seemed doll-like: the stiff way she stood, the flat material of her suit, her over-shiny hair.”*

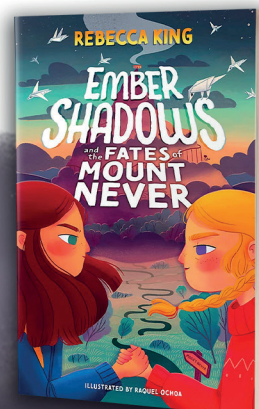
### THE BOOKWORM

*Draw here*

*“It was undoubtably a worm, a long, thin worm, whose body scrunched together and stretched out as it moved along the shelf... She’d never seen a worm with a monocle and bright pink bow tie before.”*



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## FLORENCE

Draw here

*“...a beautiful brown owl, the colour of milk chocolate, with flecks of black mixed in among its feathers. A pair of large hexagonal glasses rested on her beak.”*

## FLINT

Draw here

*“The man, who was wearing grey overalls with a matching grey cap, slapped his hands on his knees and pushed himself up... [He] seemed old enough to be her dad, with pale skin slightly wrinkled around a pair of bright blue eyes. Dark grey wisps of hair poked out from beneath his cap, curling at the ends.”*

### DISCUSSION QUESTIONS

- 1) Who is your favourite character from the book and why?
- 2) What do you think is the most important thing each character does for Ember?
- 3) Could she have been successful on her journey without them?
- 4) If you had to invent a new character to accompany Ember on her journey through Mount Never, what would they be like?



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## THEME 3 – CREATIVITY

### ACTIVITY ONE

She tried to ignore the niggling voice inside telling her not to drink strange liquids. This was for Juniper.

She screwed her eyes closed and brought the tube of *Ingenuity Infusion* to her lips. As soon as it hit her tongue, it exploded. Fireworks erupted in her mouth, a strawberry flavour bursting with each *pop* and *bang*. As she swallowed, the liquid hissed all over her tongue and fizzed at her teeth, before zooming down her throat like a rocket.

She waited a few seconds.

‘Do you feel any different?’ whispered Hans.

Ember shook her head. She would have to try the *Creativity Coffee*, too.

This time at least she was ready for anything. A small sip of the golden liquid warmed her tongue. It spread all around her mouth and over her teeth, coating them like treacle. She ran her tongue around the inside of her cheeks, trying to prise it off the sides of her mouth, but within seconds it was gone.

- Chapter 17

This passage describes the *Ingenuity Infusion* potion and what happened to Ember when she drank it. Can you use the boxes on the next page to draw pictures or diagrams to show, step by step, what happened to Ember when she drank the potion?



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<p>As soon as it hit her tongue, it exploded.</p>	
<p>Fireworks erupted in her mouth.</p>	
<p>A strawberry flavour bursting with each pop and bang.</p>	
<p>As she swallowed, the liquid hissed all over her tongue and fizzed at her teeth.</p>	
<p>Before zooming down her throat like a rocket.</p>	



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## THEME 3 – CREATIVITY

### ACTIVITY TWO

This time at least she was ready for anything. A small sip of the golden liquid warmed her tongue. It spread all around her mouth and over her teeth, coating them like treacle. She ran her tongue around the inside of her cheeks, trying to prise it off the sides of her mouth, but within seconds it was gone.

- Chapter 17

This extract describes Ember's experience drinking Creativity Coffee. Based on the descriptions, which would you prefer to try: Ingenuity Infusion or Creativity Coffee? Why?



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# THEME 3 – CREATIVITY

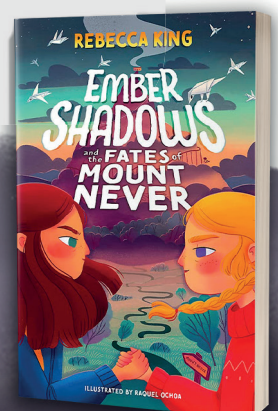
## ACTIVITY THREE

Now, it is time for you to get creative! Ember needs one more magic potion to help her on her quest to save Juniper and Mount Never. Work in pairs or in small groups to create your very own magic potion. Have a think about:

- The name of your own magic potion
- How it will make someone feel when they drink it
- How it will help Ember on her mission

### OUR MAGIC POTION

*Draw here*

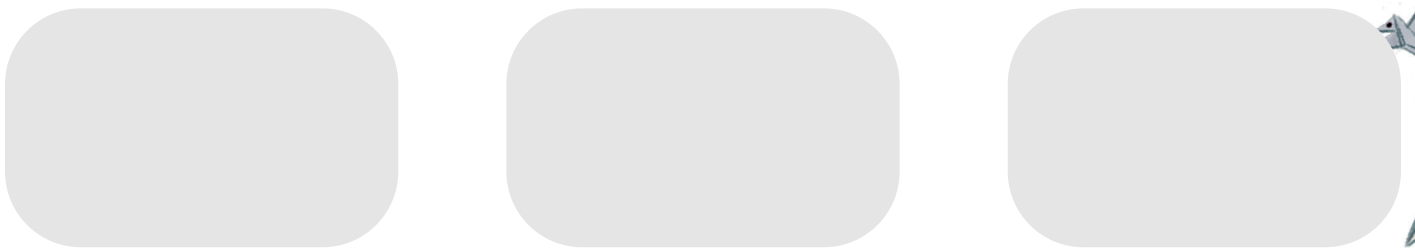
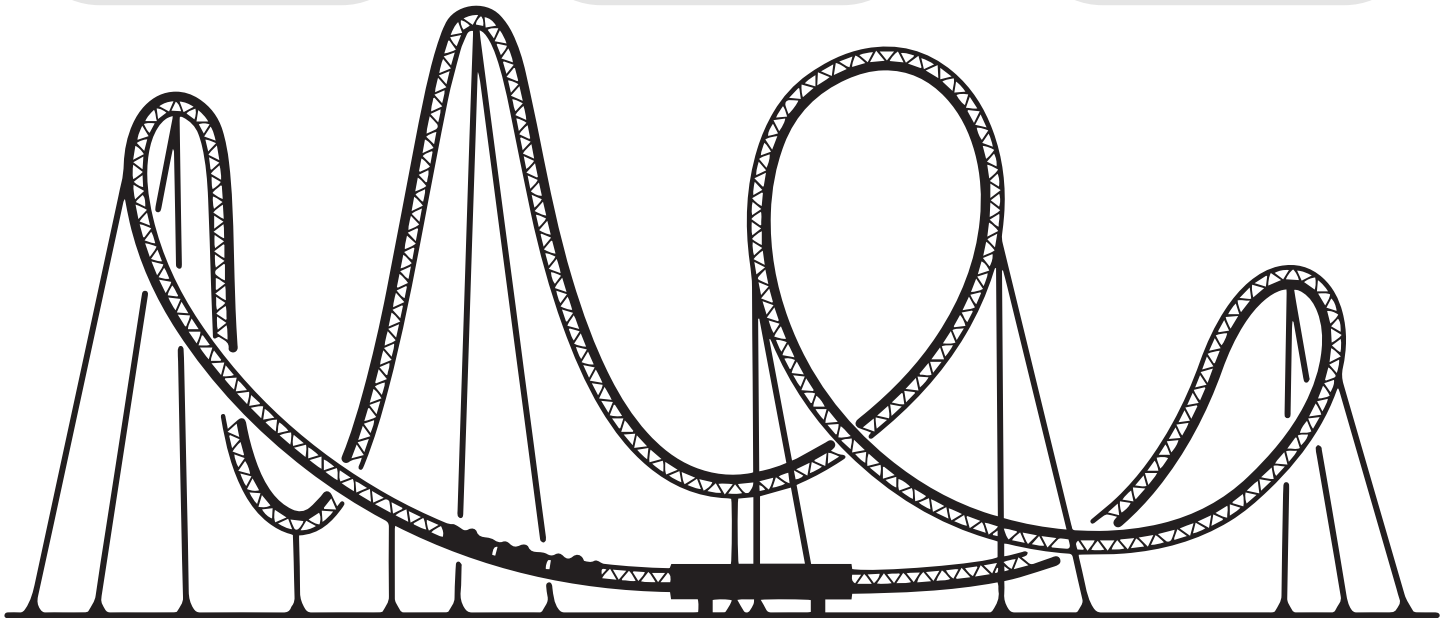
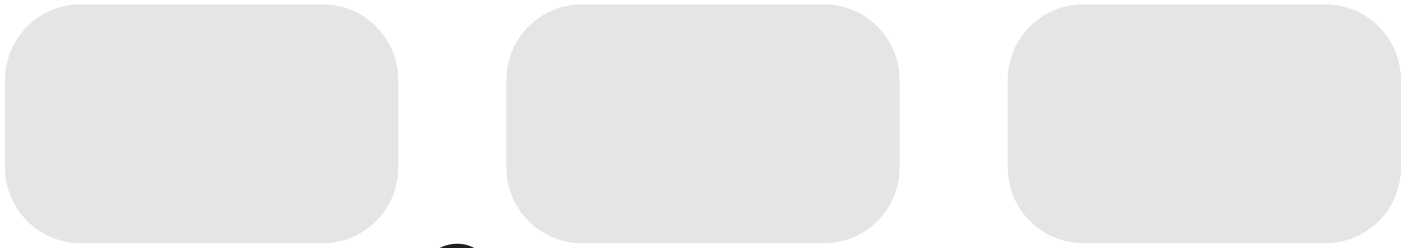


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# THEME 4 – CREATIVITY

## ACTIVITY ONE: THE ROLLERCOASTER OF LIFE

Look at the Rollercoaster of Life worksheet. There are 6 boxes for you to fill in. Think about all the events that Ember sees in her future while she is in the Messy Middle. How many points can you remember? Plot them on this rollercoaster.



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## THEME 4 – CREATIVITY

### ACTIVITY TWO

Ember visits many different realms, some scary and others less so. Imagine Ember has realised she needs to visit one more realm in her quest to save her sister, Juniper. Work with a partner or in a small group and come up with what that realm might be. Think about these questions:

- What is the name of your realm?
- What feeling will you get when entering it?
- What challenges will Ember have to face in it to get to the next realm?
- Imagine your realm was a place people might go on holiday. How would you describe it to convince people to visit?

### DISCUSSION QUESTIONS

What can you remember about each realm Ember visited?

- 1) The Know-It-Hall
- 2) The Messy Middle
- 3) The Garden of Gifts
- 4) The Land of Fear

Which realm would you most like to visit?

Which realm would you try and avoid?



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# THEME 5 – WOMEN IN STEM

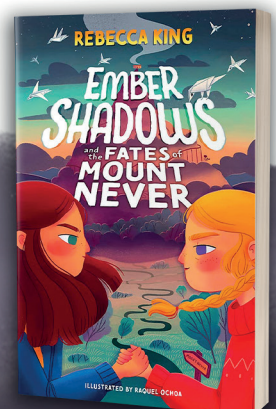
## ACTIVITY ONE



Can you write a profile card for Ember, detailing all her achievements based on her brilliant inventions?

Think about everything she achieved in the book and work together with a partner or in a small group to fill in this profile on Ember.

<p><b>Who is Ember? Write down some key things about Ember that you learnt in the book, e.g.: She is 12 years old</b></p>	
<p><b>Ember's brilliant inventions. List as many of Ember's inventions as you can remember from the book</b></p>	
<p><b>Ember's achievements. Think about the things that Ember achieved while on her journey. What did she succeed at?</b></p>	
<p><b>Predictions. Think about what Ember's future might involve, e.g.: a future career</b></p>	



# THEME 5 – WOMEN IN STEM

## ACTIVITY TWO

Now for some further research, can you find a female STEM pioneer? In pairs, use the internet to find an example of a famous woman in history who has worked very hard in STEM (Science, Technology, Engineering, Maths).

Work together to fill in a profile for this person. Share your STEM pioneer with your classmates.

Bio	
Inventions	
Achievements	
Any other information	

### DISCUSSION QUESTIONS

- 1) Are you inspired by Ember's inventions?
- 2) Have you ever invented something?
- 3) If you could invent something, what would it be? Discuss together and see how many creative ideas you can come up with.



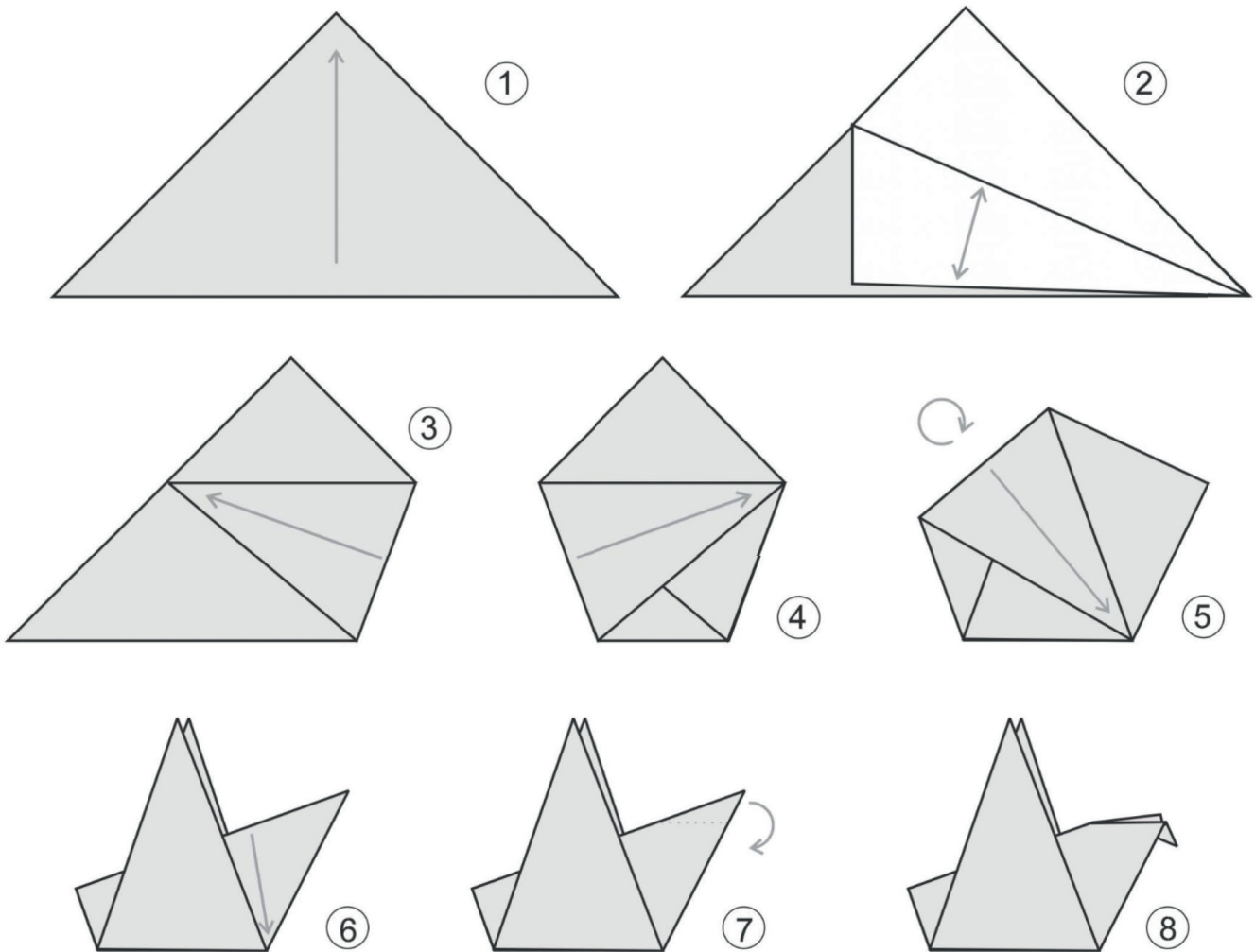
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# EXTRA ACTIVITIES

## ORIGAMI BIRDS

In the book, Ember sees origami birds with strange mirror-like eyes, blinking out of their featherless faces.

Can you create your very own origami bird? You need to follow the instructions below. When you have completed it, draw on the menacing eyes.



### Instructions:

1. Fold your paper in half diagonally. Now make a crease
2. Fold the top point of the front piece down to the bottom fold. Crease it and then open it back out
3. Fold the right-hand point to the edge of the opposite side (see picture)
4. Fold the left-hand point to the edge of the opposite side, so that they are now overlapping (see picture)
5. Rotate your paper to the right, as pictured
6. Fold the back of your paper in half, leaving the two points unfolded and pointing upwards to make wings
7. Fold the top right-side point to the left and then the right, to make a crease on each side
8. Now use your finger to push the right-hand side point inside the fold to make the break. Draw eyes on your bird to complete it

\* taken from [freekidscrafts.com](http://freekidscrafts.com)

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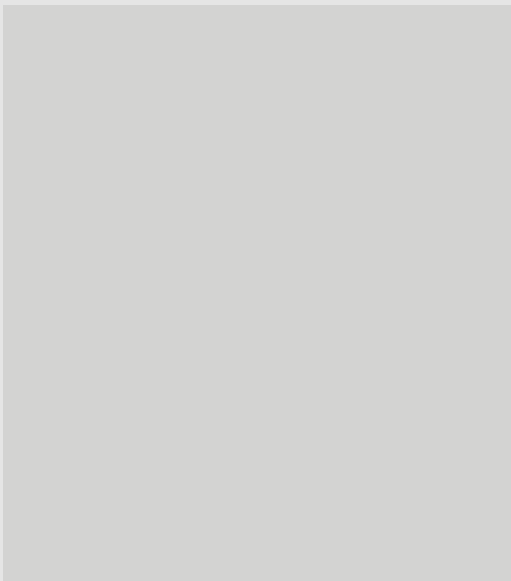
## EXTRA ACTIVITIES THE MOUNT NEVER NEWS

Ember has decided to write a front page cover for the *Mount Never News*, detailing all her adventures through Mount Never. Can you use this newspaper front cover template to report on the most exciting part of Ember's journey? Work in pairs or small groups and present your newspaper front covers to your classmates.

September  
2022

# Mount Never NEWS

Edition #1  
£1.75




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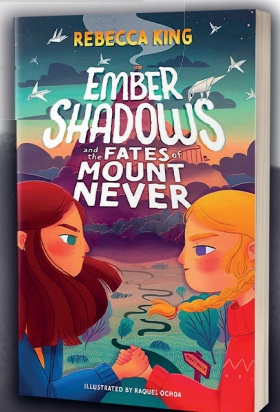
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