

MAGIC TREE HOUSE®

FACT TRACKER

Track the Facts with Jack and Annie!

Educators Guide

Play the classroom
version of the Fact Tracker
Showdown at
MagicTreeHouse.com

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Teachers.MagicTreeHouse.com

 **RANDOM HOUSE**
CHILDREN'S BOOKS

Magic Tree House Fact Trackers

About the Fact Trackers

Magic Tree House Fact Trackers provide easy-to-digest information about the times, places, and cultures Jack and Annie visit in the beloved Magic Tree House fiction adventures. Prepared by award-winning author Mary Pope Osborne, along with her husband Will Osborne or her sister Natalie Pope Boyce, the kid-friendly Fact Trackers include fun facts, photos, definitions, illustrations, and more.



In the Classroom

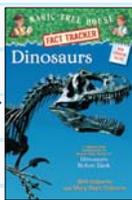
It is essential for students to use fiction and nonfiction texts in tandem to illustrate that facts can support stories and stories can breathe life into facts. The Magic Tree House adventures and their companion Fact Trackers are the perfect vehicle for exploring the fiction-nonfiction connection with young readers and researchers.

Book List: How Many Have Your Students Read?

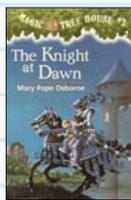
FICTION NONFICTION FICTION NONFICTION FICTION NONFICTION FICTION NONFICTION



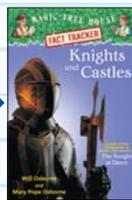
Dinosuars Before Dark
PB: 978-0-679-82411-4
GLB: 978-0-679-92411-1



Dinosuars
PB: 978-0-375-80296-6
GLB: 978-0-375-90296-3



The Knight at Dawn
PB: 978-0-679-82412-1
GLB: 978-0-679-92412-8



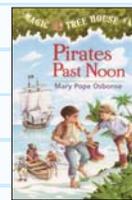
Knights and Castles
PB: 978-0-375-80297-3
GLB: 978-0-375-90297-0



Mummies in the Morning
PB: 978-0-679-82424-4
GLB: 978-0-679-92424-1



Mummies and Pyramids
PB: 978-0-375-80298-0
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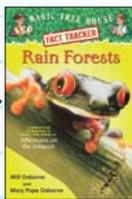
Pirates Past Noon
PB: 978-0-679-82425-1
GLB: 978-0-679-92425-8



Pirates
PB: 978-0-375-80299-7
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Afternoon on the Amazon
PB: 978-0-679-86372-4
GLB: 978-0-679-96372-1



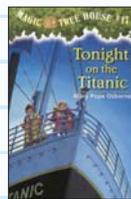
Rain Forests
PB: 978-0-375-81355-9
GLB: 978-0-375-91355-6



Midnight on the Moon
PB: 978-0-679-86374-8
GLB: 978-0-679-96374-5



Space
PB: 978-0-375-81356-6
GLB: 978-0-375-91356-3



Tonight on the Titanic
PB: 978-0-679-89063-8
GLB: 978-0-679-99063-5



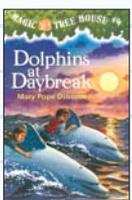
Titanic
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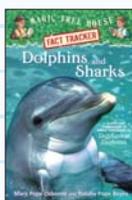
Twister on Tuesday
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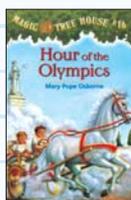
Twisters and Other Terrible Storms
PB: 978-0-375-81358-0
GLB: 978-0-375-91358-7



Dolphins at Daybreak
PB: 978-0-679-86338-8
GLB: 978-0-679-96338-5



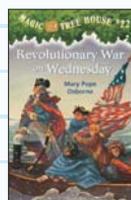
Dolphins and Sharks
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Hour of the Olympics
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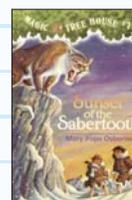
Ancient Greece and the Olympics
PB: 978-0-375-82378-7
GLB: 978-0-375-92378-4



Revolutionary War on Wednesday
PB: 978-0-679-89068-3
GLB: 978-0-679-99068-0



American Revolution
PB: 978-0-375-82379-4
GLB: 978-0-375-92379-1



Sunset of the Sabertooth
PB: 978-0-679-86373-1
GLB: 978-0-679-96373-8



Sabertooths and the Ice Age
PB: 978-0-375-81359-0
GLB: 978-0-375-92359-7

Magic Tree House Fact Trackers

FICTION

NONFICTION

FICTION

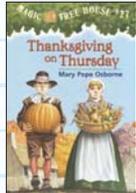
NONFICTION

FICTION

NONFICTION

FICTION

NONFICTION



Thanksgiving on Thursday
PB: 978-0-375-90615-5
HC: 978-0-375-90615-2



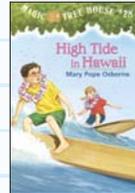
Pilgrims
PB: 978-0-375-83219-2
GLB: 978-0-375-93219-9



Vacation Under the Volcano
PB: 978-0-679-89050-8
GLB: 978-0-679-99050-5



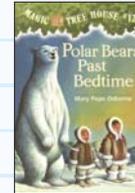
Ancient Rome and Pompeii
PB: 978-0-375-83220-8
GLB: 978-0-375-93220-5



High Tide in Hawaii
PB: 978-0-375-80616-2
GLB: 978-0-375-90616-9



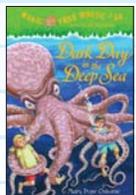
Tsunamis and Other Natural Disasters
PB: 978-0-375-83221-5
GLB: 978-0-375-93221-2



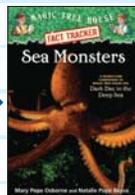
Polar Bears Past Bedtime
PB: 978-0-679-88341-8
GLB: 978-0-679-98341-5



Polar Bears and the Arctic
PB: 978-0-375-83222-2
GLB: 978-0-375-93222-9



Dark Day in the Deep Sea
PB: 978-0-375-95650-8
HC: 978-0-375-93731-9
GLB: 978-0-375-93731-6



Sea Monsters
PB: 978-0-375-84663-2
GLB: 978-0-375-94663-9



Eve of the Emperor Penguin
PB: 978-0-375-83734-0
HC: 978-0-375-83733-3
GLB: 978-0-375-93733-0



Penguins and Antarctica
PB: 978-0-375-84664-9
GLB: 978-0-375-94664-6



Monday with a Mad Genius
PB: 978-0-375-83730-2
HC: 978-0-375-83729-6
GLB: 978-0-375-93729-3



Leonardo da Vinci
PB: 978-0-375-84665-3
GLB: 978-0-375-94665-3



A Good Night for Ghosts
PB: 978-0-375-85648-5
HC: 978-0-375-85648-8
GLB: 978-0-375-95648-5



Ghosts
PB: 978-0-375-84666-3
GLB: 978-0-375-94666-0



Leprechaun in Late Winter
PB: 978-0-375-85651-8
HC: 978-0-375-85650-1
GLB: 978-0-375-95650-8



Leprechauns and Irish Folklore
PB: 978-0-375-86009-6
GLB: 978-0-375-96009-3



A Ghost Tale for Christmas
PB: 978-0-375-95652-5
GLB: 978-0-375-95652-2



Rags and Riches: Kids in the Time of Charles Dickens
PB: 978-0-375-86010-2
GLB: 978-0-375-96010-9

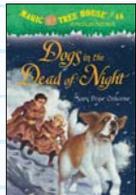


A Crazy Day with Cobras
PB: 978-0-375-86823-8
GLB: 978-0-375-96823-5



Snakes and Other Reptiles
PB: 978-0-375-86011-9
GLB: 978-0-375-96011-6

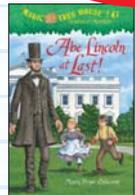
Coming soon!



Dogs in the Dead of Night
HC: 978-0-375-86824-5
GLB: 978-0-375-96824-2



Dog Heroes
PB: 978-0-375-86012-6
GLB: 978-0-375-96012-3



Abe Lincoln at Last!
HC: 978-0-375-86825-2
GLB: 978-0-375-96825-9



Abraham Lincoln
PB: 978-0-375-87024-8
GLB: 978-0-375-97024-5

All fiction titles are also available as ebooks and Listening Library audiobooks

Magic Tree House Fact Tracker Breakdown

Organization and Content:

Designed with curious young readers in mind!

- Short chapters • Multiple topics
- Fun facts • Photos
- Illustrations
- Maps • Drawings

Common Nonfiction Elements:

Perfect for building the bridge to more sophisticated nonfiction texts!

- Table of contents
- Vocabulary words with pronunciation
- Word origin information
- Ideas for future exploration
- Index • Research tips

Depth:

Tidbits of information that young readers love!

Some students will find a specific area of interest and take off to find out more about a specific person, event, etc.

Incredible Five!

Kids: As you read each Fact Tracker, fill in this bookmark as you go along.

FIVE places or names:

FOUR important events:

THREE new facts:

TWO vocabulary words:

ONE way this information affects people today:

MagicTreeHouse.com

Skill-Based Activities

Reading Comprehension

Host a classroom Fact or Fiction Challenge! Ask students to read one of the Magic Tree House fiction adventures and its corresponding Fact Tracker, paying close attention to details like places, times, character names, and vocabulary. Distribute index cards and have students write down three facts and three fictional (false, made-up) pieces of information. (They can alter information from the books or bring in previous knowledge for the fictional cards). Have students trade cards with one another and seek to determine which cards are facts and which are fiction. The student being quizzed can use the books to verify the facts on the cards. This activity can be modified to include an entire class. For a reproducible Fact or Fiction Challenge template, visit the Magic Tree House Teachers Club at Teachers.MagicTreeHouse.com

Embellishing a Story

Have students add another character to the story in a Magic Tree House fiction adventure. This character should join in the dialogue with Jack and Annie or add to the existing scenes to insert bits of information learned in the corresponding Fact Tracker. The story line is not substantially changed, but more information is offered to the reader. This activity can be done through written or verbal communication, depending on the age of the student. It is best to do this after the student has read the fiction and the nonfiction books in their entirety so the addition of information will not affect the ability to follow the story line.

Using the Table of Contents and Index

Using several Magic Tree House Fact Trackers, create a list of rather obscure topics, names, or vocabulary words that are listed in an index. Have students tell you which Fact Tracker and what page you could find information on the topic, name, or word. Make sure to explain that a table of contents is a generalized index, useful if you plan on reading an entire chapter or would like to find the chunk of information on the topic. The index is more specialized and is an asset to spry nonfiction readers.

Linking Artifacts to Text

Create a classroom of travelers who bring back artifacts to share. Ask students to find or create five objects that are important to the fiction adventure or Fact Tracker, specifically if they are linked to a vocabulary term or new piece of information. Use the artifacts in one of two ways:

1. Have students share their (small) "suitcase of treasures," explaining why artifacts were chosen and details surrounding their use in the story.
2. Have students take turns contributing a small number of artifacts (as assigned by the teacher) to a class "suitcase of treasures." The class, then, should try to guess the items in the secret suitcase of treasures, asking yes or no questions of the teacher, who reveals the items when the students guess them correctly.

Note: Student answers will vary, but this can serve as a quick visual check to see that the student was tracking and organizing information while he or she reads the book.

Skill-Based Activities

Choice Boards

Choice boards can be used in the classroom to facilitate differentiation (offering choice and differing levels, depth, or complexity to students based on interest and readiness). The board can be offered as a set of options to practice a skill, or the teacher can help students select work from the board that is most appropriate and interesting to the student. The choice board can be laminated and reused.

Magic Tree House Vocabulary Choice Board

Skill: Using New Vocabulary Words in Context

Find five new words in the book. Ask an adult to help you define them in your own words.

Draw pictures to show the meaning of five vocabulary words from the book. Label each drawing with the matching word.

Create flashcards with the definitions of five vocabulary words. Quiz a friend or family member. Have them quiz you.

Use the dictionary to find the meaning of five vocabulary words from the book. Write the words on index cards. Sort the words according to verbs, nouns, and adjectives.

Use five new words from the fiction adventure or Fact Tracker in a new paragraph. Make sure that you know what the word means before you use it!

Find five new words in the text or index. Mix up the words and definitions to make a "Matching Words and Definitions" worksheet. Be sure to make a key.

Make a poster showing four important facts from the Fact Tracker. Include five vocabulary words and definitions like the authors of the Fact Trackers do.

Make a crossword puzzle from 10 vocabulary words in the fiction adventure and Fact Tracker. Include clues so others can guess the words you chose.

Use five unique words from the fiction adventure or Fact Tracker. Make up a song to go with a familiar tune that uses the words in new sentences.

Magic Tree House Presentation Choice Board

Skill: Visually Showing Factual Information

Write a poem inspired by the fiction adventure or Fact Tracker. Read it aloud.

Create a poster-sized web to show the topic and eight pieces of related information.

Make a diorama to show a time or place described in the Fact Tracker. Be ready to answer questions about your work.

Dress up as a person from a Fact Tracker. Tell the class about your work and teach them something new!

Explore a website listed in the back of the Fact Tracker. Make a PowerPoint presentation with new information you find.

Is there any food, dance, tradition, or skill mentioned in the fiction adventure or Fact Tracker? Become an expert on it and share with the class.

Make a collage of images (pictures) that remind you of events or facts in the book you just read. Write a short explanation to post below the collage that explains your thinking.

Come up with questions for a person featured in a Fact Tracker. Interview a partner who will answer as if he/she is that person.

Create a newspaper that includes an event from a fiction adventure or Fact Tracker. Include pictures, quotes, and exciting information!

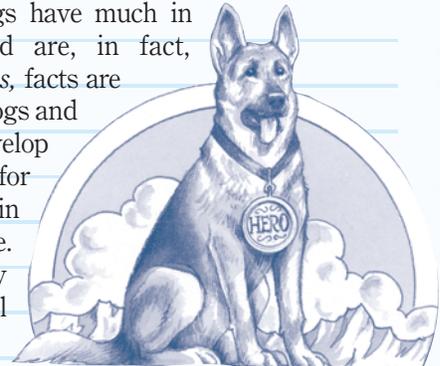
Classroom Connections



Using **DOGS IN THE DEAD OF NIGHT** and **DOG HEROES**

Canine Cousins! Modern day dogs have much in common with the gray wolf and are, in fact, descendants of wolves. In *Dog Heroes*, facts are provided that compare and contrast dogs and wolves. Have groups of students develop

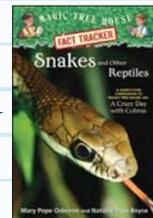
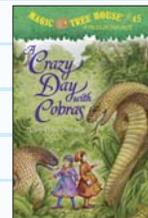
two-part dioramas depicting a section for the domestic dog and a section for the wolf. They should create different habitats that show wolves living in packs in the woods in contrast to a family dog that might live in their home. The two-part dioramas can be crafted using two shoeboxes connected by brads. Encourage students to use construction paper, paint, clay, Model Magic, and/or objects from nature to create their projects.



Using **A CRAZY DAY WITH COBRAS** and **SNAKES AND OTHER REPTILES**

Calling All Turtles! *Snakes and Other Reptiles* provides students with interesting facts about sea turtles. They discover that an amazing sight takes place once a year on beaches around the world. Hundreds of female sea turtles emerge from the ocean to crawl on shore, dig holes in

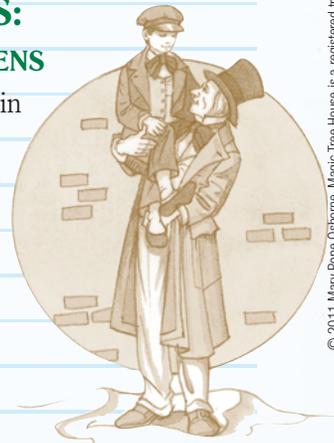
the sand, and lay their eggs. When the eggs hatch, the babies head straight for the ocean guided by the moonlight reflected on the water. These turtles will return to the same beach where they were hatched. Allow your students to make a diorama depicting this fascinating scene. Students should bring a shoe box to school to use for their project. Supply them with paint, construction paper, sand for their "beach," and walnut shell halves to use for 3-D turtle babies. After completing their dioramas, have students write descriptions about the nesting behaviors of sea turtles to accompany their projects.



Using **A GHOST TALE FOR CHRISTMAS TIME** and **RAGS AND RICHES: KIDS IN THE TIMES OF CHARLES DICKENS**

Spend a Day the Victorian Way! Plan a day in which children and teachers dress in period clothing and children write on slates; use an abacus to compute arithmetic problems; recite

their lessons; play Victorian-period games like hopscotch, croquet, and blind man's bluff; and play with toys that Victorian children enjoyed such as toy soldiers, toy theaters, wooden hoops, and marbles. Serve a Victorian snack. Set up "stations" in your classroom for different Victorian activities. Search online for additional information on the era to use for your activities.

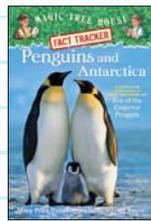
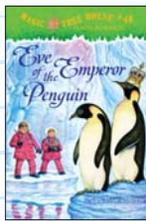


Classroom Connections

Using MONDAY WITH A MAD GENIUS and LEONARDO DA VINCI



Discussing da Vinci! According to his notebooks, Leonardo da Vinci did not always agree with the popular beliefs of the time. Discuss with the class: What kinds of things did he disagree with? Leonardo had a choice about how much he would try to convince others that he was right. Do you think he made the right choices during his lifetime? Why do we believe him today if they didn't believe him when he was alive? One example would be the issue of how fossils got to Italy—was it a flood or a reorganization of land?



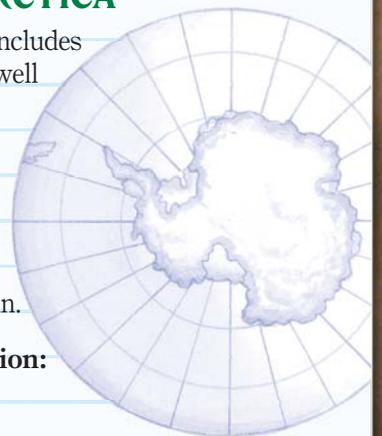
Using EVE OF THE EMPEROR PENGUIN and PENGUINS AND ANTARCTICA

Adapting to Antarctica! The Fact Tracker includes specific information about why the penguin is well prepared for life in Antarctica. Discuss with students that some of the reasons can be seen with our eyes, and some are inside the

penguin's body. Draw an outline of a penguin on the board and have student volunteers come up and label the physical characteristics of the animal that make it well suited for life on Antarctica. Then make a list next to the drawing of characteristics you may not be able to see with your eyes when you look at a penguin.

Here are a few penguin characteristics that may come up in the discussion:

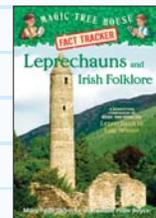
- Heavy bones
- Flipper tail
- Webbed feet
- Blubber
- Wings
- Neck Feathers



Using LEPRECHAUN IN LATE WINTER and LEPRECHAUNS AND IRISH FOLKLORE



Trap a Tricky Fellow! Irish folklore is rich in stories about fairies. One of the most famous fairies to call the Emerald Isle home is the leprechaun! Leprechauns are thought to be the richest of all fairies, and have the difficult task of safeguarding all of the fairy gold for safekeeping. Legend has it that if you are able to catch a leprechaun, he will promise to give you his gold if you set him free. Watch out! He can be very sneaky! In an effort to catch a leprechaun in hopes of claiming his gold, people in Ireland try to trap leprechauns in their gardens. Children are often seen putting out leprechaun boxes. Assign your students the task of designing their own leprechaun traps. Encourage them to lure the tricky little fellows with gold coins to satisfy their greedy nature. Students can also decorate their traps with Lucky Charms cereal, four leaf clovers, and rainbows. Celebrate St. Patrick's Day by inviting other classes to tour your classroom filled with creative leprechaun traps designed by your students! In order to enter, they must be wearing green!



Use the All-New Website in Your Classroom



The all-new MagicTreeHouse.com brings the adventure of the beloved series to life, as young readers join Jack and Annie on exciting new missions through time and around the globe. On each mission, they'll uncover clues and solve puzzles all based on the factual information found in the books. Plus, the Fact Tracker Showdown game has a classroom version that allows you to gauge students' comprehension of the books with an action-packed competition that will leave them clamoring for more facts.

Join the free Magic Tree House Teachers Club today! Features include:

- **Resource Center** with teachers guides and printable activity sheets—searchable by book title and theme
- **Classroom Idea Forum** for finding and sharing curriculum hooks
- **Featured Articles** from authors, educators, and librarians
- **Magic Tree House Educator of the Year** submission information and gallery of winning entries



Activities prepared by Beth Fawley and Paula Henson, past Magic Tree House Educator of the Year winners. Ms. Fawley teaches at the Columbia Heights Public Schools in Minnesota. Ms. Henson teaches at the Christian Academy of Knoxville in Tennessee.
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