

CHRONICLES of WHETHERWHY

THE AGE OF
ENCHANTMENT

ANNA JAMES

ILLUSTRATED BY DAVID WYATT

'Magical'
KATIE TSANG

'A triumph'
A. F. STEADMAN

CHRONICLES of WHETHERWHY

THE AGE OF
ENCHANTMENT

ANNA JAMES

Introduction:

Journey into a fantasy world filled with magic and monsters in *Chronicles of Whetherwhy: The Age of Enchantment* by Anna James.

In Whetherwhy, everyone has magic inside them – grown from the changing seasons of spring, summer, autumn and winter. But a rare few are Enchanters: people with the ability to wield all four seasons of magic.

When Juniper discovers she is an Enchanter, she is invited to study at Thistledown Academy. Unwilling to be left behind, her twin brother, Rafferty, follows her to the capital city of Stormgrove and takes up an apprenticeship at a bookbindery.

As Juniper learns to wield enchantment, Rafferty becomes involved with a mysterious secret society that meets after dark. Monsters are creeping out of the shadows and dangers lurk in unexpected places. Amid night markets and magic lessons, the twins realise there is more to enchantment than they ever imagined – and the adventure that follows brings their paths together again in ways they could never have expected . . .

*If you love to make and grow,
The magic of spring is sure to show.
For spring's the power of creation,
To make a good and strong foundation.*

*If you yearn to learn and share,
Then you work with summer's care.
For summer is for revelation,
To cheer and help in celebration.*

*If your hands seek to make change,
Then autumn is your natural range.
For there lies power of transformation,
A clever swap, a neat translation.*

*And if you look to soothe and calm,
Then you may work with winter's balm.
Beginnings only come from endings.
Destruction leads to nature's mendings.*



HARPERCOLLINS
CHILDREN'S BOOKS

Curriculum-Based Teaching Notes and Lesson Plans for Key Stage 2 Classrooms:

Theme Exploration:

The magical land of Whetherwhy is filled with irresistible adventure, a magical school, fantasy monsters, secret societies and mysterious night markets. Discuss these themes with students, and reflect on the storytelling device of the grandfather character used throughout the book.

Creative Writing:

Ask students to write their own short 'chronicle' based on a fictional event. Ask them to imagine they are enchanters like Juniper, who can harness all four seasons, and to infuse to all four seasons, and to infuse their stories with nature-based magic.

Role-Play Activity:

Have students imagine other scenes that could have taken place in the book. Ask students to improvise dialogue between Juniper and Rafferty or any other characters in Whetherwhy. Discuss the importance of dialogue in character development and storytelling.

Understanding the Text:

Ask comprehension questions related to the magical system linked to the four seasons and ensure students understand the main ideas. Discuss the significance of the Thistledown Academy of Enchantment in Stormgrove and the roles of characters such as Olivor, Zinnia and Jessy. Ensure students see how each individual's magic is tied to their affiliated season.

Art Connection:

Ask students to choose a favourite illustration from the book and discuss how the visual art enhances the storytelling. Then get students to choose a scene from the book that currently doesn't have an illustration and ask them to create their own.

Reading Comprehension Exercise

1. Discuss the magical world of Whetherwhy and the magic system inspired by the four seasons. What qualities are associated with each season? Which season do you think you would have affinity with and why?
2. What is an enchanter? Is Juniper happy about being an enchanter?
3. Explore the relationship between twins Juniper and Rafferty. How does their bond evolve throughout the narrative once they have left Honeyvale?
4. The secretive Papercut Society is an organisation of mystery, intrigue and danger. How do these themes affect the characters and propel the plot?
5. In magic lessons, Juniper has to think of a creature that embodies the spirit of the seasons and create a Tangle. She chooses a magpie. What type of creature would your Tangle be, and what would it symbolise for you?
6. Finally, in the words of the grandfather in the epilogue, 'all histories are stories' and 'all stories are histories'. Discuss what this means in the context of the Chronicles of Whetherwhy.



World-building Exercise: Creating Your Own Fantasy World

Objective:

Ask students to develop their own fantasy world, inspired by the enchanting world of Whetherwhy. Focus on key elements such as setting, geography, culture, characters and history. This exercise encourages creativity, critical thinking and building an understanding of how detailed world-building enhances storytelling.

Instructions:

The Setting:

1. Imagine a new world where your story can take place. What is your world called? Describe the geography, climate and natural features. Is it a lush, magical forest? A village like Honeyvale? Mountainous? Or a bustling city like Stormgrove?
2. Draw a map of your world – you can use the map of Whetherwhy for inspiration. Include key locations such as villages, mountains, rivers and special places of interest.

The Culture:

1. Think about the inhabitants of your world. What kind of creatures live there? Are they humans, elves, dragons or something entirely different?
2. Describe the daily life of these inhabitants. What are their customs, traditions, celebrations and daily routines?

The Characters:

1. Populate your fantasy world by creating three main characters. Are they siblings like Juniper and Rafferty, or friends, or enemies? Provide names, physical descriptions and unique abilities or traits for each character.
2. Write a short background story for each character. Where do they come from? What motivates them? What are their biggest fears and dreams?

The History:

1. Develop a historical background for your world. Are there ancient legends, lost civilisations or epic wars that shaped the current state of the world?
2. Write a brief chronicle explaining a significant historical event and its impact on the present-day setting.

Interaction Exercise:

Pair up with a classmate and role-play a conversation between one of your characters and a character from your classmate's fantasy world. Explore how these two worlds interact, conflict or come together.

