

JONNY AND THE MYSTERY OF THE SUN DISC

ACTIVITY PACK

BY MELANIA GIOFRE'

ACTIVITIES

SUITABLE FOR SCHOOLS & LIBRARIES

Activity 1: Diary Entry

Pick a character from the book and write a diary entry from that character's perspective.

Activity 2: A New Ending

Write an alternative ending to the story, share your version and talk about your reasoning.

Activity 3: Book Soundtrack

Choose three songs you think would make a great soundtrack for the book's key sections: the initial chapters (Jonny at school), the middle chapters (The Dream Library or the Nightmare Stage), and the final chapter (The Great Fight in the Cave). Explain your choices for each song.

Activity 4: The Incubus Tower

The Incubus Tower is full of terrifying mythological creatures. Jonny knows one thing or two about that. Imagine to be the hero of the book and entering the Incubus Tower - what mythological creature would you encounter and how would you fight it? Write a page story and then share it.



BOOK CLUB

SUITABLE FOR SCHOOLS & LIBRARIES

1. "What was your favourite part of the dream world, and why?"
2. "Is there any character you relate to, and why?"
3. "If you could join Jonny on one of his adventures, which one would it be?"
4. "What challenges did the characters face in the dream world, and how did they overcome them?"
5. "How did the dream world differ from the real world in the story? What elements did you find most intriguing?"
6. "Were there any parts of the dream world that you found scary or exciting? Describe them."
7. "What lesson do you think the protagonist learned from their adventure in the dream world?"
8. "If you could bring one thing from the dream world into your own life, what would it be and why?"
9. "How did Jonny's experiences change him by the end of the book?"
10. "What do you think the author was trying to tell us about the power of dreams and imagination?"



WORD SEARCH

See if you can find some of the mythological characters mentioned in the book!

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

MORPHEUS

CIRCE

HYPNOS

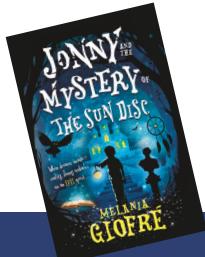
GORGONS

ZEUS

MEDUSA

POLYPHEMUS

HELIOS



COLOURING PAGE

COLOUR & CREATE YOUR OWN MAP OF THE IMAGINARY RUFFO TOWN



DREAM CATCHER ACTIVITY



CREATE A DREAM CATCHER AND USE IT AS INSPIRATION TO WRITE A SHORT STORY ABOUT A DREAM THAT TRANSPORTS THE WRITER INTO A MAGICAL EXPERIENCE.

Step 1: Create your dream catcher

Materials Needed:

- Paper plate (or a hoop)
- Yarn or string
- Colourful beads
- Feathers
- Markers or crayons
- Scissors and tape or glue

Instructions:

- Cut out the centre of the paper plate, leaving a ring.
- Use a marker to decorate the outer ring with patterns that represent dreams.
- Create a "web" by threading yarn or string across the ring in random directions, securing it with knots.
- Add beads to the string as you go
- Attach feathers to strings hanging from the bottom of the dream catcher.
- Write on the back of your dream catcher the dream world you'd love to visit.



DREAM CATCHER ACTIVITY



USING YOUR DREAM CATCHER AS INSPIRATION, IMAGINE A DREAM THAT TRANSPORTS YOU TO ANOTHER WORLD

Step 2: Story writing prompts

- Where does the dreamcatcher take? Is it a real place or an imaginary land?
- Who do you meet there? What role do they play?
- What happens in this dream? Is it just an adventure or do you need to overcome a challenge/nightmare?
- What is this dream helping you discover about yourself?
- How does this dream end? What feeling do you have when you wake up?

Sharing Activity:

Display your dream catcher in the room as a "portal" to the dream world.

Share your story with the author either on instagram #mydreamcatcherportal or via e-mail from the website at www.melaniagiofre.com



Thank You



www.melaniagiofre.com