

Wings of Olympus

THE COLT OF THE CLOUDS



Teacher Guide

The Story

Soar into adventure with Pippa, an orphaned girl in Ancient Greece, and her beloved winged horse, Zephyr, who head out on a daring adventure to save Mt. Olympus in the second book in the *Wings of Olympus* series by beloved, award-winning author Kallie George.

Ever since Pippa lost the winged horse race of the ancient gods and was banned from the slopes of Mount Olympus, she and her beloved horse, Zephyr, have tried to adjust to living a normal life on the ground. But when Pippa rescues a lost winged colt, she knows she must return him to the land of the gods and goddesses—even though she was warned never to return.

Up on Mount Olympus, however, disaster awaits. The gods and goddesses are at war, and someone has kidnapped all of the horses. If Pippa doesn't find a way to restore peace, the battle will destroy the human world and the winged horses could be lost—forever.

With the help of her new friend Hero, the not-so-heroic descendant of Hercules, and her stubborn colt, Tazo, Pippa takes on a task few mortals would dare: to rescue the horses and end the war.



*Wings of Olympus:
Colt of the Clouds*
by Kallie George
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About this Guide

These discussion questions and activities are designed to support the goal of helping students explore the book and their own creativity. Tap into the adventure of this story with language arts lessons in creative writing, character studies and more. In addition to writing and editing, Kallie is a speaker and leads workshops for aspiring writers.

About the Author

Kallie George works as an author and editor on the Sunshine Coast, Canada, and she holds a master's degree in children's literature from the University of British Columbia, where she did her thesis in fairy tales and myths. She has travelled to Greece twice. On her first trip, she hiked Mount Olympus, where she and her husband were caught in a thunderstorm!

About the Illustrator

Celia Krampien is a Canadian illustrator. She has created work for newspapers, magazines and children's books. Her first authored/illustrated picture book, *SUNNY*, will be published 2020. Celia grew up in a house in the woods and spent her childhood reading, observing local wildlife and climbing trees (and sometimes falling out of them). Today, she lives in St. Catharines, Ontario, and still spends her time reading and observing the local wildlife but she now prefers to enjoy trees with both feet on the ground.



Book Talk:

Questions for thoughtful discussion

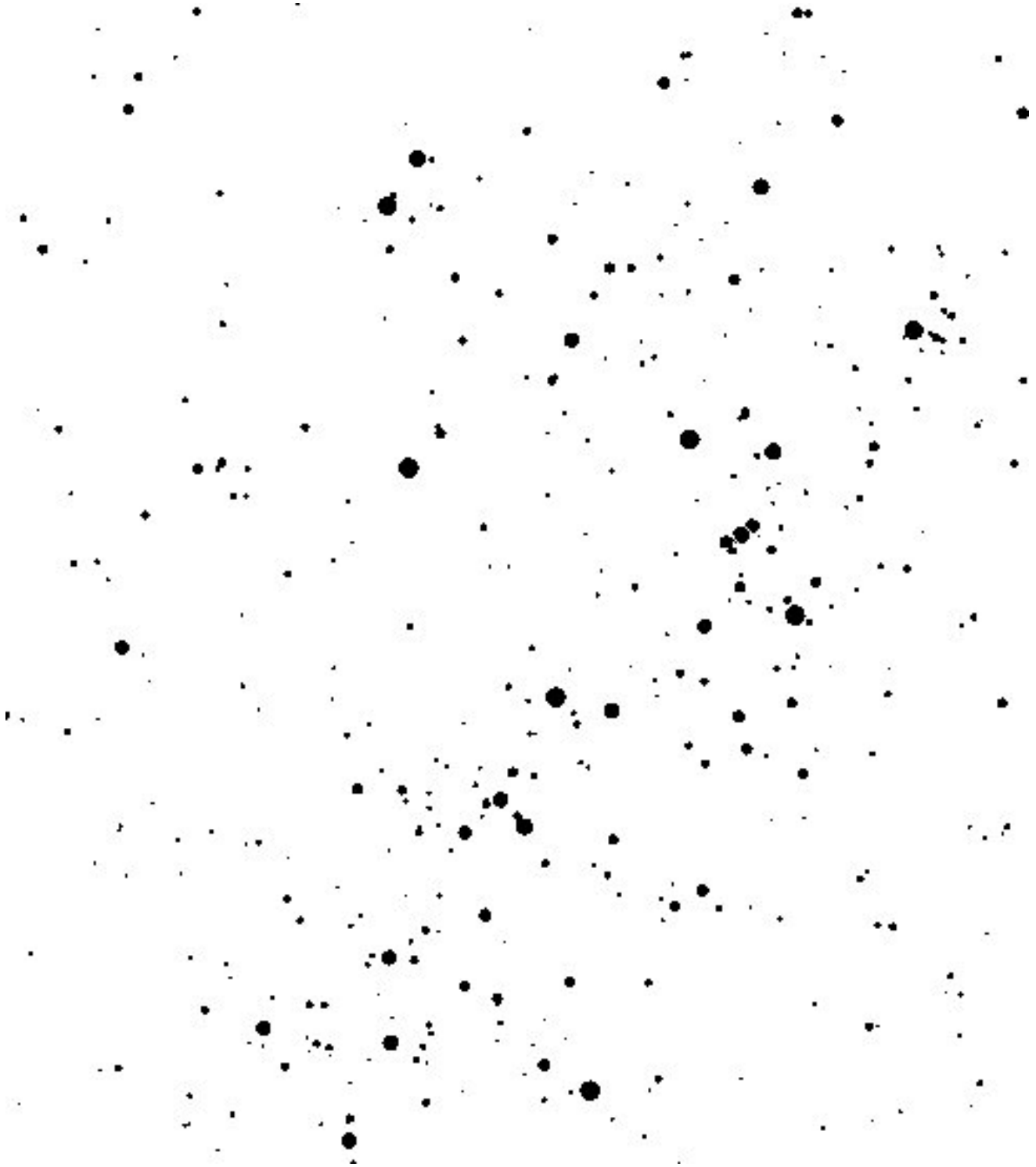
1. Pippa is not satisfied on Bas's farm, although she finally has a nice place to sleep and lots to eat. Why not? What is troubling her?
- 2) What reason does the old crone give for the cause of the salty storm? What did YOU think it was caused by?
- 3) Pippa decides to take a risk and journey up the mountain. Why doesn't Bas come with her? Why doesn't she bring Zeph?
- 4) The first person she meets on her journey is Hero. Who is Hero? What makes him annoying to Pippa? Do you find him annoying? Why or why not?
- 5) Both Hero and Pippa have objects that are important to them. Pippa has a coin, and Hero has a cloak. Why, in particular, is Hero so upset when his cloak is ruined? Do you have an object that is particularly meaningful to you? What is it?
- 6) There are a few secrets that are revealed in this book, including what happened to Pippa's family, and Hero's past. Choose one of these secrets and explain what you learned.
- 7) Even though Pippa learns something tragic about her parents, she also gains a lot of strength from hiding out what happened to them and who they were. What strength does Pippa gain? How does her family's story give her confidence?
- 8) How does Pippa rescue the winged horses?
- 9) What reasons do Poseidon and Nyx have for defying Zeus? Are they totally to blame?
- 10) At the end, Hero decides not to leave the Mountain. Why not? Do you think one day he might leave? Why or why not?

*Activities for
Creative Nourishment*

ACTIVITY

Design your own constellation

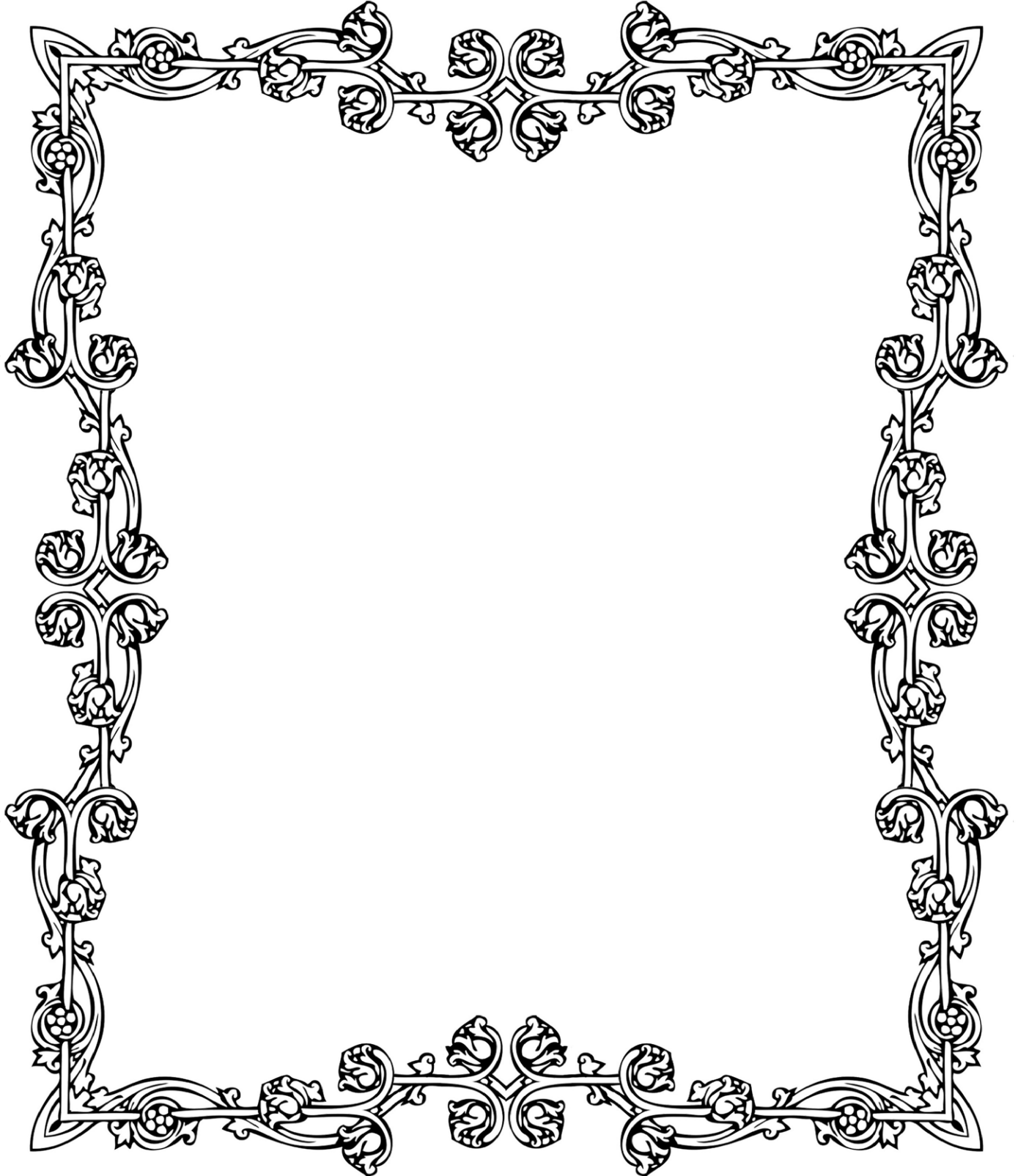
Since long ago, people around the world have associated the heavens, the stars, and the patterns they make in the sky with their ancestors or the gods and goddesses. Different cultures saw different animals and creatures in the sky. For example, in North America we call the Big Dipper as Ursa Major, a big bear. The star chart below is a portion of the winter star chart for the Northern hemisphere. Connect a few stars to make constellations that mean something to you, whether they be real or imaginary figures! You can make one constellation, or a few.



ACTIVITY

Design a monster

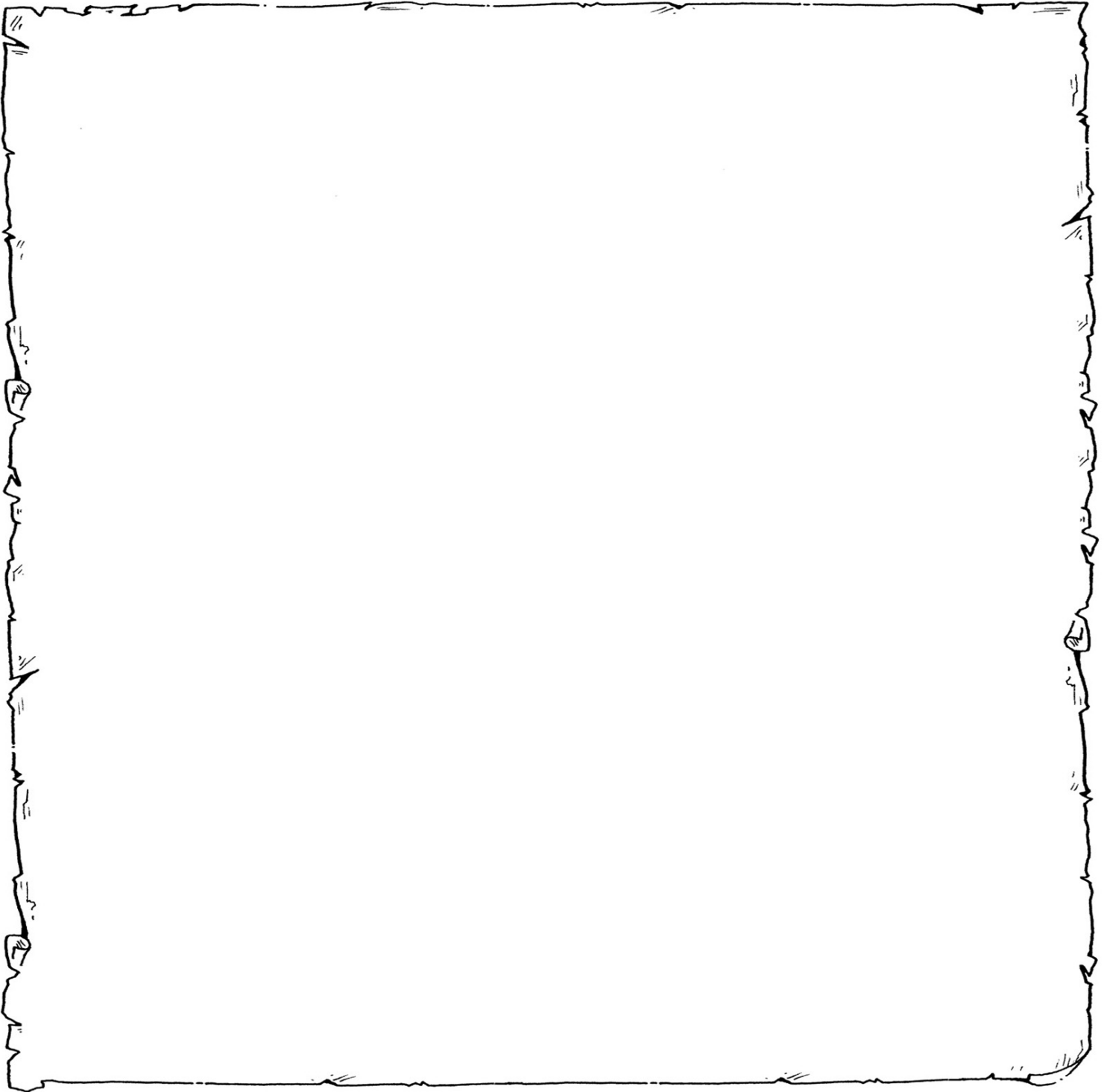
In this story, Pippa and Hero must escape numerous legendary monsters, much like heroes like Hercules. There are many monsters in Ancient Greek myths, including the three-headed dog, Cerberus, and the Cyclops! Create your own monster in the space below.



ACTIVITY

Create a magical map

Crafting a believable setting can be one of the most challenging aspects of writing. One of the ways to bring a world to life (especially a fantasy world) is to create a map. In this story, Pippa's map is very important to their journey. Even if you are not an accomplished artist, creating a map can be an effective tool for a writer to plot a story or to find inspiration.

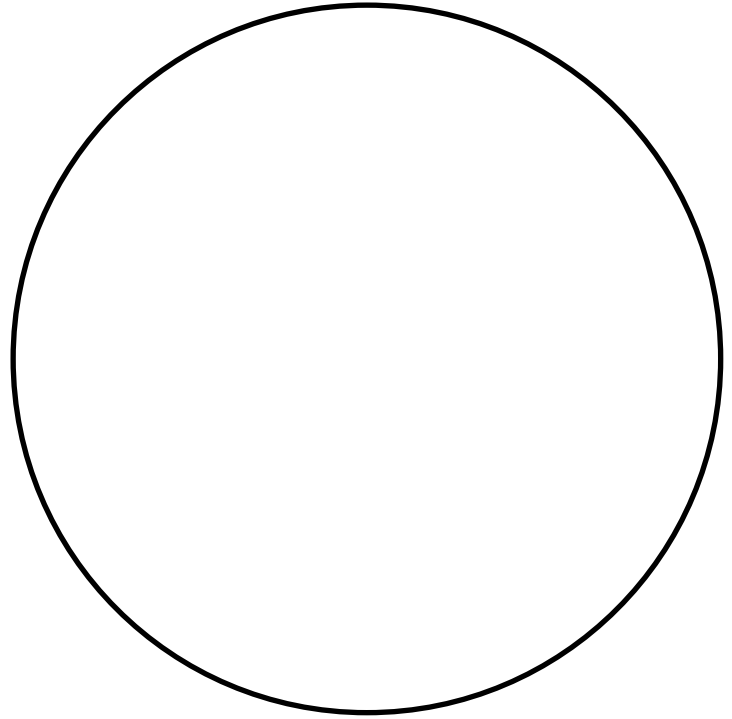


ACTIVITY

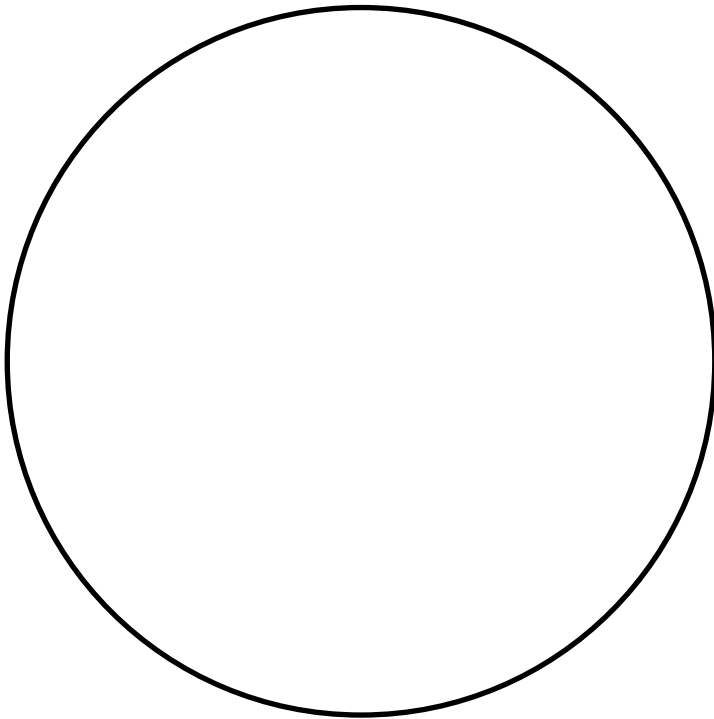
Design your own coin

In *Wings of Olympus*, Pippa carries a special coin that was left to her by her parents. She thinks it might be an obolos, a coin that is given to the ferryman to grant access to the Underworld (it turns out to be something else). Coinage was an important part of Ancient Greek society. Symbols on coins were as wide-ranging as lion heads, horses, sea turtles and land turtles, images of gods and goddesses and more. After doing some research, design an Ancient Greek coin for your own character. What does this coin buy? Or is it of symbolic meaning to a character, like Pippa's coin? Write a story where this coin changes hands.

Front



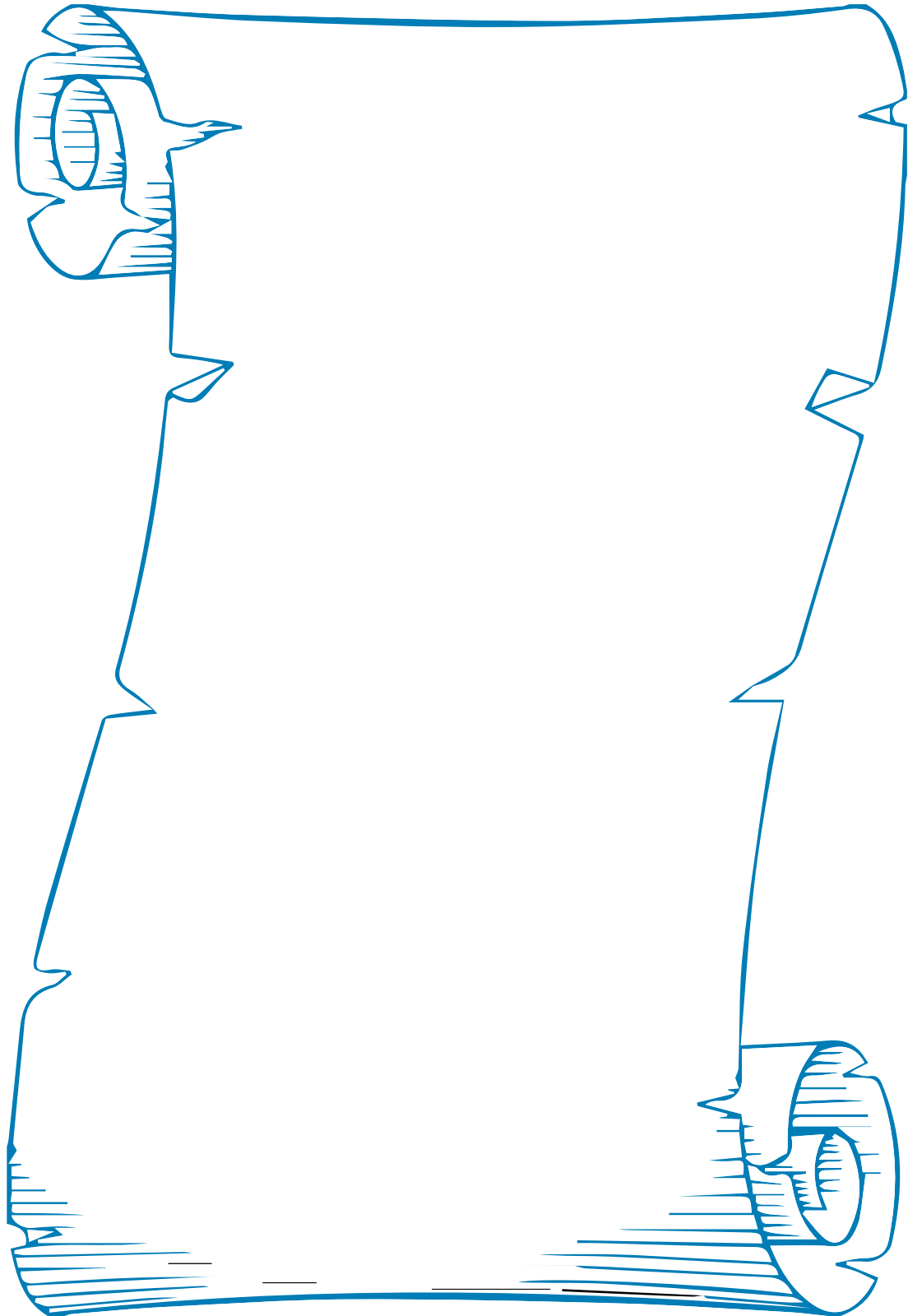
Back



ACTIVITY

Write a travel diary of Ancient Greece

Do some research into Ancient Greece or Ancient times in general. Then imagine you have travelled there and are writing a diary. Make sure that you are as specific as possible to the time frame.



ACTIVITY

Retell an Ancient Greek Myth

This book reimagines what happened to the Ancient Greek hero, Bellerophon. Research one of the other heroes or heroines of Ancient Greek myth. Then, retell his or her story, either focusing on what happened after their fabled story was finished, or retelling the story from another character's perspective. You can start by doing some brainstorming below.





www.kalliegeorge.com