



# Harry Potter

BOOK  
NIGHT

# Friends and Foes

Event Kit



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## Welcome!

We are so excited about **Harry Potter Book Day 2025**, with its theme of **Friends and Foes**.

The wizarding world is full of opportunities to make the greatest of friends, which includes our favorite trio of Harry, Ron, and Hermione, and face down the deadliest foes. (Stay away, Death Eaters!) This event kit is packed full of creative and exciting activities that celebrate the deep friendships and explore the dark feuds that are found in the Harry Potter books.

From costume ideas and magical food and drink to games and activities, this kit contains everything you need to host a showstopping **Harry Potter Book Day** event.

Wands at the ready ... the magic starts here!

—The team at Scholastic

But from that moment on, Hermione Granger became their friend. There are some things you can't share without ending up liking each other, and knocking out a twelve-foot mountain troll is one of them.

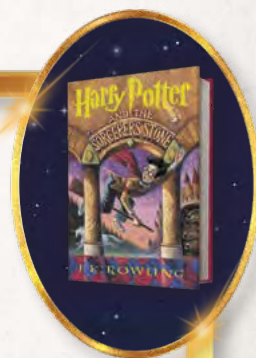
*Harry Potter and the Sorcerer's Stone,*  
Chapter 10: Halloween

'You'll soon find out some wizarding families are much better than others, Potter. You don't want to go making friends with the wrong sort. I can help you there.'

He held out his hand to shake Harry's, but Harry didn't take it.

'I think I can tell who the wrong sort are for myself, thanks,' he said coolly.

*Harry Potter and the Sorcerer's Stone,*  
Chapter 6: The Journey from Platform Nine and Three-Quarters



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## WHAT'S INSIDE THIS PACK

This kit is filled with EVERYTHING you need to hold your own event, from ideas on how to decorate your space and food and drink suggestions, to an array of spellbinding activities and magical games suitable for witches, wizards, and Muggles of all ages. Whether your event is in a school, library, bookshop, or at home, whether you have a small group or large, whether your guests are new to the books or superfans, this kit will give you all the inspiration and practical resources you'll need.

It is completely up to you whether you want to stick closely to the activities suggested here or tweak them for your own needs. Harry Potter Book Day is all about passing on the magic of J.K. Rowling's amazing books to the next generation of readers and celebrating with devoted fans, so your event should be whatever works best for you and those you will be celebrating with.

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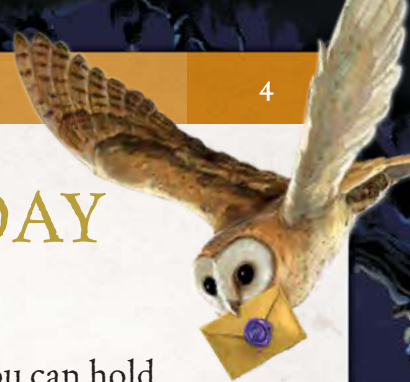
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\* The kit is intended for events that are organized and run by schools, community centres, libraries and bookshops and which encourage community participation. We ask that the events please remain non-commercial in nature. That means, for example, that your Harry Potter Book Day event should be entirely free of charge. Furthermore, your event and, more generally, the Harry Potter properties, should not be sponsored by or associated with any commercial or non-qualifying organizations. So, for example, if a business is supplying catering for your event, that business's logos and/or branding should not feature on any materials relating to Harry Potter Book Day and it should not in any way appear that such businesses are endorsed by or connected with Harry Potter, J.K. Rowling, or Warner Bros. While we very much encourage you to get creative with your events, please note that we're not granting permission for you to create and produce any new Harry Potter-themed goods or services to sell at your Harry Potter Book Day event. Any commercial uses of the Harry Potter trademarks and other intellectual property would require separate permissions. If you're unsure about a particular use or activity, please do drop us an email at [hpmarketing@bloomsbury.com](mailto:hpmarketing@bloomsbury.com).



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# HARRY POTTER BOOK DAY AT A GLANCE



**Harry Potter Book Day** is officially on **Thursday, October 9th** but you can hold your celebrations whenever suits you best. Whatever your plan is, you'll need to prepare ahead of time to ensure that it goes off with a (Whiz-)bang!

## 1. Think about your guests and your event space

How many people will you invite? Who do you think would most like to come? Where will you host your event? Who will help you host?

## 2. Invite your guests or publicize your event

Whether you're hosting a virtual or in-person **Harry Potter Book Day** party, it's important to let your guests know in plenty of time. Post/email your invitations out well in advance so people can start planning costumes and games. You can find posters that can be printed and displayed, as well as countdown images that can be shared on social media [here](#). If you are under the age of 16, please check with an adult if you plan to host a party. You should be over the age of 13 to use most social media platforms. Please seek permission from your guests before posting any photos to social media.

## 3. Build excitement

Let your guests know about all the fun they can look forward to on the day and if there are any prizes to be won. They're in for a treat! You might choose to build excitement by posting a countdown showing how many sleeps to go before **Harry Potter Book Day**. These materials can be downloaded [here](#).

## 4. Prepare your games and activities

Which games will you play? Which activities will you host? Will you need to tailor these for your event space or your audience? What will you need to make, buy or prepare ahead of time? There are lots of ideas in this event kit and you can also visit our **Harry Potter Book Day hub** to find other activity ideas.

## 5. Decorate your space

How will you decorate your space in preparation for your party? Use the Decorating Your Event Space guide on pages 6–14 for some inspiration.

## 6. Get refreshments ready

Will you be providing any food or drink at the event? Use the ideas on pages 16–17 to help you plan some themed treats. If your event is going to be online, you could share some recipes and ideas beforehand so everyone can have a go at making their own Harry Potter-inspired party food.



# INVITATION TEMPLATE

Use these templates to invite guests to your **Harry Potter Book Day: Friends and Foes** event. The first has the official date of **Thursday, October 9th** already filled in and the second has a blank space for you to write in an alternative date, if you are celebrating on a different day. If you prefer, you could design your own e-invites instead, but make sure to send out your invitations well ahead of the day.

*Dear Reader,*

We are pleased to inform you that you have been invited to our **Harry Potter Book Day: Friends and Foes** event.



Date: **Thursday, October 9th**

Time: .....

At: .....



By owl, email, or in person, to:

.....  
**DRESS CODE:** WIZARDING ROBES OR HARRY POTTER FANCY DRESS

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We are pleased to inform you that you have been invited to our **Harry Potter Book Day: Friends and Foes** event.



Date: .....

Time: .....

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By owl, email, or in person, to:

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# DECORATING YOUR SPACE

The wizarding world is full of opportunities to make friends and face down foes. Here are some ideas for how you can transform your event space into something magical.

You could use just one of these ideas as inspiration or pick lots of different elements from the suggestions for your space. It's time to get creative and have fun!

## FRIENDS

### The Hogwarts Express

To travel to Hogwarts School of Witchcraft and Wizardry at the start of the school year, students must board the famous Hogwarts Express. It departs on the first of September from London King's Cross station, platform nine and three-quarters, at eleven o'clock precisely. Students will be excited to see all their friends after a long summer away and share what they have been up to over the holidays. Have a go at some of the decorations below to send your guests off to Hogwarts in style!

A scarlet steam engine was waiting next to a platform packed with people. A sign overhead said *Hogwarts Express, 11 o'clock*. Harry looked behind him and saw a wrought-iron archway where the ticket box had been, with the words *Platform Nine and Three-Quarters* on it. He had done it.

Smoke from the engine drifted over the heads of the chattering crowd, while cats of every color wound here and there between their legs. Owls hooted to each other in a disgruntled sort of way over the babble and the scraping of heavy trunks.

*Harry Potter and the Sorcerer's Stone,*  
Chapter 6: The Journey from Platform Nine and Three-Quarters

- Set up chairs or benches in pairs facing each other to mimic seats in the compartments on the Hogwarts Express. You could drape fabric over the seats and decorate with Hogwarts house colors.



Artwork by Jonny Duddle  
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- Stack old suitcases and boxes in different places around the space so it looks like luggage belonging to Hogwarts students.
- Make and hang up signs for 'Platform Nine and Three-Quarters' and 'Hogsmeade Station' at opposite ends of your space.
- Arrange a selection of food and drink on a trolley, to represent the tea trolley on the train (find some refreshment suggestions on pages 16–17).
- Have one of the event hosts dress up as the trolley witch, to offer your guests refreshments – 'Anything off the trolley, dears?'

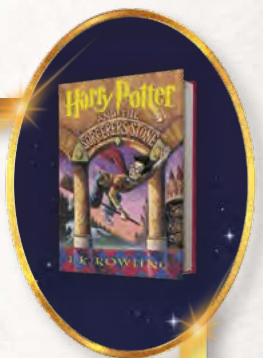
### House Common Rooms

Famously there are four school houses at Hogwarts: Gryffindor, Hufflepuff, Ravenclaw, and Slytherin. Each house has its own common room where students can study and spend time with their friends.

'Welcome to Hogwarts,' said Professor McGonagall. 'The start-of-term banquet will begin shortly, but before you take your seats in the Great Hall, you will be sorted into your houses. The Sorting is a very important ceremony because, while you are here, your house will be something like your family within Hogwarts. You will have classes with the rest of your house, sleep in your house dormitory, and spend free time in your house common room.'

'The four houses are called Gryffindor, Hufflepuff, Ravenclaw, and Slytherin. Each house has its own noble history and each has produced outstanding witches and wizards.'

*Harry Potter and the Sorcerer's Stone,*  
Chapter 7: The Sorting Hat



Create areas for the Gryffindor, Hufflepuff, Ravenclaw, and Slytherin common rooms and decorate them with their respective house colors. Gryffindor colors are red and gold, Hufflepuff colors are yellow and black, Ravenclaw colors are blue and bronze, and Slytherin colors are green and silver.

- Draw a picture of each house animal – a lion for Gryffindor, a badger for Hufflepuff, an eagle for Ravenclaw, and a serpent for Slytherin.
- Try recreating Gryffindor's cozy, round common room, full of squashy armchairs. You could use lots of cushions, chairs, or even beanbags.



- The Hufflepuff common room is famously filled with magical plants. See what enchanted flowers you can create as decorations for the space – you could make a collage or try using paper chains to bring your plants to life.
- To enter Ravenclaw Tower, you must first answer a riddle. Stick up pieces of paper with questions like, ‘Which came first, the phoenix or the flame?’ and ‘Where do vanished objects go?’\* Guests could have a go at making up their own riddles too.
- Slytherin’s common room extends underneath the Great Lake and is lit by green lamps. You could try crafting a window looking into the lake, showing some of the magical creatures that live there, including the giant squid waving its tentacles at guests.



\*These riddles are solved by Luna Lovegood and Professor McGonagall in *Harry Potter and the Deathly Hallows*. When the Ravenclaw doorknocker asks ‘Which came first, the phoenix or the flame?’, Luna works out that the answer is a circle. A circle has no beginning, in the same way that a phoenix is born, lives, bursts into flames and is reborn. When the doorknocker asks ‘Where do vanished objects go?’, Professor McGonagall correctly replies ‘Into non-being, which is to say, everything’.



## The Great Hall

The Great Hall is one of the most magical places in Hogwarts castle, where the whole school can get together and celebrate. Try these decoration ideas to create a magical space fit for a feast.

Harry hurried over and, together, he and Ron peered in at the Great Hall.

Innumerable candles were hovering in midair over four long, crowded tables, making the golden plates and goblets sparkle. Overhead, the bewitched ceiling which always mirrored the sky outside, sparkled with stars.

*Harry Potter and the Chamber of Secrets,*  
Chapter 5: The Whomping Willow



- Set up four tables arranged side-by-side – one for each of the Hogwarts houses. You could even add the High Table for the professors if you'd like.
- Create your own house bunting by cutting out triangles of paper, coloring them in with house colors and attaching them to a long piece of string, then suspending them from a wall or ceiling.
- At feasts, the Great Hall is often lit with floating candles. To make your own, paint the cardboard centers of kitchen rolls white and insert battery-operated tea lights into the top. Use wire or nylon thread to suspend them from the ceiling to give the illusion of floating candles.
- Give your guests their very own owl post delivery service. Print out our handy owl templates [here](#). Once printed, write the names of Hogwarts students and/or those attending your event on the card each owl carries. Place the owls around the event space or suspend them from the ceiling using threads of cotton.





## Hogsmeade

Hogsmeade is a wizarding village, and the only entirely non-Muggle settlement in Britain. Hogwarts students in their third year or above may visit the village on certain weekends, as long as they have a signed permission slip from a parent or guardian. It's the perfect place for friends to enjoy a Butterbeer or stock up on some treats from Honeydukes Sweetshop! Decorate your space with different shop fronts to bring the magic of Hogsmeade to life.

- **Honeydukes:** Arrange glass jars with labels for Drooble's Best Blowing Gum, Sugar Quills, Toothflossing Stringmints, Ice Mice, and Peppermint Toads. You can fill these with different kinds of sweets and chocolate if you like.
- **Zonko's Joke Shop:** Add signs for Zonko's bestsellers including Dungbombs, Hiccough Sweets, Frog Spawn Soap, and Nose-Biting Teacups.
- **Gladrags Wizardwear:** Hang up a selection of mismatched, vibrant socks.
- **Scrivenshaft's Quill Shop:** Lay out a selection of beautiful feather quills and ink pots.
- **The Three Broomsticks:** Set out wooden tables and chairs with goblets and a menu for drinks, including Butterbeer, Gillywater, and mulled mead.
- **Madam Puddifoot's teashop:** Decorate small tables with teapots, sugar bowls, milk jugs, pink confetti, and bows.



Artwork by Tomislav Tomic

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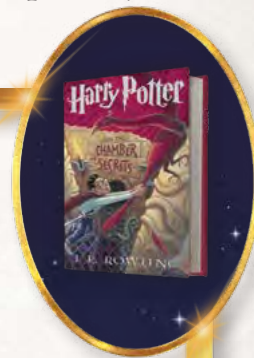
## FOES

### The Forbidden Forest

The Forbidden Forest is found in the grounds of Hogwarts. It is vast and densely packed with trees as well as fascinating, and often dangerous, magical creatures. Hogwarts students are not allowed into the Forest unaccompanied – but that doesn't stop Harry and his friends entering it from time to time, even if it means facing a foe.

So, with Fang scampering around them, sniffing tree roots and leaves, they entered the Forest. By the glow of Harry's wand, they followed the steady trickle of spiders moving along the path. They walked for about twenty minutes, not speaking, listening hard for noises other than breaking twigs and rustling leaves. Then, when the trees had become thicker than ever, so that the stars overhead were no longer visible, and Harry's wand shone alone in the sea of dark, they saw their spider guides leaving the path.

*Harry Potter and the Chamber of Secrets,*  
Chapter 15: Aragog



Here are some ideas to help you transform your space into the Forbidden Forest:

- Create the Forest backdrop by pinning dark green or black fabric to the walls of your event space.
- Cut out tree silhouettes from cardboard and paint them black, dark brown, and light brown. Arrange the silhouettes with the darkest colors at the back and the lightest colors at the front, to create the illusion of a dense forest.
- Create some spider webs from white wool or thread and hang them between the trees.



Artwork by Tomislav Tomic  
and Levi Pintold

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## The Whomping Willow

The Whomping Willow is no ordinary tree! It has a nasty habit of fighting back if anyone gets too close. Harry and Ron's encounter with the Whomping Willow in *Harry Potter and the Chamber of Secrets* left more than a few scratches on Mr. Weasley's magical car.

Ron gasped, staring through the windshield, and Harry looked around just in time to see a branch as thick as a python smash into it. The tree they had hit was attacking them. Its trunk was bent almost double, and its gnarled boughs were pummeling every inch of the car it could reach.

'Aaargh!' said Ron, as another twisted limb punched a large dent into his door; the windshield was now trembling under a hail of blows from knuckle-like twigs and a branch as thick as a battering ram was pounding furiously on the roof, which seemed to be caving in –

'Run for it!' Ron shouted, throwing his full weight against his door, but next second he had been knocked backwards into Harry's lap by a vicious upper cut from another branch.

'We're done for!' he moaned, as the ceiling sagged, but suddenly the floor of the car was vibrating – the engine had restarted.

'Reverse!' Harry yelled, and the car shot backwards. The tree was still trying to hit them; they could hear its roots creaking as it almost ripped itself up, lashing out at them as they sped out of reach.

*Harry Potter and the Chamber of Secrets,*  
Chapter 5: The Whomping Willow

Plant your very own Whomping Willow with these suggestions:

- Paint an old, white sheet with an image of the Whomping Willow and pin it on the wall as a backdrop. Make sure the branches are at odd angles to give the impression of it moving around. Don't forget to add in Mr. Weasley's iconic blue Ford Anglia!





- Get some green and brown pool noodles, or lightweight cardboard tubes painted green and brown, and suspend them from the ceiling.
- Place a toy dog, cat, and rat at the base of the tree!

### Professor Umbridge's Office

In *Harry Potter and the Order of the Phoenix*, Harry meets a formidable foe with a fondness for fluffy cardigans and images of technicolored kittens. Professor Umbridge is the new Defense Against the Dark Arts teacher at Hogwarts and is on a campaign to turn everyone at Hogwarts against Professor Dumbledore and Harry. Umbridge's office quickly becomes the scene of many painful detentions for Harry.

At five to five Harry bade the other two goodbye and set off for Umbridge's office on the third floor. When he knocked on the door she called, 'Come in,' in a sugary voice. He entered cautiously, looking around.

He had known this office under three of its previous occupants ... Now, however, it looked totally unrecognizable. The surfaces had all been draped in lacy covers and cloths. There were several vases full of dried flowers, each one residing on its own doily, and on one of the walls was a collection of ornamental plates, each decorated with a large technicolored kitten wearing a different bow around its neck. These were so foul that Harry stared at them, transfixed, until Professor Umbridge spoke again.

*Harry Potter and the Order of the Phoenix*,  
Chapter 13: Detention with Dolores

Transform your space into Professor Umbridge's office with these ideas:

- Cover any surfaces with lacy tablecloths and napkins. Bonus points for any pink decorations!
- Place vases of dried flowers around the room – the more extravagant the better!
- Get a stack of paper plates and draw some technicolored kittens with bows on each one. You could turn this into a fun activity with your guests and give out a prize for the best one!





## The Shrieking Shack

The Shrieking Shack is an abandoned house on the edge of Hogsmeade village. It is a scary and unfriendly place, rumored to be the most haunted building in Britain. Harry and Ron get to see the Shrieking Shack up close in their third year when they go on a weekend visit to Hogsmeade.

The day was fine and breezy, and neither of them felt like staying indoors, so they walked past the Three Broomsticks and climbed a slope to visit the Shrieking Shack, the most haunted dwelling in Britain. It stood a little way above the rest of the village, and even in daylight was slightly creepy, with its boarded windows and dank overgrown garden.

'Even the Hogwarts ghosts avoid it,' said Ron, as they leaned on the fence, looking up at it. 'I asked Nearly Headless Nick ... he says he's heard a very rough crowd live here. No one can get in. Fred and George tried, obviously, but all the entrances are sealed shut ...'

*Harry Potter and the Prisoner of Azkaban,*  
Chapter 14: Snape's Grudge



Create your own Shrieking Shack with these ideas:

- Create a spooky backdrop by pinning dark fabric to the walls of your event space.
- Paint squares of cardboard to look like boarded-up windows and stick them to the walls. For extra creepiness, add some spiders on cotton wool spider webs.
- Could there be any fearsome foes lurking inside the Shrieking Shack? Draw pictures and pin them up on the walls.





## PHOTO OP FUN

Whatever space you decide to magic up for your event, it might be fun to set aside a corner for your guests to take photos. They can bring the wizarding world to life by dressing up in costumes and using props. Here are three ideas to help get you started:

- **Hogwarts Houses**

Put out baskets filled with themed accessories for each Hogwarts house. As well as wands, robes, and pointed hats, you could add scarves, rosettes, and homemade house badges. Don't forget Hagrid's pink umbrella! Groups of friends could stand together under their house banner, or they could pretend to push a luggage trolley through the magical barrier to platform nine and three-quarters in King's Cross station.

- **Quidditch Rivals**

Why not ask your guests to go head-to-head on the Quidditch pitch! This famous wizarding sport is played up in the air on broomsticks. Collect some real ones, or make your own using a pole with sticks and twigs tied to the end with string. You could even stick on labels, such as Nimbus Two Thousand, Firebolt, or Cleansweep. Add four balls – the Quaffle, two Bludgers, and a Golden Snitch, then take photos of your guests showing off their best attempts at flying. Who would you choose to play against?

- **'UNDESIRABLE NO. 1'**

In *Harry Potter and the Deathly Hallows*, Harry finds a poster of himself on the wall with these words emblazoned across his chest. Create your own sign using a large piece of cardboard. Cut out the center to create a frame so guests can stand in it and pose as an infamous witch or wizard. You could add a backdrop with dense trees like the Forbidden Forest or stick up some fairy lights to add an extra magical twist. Add a chalk sign to write each guest's name on and hold while the photo is taken. Are they a friend or foe?



Remember to tag your photos with **#HarryPotterBookDay!** Please ensure you seek the permission of anyone in the photo before sharing.

Artwork by Jim Kay and Jonny Duddle

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# FOOD AND DRINK

Here are lots of ideas for sweet and savory treats for your event. The below are just suggestions – feel free to create your own magical foods, but try to use as many healthy ingredients as possible. For any ideas that require an oven, a knife, or hot water, please make sure you have adult supervision.

## Hogwarts Express

- **Cauldron Cakes** – make a batch of dark chocolate cupcakes. Cut off the top so that it is flat, and ice with cream in an array of colors to represent different potions inside. Muddy brown could be used for Polyjuice Potion, yellow for Felix Felicis, and purple for the Draught of Living Death. Take thin strips of soft licorice and stick each end from one side of your cupcake to another, to make a handle.
- **Pumpkin Pasties** – make a savory version with fillings such as potatoes, vegetables, or meat, wrapped inside a shortcrust pastry parcel.
- **Pumpkin juice** – fill up a jug with orange or tropical juice.
- **Licorice Wands** – arrange licorice sticks on a plate in different flavors and colors.

## Tea in Hagrid's Hut

- **Pot of tea** – no invention necessary on this one; make a nice big pot of tea for everybody to enjoy!
- **Rock cakes** – arrange a plate of scones or rock cakes on a plate, with either savory or sweet fillings on the side. Will you opt for fresh cucumber or jam and cream, or something else entirely?
- **Dandelion juice** – fill a jug with a floral elderflower juice or cordial.
- **Stoat sandwiches** – prepare a big plate of sandwiches for your hungry guests – but swap the stoat for ham, corned beef, or a meat substitute!





### Quidditch Cup

- **Golden Snitch fruit bites** – peel some tangerines and remove any excess pith so they look smooth and round. Carefully break a mini pretzel twist in half to form two wing-like shapes. Using honey or chocolate spread as ‘glue,’ stick the pretzel wing onto the side of the tangerine. Repeat until you have as many Golden Snitches as you’d like!
- **Cheesy broomsticks** – cut string cheese into thirds to create short broomstick bases. Use kitchen scissors to carefully cut slits along one end of each piece, about halfway up, to create the broomstick brush. Gently push a pretzel stick into the uncut top of each piece of cheese. Repeat until you have enough broomsticks for your guests.

### Potion ingredients storeroom

- Grab as many different flavors of squash as you can and present them next to a big bottle of fizzy water. Your guests can mix their own ‘potion’ with the water which will give it a bubbling effect! What colors will your guests come up with?

### Dining in the Great Hall

- **Hogwarts houses fruit skewers** – thread colorful fruit onto wooden skewers for this tasty treat. You could arrange the fruit so they match the Hogwarts houses:
  - Gryffindor: strawberries and watermelon
  - Hufflepuff: bananas and pineapple
  - Ravenclaw: blueberries and blackberries
  - Slytherin: green grapes and kiwi
- **A Welcome Feast** – fill the table with an assortment of food you’d find at Hogwarts feast. You could include sausages, steak and kidney pie, Yorkshire puddings, Cornish pasties, baked potatoes, apple pie, and a bowl of mint humbugs!

### The Hogwarts vegetable patch

- Load a platter with the freshest raw vegetables you can find. Encourage your guests to take big bites of whole vegetables, as if they’ve just picked them from the garden. Serve with a yogurt dip.

### Dueling Club

- Use breadsticks to create wands for the Hogwarts Dueling Club. Melt chocolate and spread over the breadsticks. Add sprinkles for a touch of magic!



Artwork by Jim Kay

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# COSTUMES

To make your day truly memorable, encourage your guests to get dressed up. Here are some ideas from a range of friends and foes.

## FRIENDS

- A **Hogwarts student**, sporting their house colors and accompanied by their chosen pet (an owl, a cat, or a toad):
  - Gryffindor colors are red and gold.
  - Hufflepuff colors are yellow and black.
  - Ravenclaw colors are blue and bronze.
  - Slytherin colors are green and silver.
- **Harry Potter, Ron Weasley, or Hermione Granger**, about to run into some kind of trouble. Wear round glasses and draw a lightning bolt scar for Harry. Hold a broken wand and wear some well-loved clothes for Ron. Make your hair as big as possible and carry a book for Hermione.
- **Hagrid** in very warm clothes, settling down for a cup of tea in his hut. You could wear a big black coat, some boots, and a fake black beard.
- One of the **Weasley** children, proudly wearing their iconic Weasley jumper! You and a friend could even dress up in the same clothes and come as the Weasley twins – extra points for finding red wigs!
- **Professor Dumbledore**, awarding house points in the Great Hall. A dressing gown or sheet with moons and stars on it will allow you to imitate his robes. Don't forget the long white beard and half-moon glasses!
- Harry's snowy owl, **Hedwig**. Dress all in white to become Harry's loyal companion. You could make some wings out of cardboard, and paint them white or stick white feathers to them.
- **Luna Lovegood**, meandering through the corridors of Hogwarts. Add some interesting accessories like radish earrings, a necklace of corks, or some homemade psychedelic Spectrespecs. If you have a wand, stick it behind your left ear and carry around an upside-down copy of *The Quibbler*.
- Dumbledore's companion, **Fawkes** the phoenix. Dress in red and gold. You could make beautiful wings from cardboard, painted with red and gold highlights, and add a long tail made from red and gold crepe or tissue paper.
- **Dobby the house-elf**, warning Harry about terrible things happening at Hogwarts. Create some large, bat-like ears and stick them to a headband. Wear an old duvet cover, altered for size, with rips for your arms and legs.

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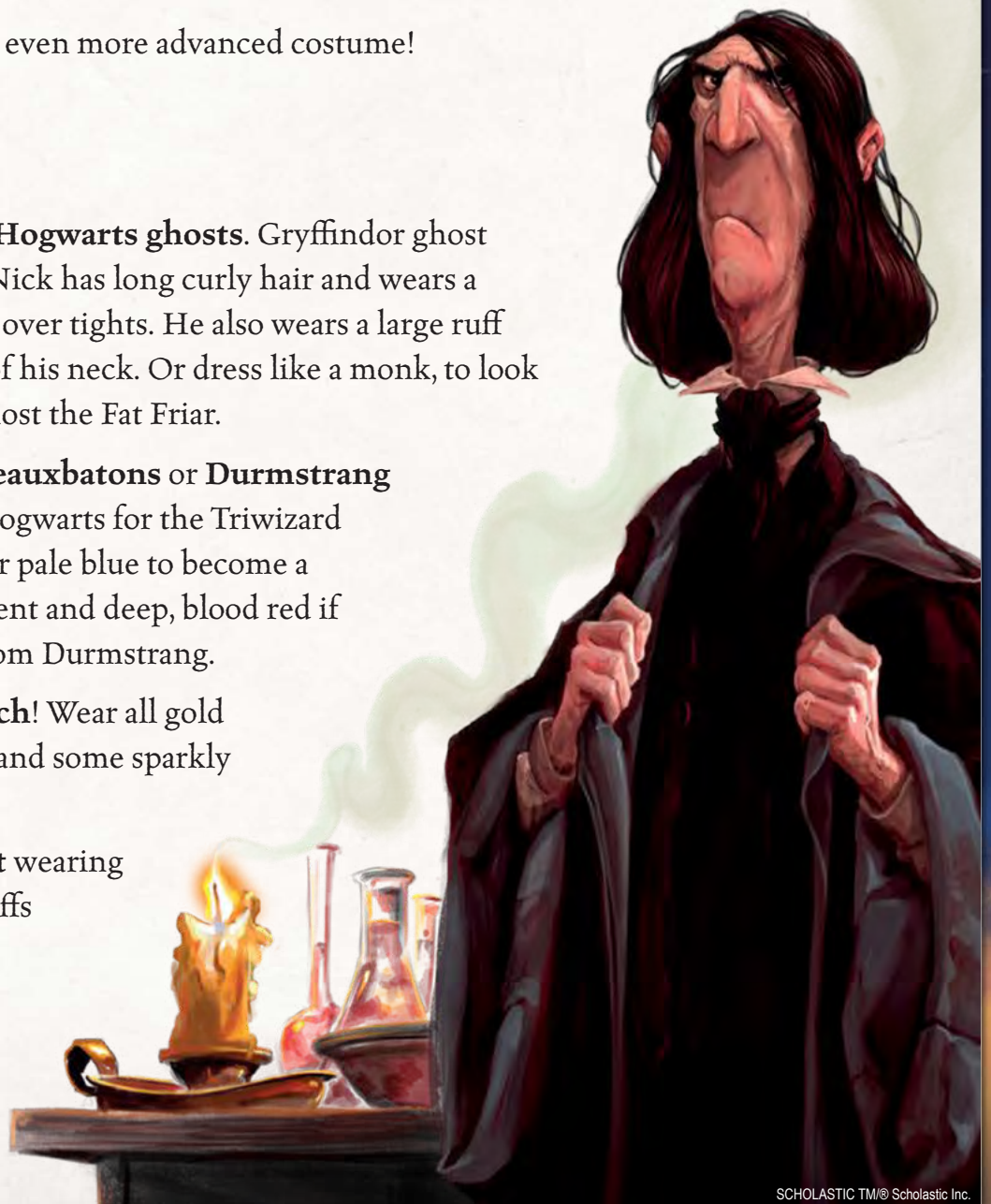
## FOES

- **Professor Snape**, overseeing detention in the dungeon. An all-black cloak could help you really get into character!
- The **Malfoy family**. Pick Lucius, Narcissa, or Draco if you're by yourself or team up with some friends to come as all three. Dress all in black with green accessories. You could even wear white-blond wigs for the full effect!
- One of Azkaban's **Dementors**, patrolling the Hogwarts grounds. Wear a dark cloak with a big hood. Don't forget to practice gliding around the room and breathing loudly.
- **Gilderoy Lockhart** signing books in Flourish and Blotts. Wear bright forget-me-not blue robes and practice your best smile. Don't forget to have a quill on hand in case anyone wants an autograph!

Superfans could try an even more advanced costume!  
Here are some ideas:

## FRIENDS

- One of the many **Hogwarts ghosts**. Gryffindor ghost Nearly Headless Nick has long curly hair and wears a doublet or a tunic over tights. He also wears a large ruff that covers most of his neck. Or dress like a monk, to look like Hufflepuff ghost the Fat Friar.
- A student from **Beauxbatons** or **Durmstrang** when they visit Hogwarts for the Triwizard Tournament. Wear pale blue to become a Beauxbatons student and deep, blood red if you'd like to be from Durmstrang.
- The **Golden Snitch**! Wear all gold with silver wings and some sparkly face paint.
- **Professor Sprout** wearing pink, fluffy earmuffs while repotting Mandrakes in the greenhouses.



Artwork by Jonny Duddle

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## FOES

- Hogwarts caretaker, **Argus Filch**, patrolling the corridors with his cat, Mrs. Norris.
- **Draco Malfoy** when he's Transfigured into a **pure, white ferret** by Professor Moody.
- **The Whomping Willow** recovering with slings on its branches after a scuffle with a blue car.
- **Professor Quirrell** wearing a large purple turban.
- A **troll** slouching slowly into the toilets!
- **Aragog** the giant Acromantula spider, who lives with his enormous family deep in the Forbidden Forest.
- A **freshly caught Cornish pixie** creating pandemonium in Defense Against the Dark Arts.

Why not include a parade as part of your event so everyone can show off their amazing costumes?



Discover even more dressing-up inspiration in *A Curious Collection of Clothing*, which can be found in *The Harry Potter Wizarding Almanac*!



# GAMES

## ASSIGNING HOUSES

We suggest you begin your **Harry Potter Book Day** event by sorting all of your guests into the four Hogwarts houses.



*You will need:*

- *A container with house-themed name tags*
- *A chair*



### What to do:

- Some people may already know their house, so make sure to check before you begin the ceremony.
- Prepare by placing pieces of paper with GRYFFINDOR, HUFFLEPUFF, SLYTHERIN, and RAVENCLAW into a box or container. You'll need one piece of paper for each person attending.
- One by one, ask your guests to sit on the chair and select a piece of paper from the container, to discover their house. They can then write their name on the tag.
- While others are being sorted, guests can decorate their own name tag.
- Alternatively, you could sort people using Sorting Hat cupcakes. Please see [here](#) for more details.

Now you are all set, let the games begin!



## GAME 1

## A BOGGART IN THE WARDROBE

A Boggart is a shape-shifting pest that will take the form of whatever will frighten its victim most, turning the victim's imagination into a formidable foe. Nobody knows what a Boggart looks like when it's alone because it instantly transforms when it's seen. The incantation '*Riddikulus!*' forces the Boggart to take an amusing shape; and it is ultimately defeated by laughter.

Before the event begins, make some charades prompts on cards by writing the names of lots of frightening things on a small piece of paper/card and folding them. You could use our suggested list or, if your guests aren't too familiar with the stories, you can add your own scary ideas to make it easier.



## Ideas include:

Bandaged mummy  
Banshee  
Rat  
Single eyeball  
Spider  
Snake  
Dementor  
Professor McGonagall  
saying 'you've failed  
everything'  
Lord Voldemort  
Vampire  
Werewolf  
Three-headed dog  
Ghost

Artwork by Pham Quang Phuc and Jonny Duddle

Read aloud to set the scene, this passage describes when Harry, Ron, and Hermione are first introduced to Boggarts by Professor Lupin in a Defense Against the Dark Arts lesson in their third year.

'Boggarts like dark, enclosed spaces,' said Professor Lupin. 'Wardrobes, the gap beneath beds, the cupboards under sinks – I once met one that had lodged itself in a grandfather clock. *This* one moved in yesterday afternoon, and I asked the Headmaster if the staff would leave it to give my third-years some practice.'

'So, the first question we must ask ourselves is, what is a Boggart?'

Hermione put up her hand.

'It's a shape-shifter,' she said. 'It can take the shape of whatever it thinks will frighten us most.'

'Couldn't have put it better myself,' said Professor Lupin, and Hermione glowed. 'So the Boggart sitting in the darkness within has not yet assumed





a form. He does not yet know what will frighten the person on the other side of the door. Nobody knows what a Boggart looks like when he is alone, but when I let him out, he will immediately become whatever each of us most fears.'

*Harry Potter and the Prisoner of Azkaban,*  
Chapter 7: The Boggart in the Wardrobe



### How to play:

1. One at a time, guests must pick a folded card.
2. Guests should act out the frightening character on their card for the group to guess.
3. The first person to guess correctly wins that point!

An alternative way to play this game would be to have two groups, each with their own set of cards. One person from each team has sixty seconds to act out as many cards as they can, and only people from their team are allowed to guess the character. Whichever group guesses the most correctly in that time, wins!

If your guests prefer drawing to acting, you can adapt the rules so that guests sketch a picture for the groups to guess instead.



#### *You will need:*

- Two wands, use toy wands, sticks, or even rolled-up paper
- Two bags of spells, see our suggestions below
- Four six-sided dice, two for each player
- A dueling area marked with tape or a rug

## GAME 2 THE DUELING CLUB

The Dueling Club at Hogwarts was first established by Professor Gilderoy Lockhart in *Harry Potter and the Chamber of Secrets*. Its aim was to teach students the art of dueling in order to defend themselves against any threats. Sadly, the Dueling Club didn't last beyond the first meeting due to an unfortunate incident with a snake conjured by Draco Malfoy.



Read aloud to set the scene:

'Face your partners!' called Lockhart, back on the platform, 'and bow!'

Harry and Malfoy barely inclined their heads, not taking their eyes off each other.

'Wands at the ready!' shouted Lockhart. 'When I count to three, cast your charms to disarm your opponent – *only* to disarm them – we don't want any accidents. One ... two ... three ...'

Harry swung his wand over his shoulder, but Malfoy had already started on 'two': his spell hit Harry so hard he felt as though he'd been hit over the head with a saucepan. He stumbled, but everything still seemed to be working, and wasting no more time, Harry pointed his wand straight at Malfoy and shouted, '*Rictusempra!*'

A jet of silver light hit Malfoy in the stomach and he doubled up, wheezing.

'*I said disarm only!*' Lockhart shouted in alarm over the heads of the battling crowd, as Malfoy sank to his knees; Harry had hit him with a Tickling Charm, and he could barely move for laughing. Harry hung back, with a vague feeling it would be unsporting to bewitch Malfoy while he was on the floor, but this was a mistake. Gasping for breath, Malfoy pointed his wand at Harry's knees, choked, '*Tarantallegra!*' and next second Harry's legs had begun to jerk around out of his control in a kind of quickstep.

'Stop! Stop!' screamed Lockhart, but Snape took charge.

'*Finite Incantatem!*' he shouted; Harry's feet stopped dancing, Malfoy stopped laughing and they were able to look up.

*Harry Potter and the Chamber of Secrets,*  
Chapter 11: The Dueling Club





## Suggested spells:

### Attacking

'*Petrificus Totalus*' – Opponent must snap their arms and legs to their body and freeze

'*Stupefy*' – Opponent must take a big, dramatic step backwards

'*Tarantallegra*' – Opponent must dance rapidly

'*Rictusempra*' – Opponent must act like they're being tickled

'*Locomotor Mortis*' – Opponent must bunny hop on the spot three times

### Defensive

'*Expelliarmus*' – Opponent must drop their wand

'*Confundo*' – Opponent must spin in a circle

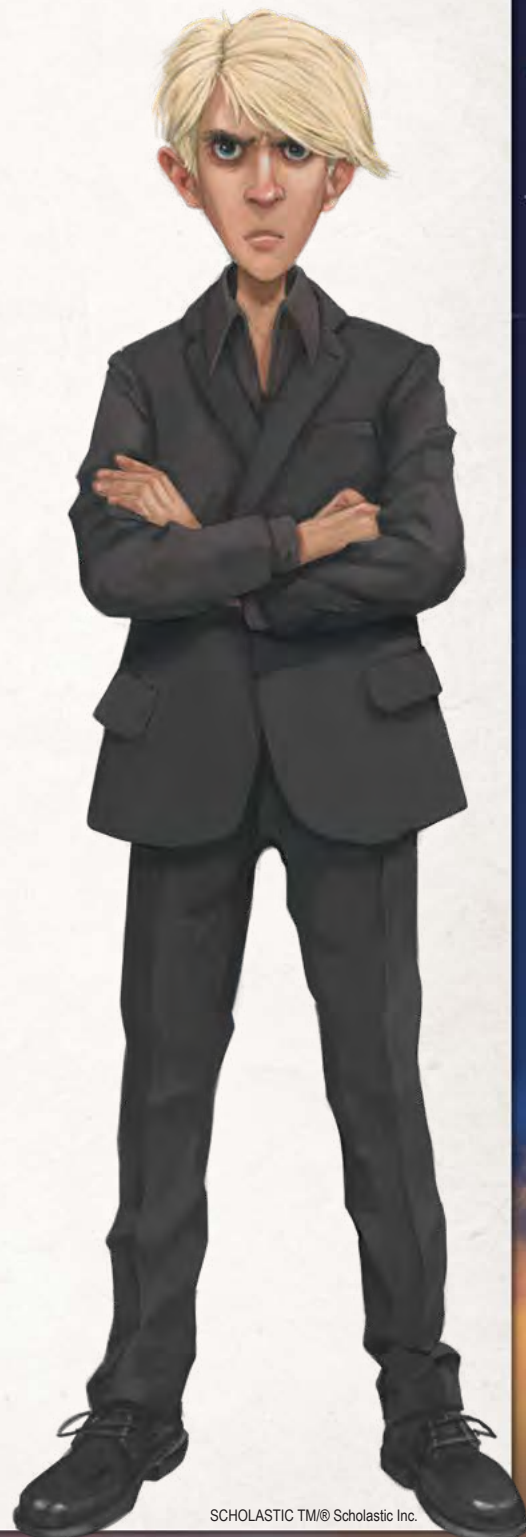
'*Obscuro*' – Opponent must cover their eyes

'*Protego*' – Opponent's spell rebounds and they are hit with the spell they cast

'*Impedimenta*' – Opponent must pretend they're stuck behind a glass wall

## How to play:

1. Pick out two volunteers to duel, give them each a wand and ask them to stand in the dueling area. Flip a coin or roll a die to decide who is attacking or defending first.
2. Without looking, each player picks one spell from their respective spell bags.
3. Players bow to one another and then cast their spells by reading their spell card dramatically and waving their wand at their opponent.
4. Both players roll two six-sided dice at the same time. The player with the higher total wins the round, and their opponent must act out the effects of the spell. If there's a tie, players pick new spells and roll again.
5. After each round, players swap spell bags – attacking becomes defending and vice versa.
6. The first player to win three rounds is the champion!



If you have a big group, you could turn your Dueling Club into a Dueling House Cup by splitting your guests into Hogwarts houses and keeping track of which house wins each duel. The house with the most points after all duels have finished could win a special House Cup.

Alternatively, you could host a Dueling Tournament. Each player is randomly paired up with an opponent for the first round. Winners advance to the next round, while those eliminated can cheer on the others. Keep playing until only two players remain. The final two need to win an epic five rounds to be the ultimate Dueling Champion!



### GAME 3

## THE HOGWARTS HOUSE CUP

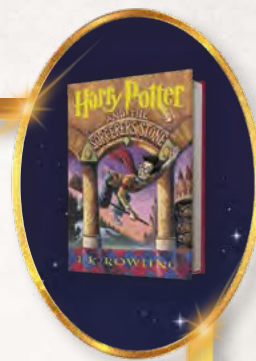
Throughout the school year at Hogwarts, Gryffindor, Hufflepuff, Ravenclaw, and Slytherin students go head-to-head in the Inter-House Championship. It's all about teamwork with the friends in your house and a bit of fun competition with rival houses. You can win points by impressing in class and helping your friends! Be careful not to break any rules though, or you could miss your chance at winning the House Cup! Each house's progress is tracked in giant hourglasses in the Entrance Hall; house points are represented by rubies for Gryffindor, diamonds for Hufflepuff, sapphires for Ravenclaw, and emeralds for Slytherin. When Harry Potter arrives at Hogwarts in his first year, he learns that Slytherin have won the House Cup six years in a row! It's time to work together and overthrow their rivals.



Read aloud to set the scene:

'While you are at Hogwarts, your triumphs will earn your house points, while any rule-breaking will lose house points. At the end of the year, the house with the most points is awarded the House Cup, a great honor. I hope each of you will be a credit to whichever house becomes yours.'

*Harry Potter and the Sorcerer's Stone,*  
Chapter 7: The Sorting Hat



### How to play:

1. To prepare the game, download and print **these colored gems** on to a few pieces of card to make a stash of House Cup gems. Use red for Gryffindor, yellow for Hufflepuff, blue for Ravenclaw, and green for Slytherin. You could simply hide the gems around your event space. Or, if you have limited space, you could fill four boxes with sand or scrunched-up newspapers and scrap bits of material, and then bury the gems in the box.
2. After your guests are sorted into their houses, split your guests into equal teams and then give each guest a little bag for collecting their gems.
3. Challenge your guests to go on a treasure hunt to find the hidden gems.
4. Set a timer – the winner is the team with the biggest stash of gems when the time runs out.
5. To make the game more challenging, you could add some rules for the players. Ideas include not being able to speak to other players while they're hunting, or having to shout something funny every time they find a gem. Anyone who breaks a rule could lose a point at the end of the game.



## GAME 4

# WHAT'S IN HERMIONE'S BAG?

Hermione Granger is the cleverest witch of her age and one of the most loyal friends anyone could ask for! From her first term at Hogwarts, she excels at magic, and she often casts difficult spells or brews complex potions that are far beyond her years. In *Harry Potter and the Deathly Hallows*, Harry, Ron, and Hermione set off on an adventure to track down items that will help defeat Voldemort once and for all. Always prepared to help her closest friends, Hermione charms a small beaded handbag into a secret cargo hold so that the trio have everything they could possibly need for their mission.

Read aloud to set the scene:

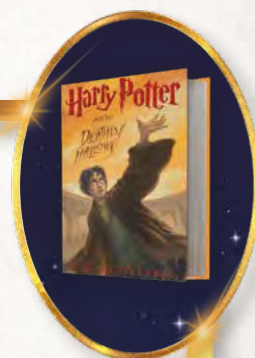
'When you say you've got the Cloak, and clothes ...' said Harry, frowning at Hermione, who was carrying nothing except her small beaded handbag, in which she was now rummaging.

'Yes, they're here,' said Hermione, and to Harry and Ron's utter astonishment, she pulled out a pair of jeans, a sweatshirt, some maroon socks, and, finally, the silvery Invisibility Cloak.

'How the ruddy hell -?'

'Undetectable Extension Charm,' said Hermione. 'Tricky, but I think I've done it OK; anyway, I managed to fit everything we need in here.' She gave the fragile-looking bag a little shake and it echoed like a cargo hold as a number of heavy objects rolled around inside it. 'Oh, damn, that'll be the books,' she said, peering into it, 'and I had them all stacked by subject ... oh well ... Harry, you'd better take the Invisibility Cloak. Ron, hurry up and change ...'

*Harry Potter and the Deathly Hallows,*  
Chapter 9: A Place to Hide



### How to play:

1. Each person should take turns to name an item you may find inside Hermione's magic beaded bag. This could be something magical – an Invisibility Cloak, for example – or non-magical, like books!



2. The object of the game is to remember the name and order of the objects given by the people before you. If you miss an object, or read it out in the wrong order, you're out. The last person in wins.
3. For example, the first person could say, 'I looked in Hermione's bag and I found an Invisibility Cloak.' The second person would repeat 'Invisibility Cloak' and then add an item of their own: 'I looked in Hermione's bag and I found an Invisibility Cloak and books.' And so on.

If you've got a large group, you could split everyone into teams based on their chosen house. Guests can then compete against one another to remember the most items and win points for their house.



Artwork by Pham Quang Phuc and Jonny Duddle

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## GAME 5

ESCAPE FROM THE  
ACROMANTULA

In *Harry Potter and the Chamber of Secrets*, Hagrid tells Harry and Ron to follow the spiders if they want answers to the strange occurrences at Hogwarts. They soon discover Aragog's lair deep in the Forbidden Forest, which is also home to many loud clicking spiders. The pair must make a daring escape from these hungry spiders without getting caught in any webs.

Read aloud to set the scene:

Aragog seemed to be tired of talking. He was backing slowly into his domed web, but his fellow spiders continued to inch slowly towards Harry and Ron.

'We'll just go, then,' Harry called desperately to Aragog, hearing leaves rustling behind him.

'Go?' said Aragog slowly. 'I think not ...'

'But – but –'

'My sons and daughters do not harm Hagrid, on my command. But I cannot deny them fresh meat, when it wanders so willingly into our midst. Goodbye, friend of Hagrid.'

Harry spun around. Feet away, towering above him, was a solid wall of spiders, clicking, their many eyes gleaming in their ugly black heads ...

*Harry Potter and the Chamber of Secrets,*  
Chapter 15: Aragog

**How to play:**

1. Use masking tape, or chalk if in an outdoor space, to create a big web on the floor and decorate with spiders. Put a sign for the Forbidden Forest on one side of the maze and a sign for Hagrid's Hut on the opposite side.
2. Ask one guest to volunteer to be the Acromantula. They should stand in the middle of the maze and act as the game's referee.



3. One at a time, guests must navigate through the maze without touching any of the webs.
4. If someone touches the web, the Acromantula points at them and they must go back to the Forbidden Forest. Each guest has three chances to get through the maze without touching the web.
5. The aim of the game is to get through the web to Hagrid's Hut in the fewest attempts.
6. If there's a tie, add more web lines to the maze and challenge your guests to another round.
7. For an extra challenge, ask your guests to hop on one leg as they go through the maze.
8. If you've got a big group, split your guests into house teams. The team with the lowest score once everyone has gone wins!



Artwork by Jim Kay

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## ACTIVITIES

## ACTIVITY 1

MAKE YOUR OWN  
CHOCOLATE FROG CARDS

Ever since he was born, Ron Weasley has been surrounded by magic. From the first time he meets Harry aboard the Hogwarts Express in *Harry Potter and the Sorcerer's Stone*, Ron is always on hand to show Harry how the wizarding world works. On their first trip to Hogwarts, Harry and Ron's friendship is forged when they share a pile of snacks and treats from the trolley, including Bertie Bott's Every Flavor Beans, Chocolate Frogs, Pumpkin Pasties, and Licorice Wands. While they enjoy their feast, Ron tells Harry about his collection of Chocolate Frog Cards. Each card features famous witches and wizards, including allies and enemies! Trading cards with your friends can help you track down rare cards and grow your collection quickly.



Read aloud to set the scene:

'What are these?' Harry asked Ron, holding up a pack of Chocolate Frogs. 'They're not *really* frogs, are they?' He was starting to feel that nothing would surprise him.

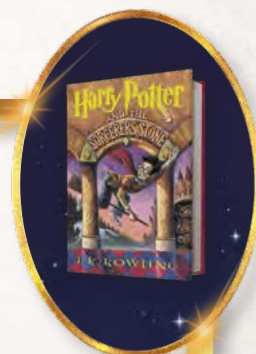
'No,' said Ron. 'But see what the card is, I'm missing Agrippa.'

'What?'

'Oh, of course, you wouldn't know – Chocolate Frogs have cards inside them, you know, to collect – Famous Witches and Wizards. I've got about five hundred, but I haven't got Agrippa or Ptolemy.'

Harry unwrapped his Chocolate Frog and picked up the card. It showed a man's face. He wore half-moon glasses, had a long crooked nose and flowing silver hair, beard and moustache. Underneath the picture was the name *Albus Dumbledore*.

*Harry Potter and the Sorcerer's Stone,*  
Chapter 6: The Journey from Platform Nine and Three-Quarters





Ask your guests to imagine they're designing a new Chocolate Frog Card. They can choose any of Harry's friends or foes to appear on the card, such as Neville Longbottom, Luna Lovegood, or Draco Malfoy.

Provide a set of craft materials including sheets of paper, coloring pens, pencils, and stickers, and invite your guests to create a new Chocolate Frog Card for Ron's collection. On one side of the paper, ask your guests to draw the famous witch or wizard they've chosen and, on the other side of the paper, invite your guests to write a short summary of that witch or wizard's achievements! Will they write about Neville's love of Herbology or Draco's time as a pure white ferret?

If your guests aren't as familiar with the stories, they could let their imaginations run wild and design a Chocolate Frog Card for a friend, a family member, or even a celebrity!



## ACTIVITY 2

# DESIGN DOBBY'S SOCKS



Harry first meets Dobby the house-elf in *Harry Potter and the Chamber of Secrets* when Dobby tries to stop Harry returning to Hogwarts because of a 'plot to make most terrible things happen at Hogwarts.' At first, Harry is frustrated with Dobby's interference but he soon learns that Dobby really is trying to protect him. Harry also discovers that Dobby serves the Malfoy family who have been mistreating Dobby. In an act of friendship, Harry tricks Mr. Malfoy into freeing Dobby with one of Harry's smelly socks!

Read aloud to set the scene:

'Come, Dobby. I said, *Come!*'

But Dobby didn't move. He was holding up Harry's disgusting, slimy sock, and looking at it as though it were a priceless treasure.

'Master has given Dobby a sock,' said the elf in wonderment. 'Master gave it to Dobby.'

'What's that?' spat Mr. Malfoy. 'What did you say?'

'Dobby has got a sock,' said Dobby in disbelief. 'Master threw it, and



Dobby caught it, and Dobby – Dobby is *free*.'

Lucius Malfoy stood frozen, staring at the elf. Then he lunged at Harry.

'You've lost me my servant, boy!'

But Dobby shouted, 'You shall not harm Harry Potter!'

There was a loud bang, and Mr. Malfoy was thrown backwards. He crashed down the stairs, three at a time, landing in a crumpled heap on the landing below. He got up, his face livid, and pulled out his wand, but Dobby raised a long threatening finger.

'You shall go now,' he said fiercely, pointing down at Mr. Malfoy. 'You shall not touch Harry Potter. You shall go now.'

Lucius Malfoy had no choice. With a last, incensed stare at the pair of them, he swung his cloak around him and hurried out of sight.

*Harry Potter and the Chamber of Secrets,*  
Chapter 18: Dobby's Reward



After Dobby leaves Malfoy Manor, socks quickly become his favorite pieces of clothing!

Ask your guests to come up with imaginative designs for a pair of socks for Dobby. Your guests could take some inspiration from the socks that Dobby gives Harry in *Harry Potter and the Order of the Phoenix*: a bright red sock with broomsticks or a green sock with a pattern of Golden Snitches. The socks could be stripy or sparkly. They could have bright colors or silly patterns.

Download and print or photocopy the template [here](#) so your guests can design their own unusually unique pair of socks for Dobby.

Once they're done, ask your guests to show off their socks and share why they're perfect for Dobby! You could even attach all the socks to a piece of string to make some fun bunting.



Artwork by Jonny Duddle

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## ACTIVITY 3

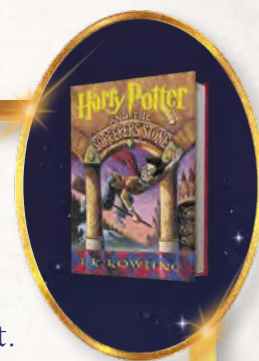
# HALLOWEEN AT HOGWARTS

In *Harry Potter and the Sorcerer's Stone*, Harry sees Hogwarts celebrate Halloween for the first time. Halloween is always an exciting time at school. From Hagrid's giant, enchanted pumpkins decorating the Great Hall, to rumors of Dumbledore arranging a troupe of dancing skeletons, there is always something fun to see at the Halloween feast.

Read aloud to set the scene:

A thousand live bats fluttered from the walls and ceiling while a thousand more swooped over the tables in low black clouds, making the candles in the pumpkins stutter. The feast appeared suddenly on the golden plates, as it had at the start-of-term banquet.

*Harry Potter and the Sorcerer's Stone*,  
Chapter 10: Halloween



Can your guests unscramble the letters to reveal the Halloween items? To up the stakes, you could give a prize to the first person to complete all seven.

KUPPSMNI	
ATBS	
GSHTOS	
LSTANNER	
SADECNL	
ONLKEETSS	
SETAF	

Answers: 1. Pumpkins, 2. Bats, 3. Ghosts, 4. Lanterns, 5. Candles, 6. Skeletons, 7. Feast

Artwork by Jonny Duddle

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## ACTIVITY 4

# WHO SAID THAT?

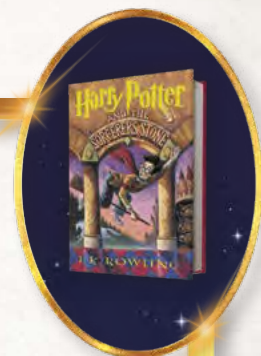
Following an unexpected encounter with a smelly mountain troll in the girls' bathroom, Harry, Ron, and Hermione become the very best friends. There's nothing they wouldn't do for each other.

Read aloud to set the scene:

The common room was packed and noisy. Everyone was eating the food that had been sent up. Hermione, however, stood alone by the door, waiting for them. There was a very embarrassed pause. Then, none of them looking at each other, they all said 'Thanks', and hurried off to get plates.

But from that moment on, Hermione Granger became their friend. There are some things you can't share without ending up liking each other, and knocking out a twelve-foot mountain troll is one of them.

*Harry Potter and the Sorcerer's Stone,*  
Chapter 10: Halloween



Artwork by Jonny Duddle

It's undeniable that Harry, Ron, and Hermione share an unbreakable bond of friendship, but what do the rest of the wizarding world think of this trio?

Download and print or photocopy the next page and give a copy to each of your guests.

Can your guests match each quote to the person who said it?

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1. *'Harry Potter is brave and noble and Harry Potter is not nosy!'* Professor McGonagall
2. *'Don't worry, ickle Ronniekins is safe with us.'* Hagrid
3. *'She's got her heart in the right place, Hermione has.'* Fred and George Weasley
4. *'You'd better hurry up, they'll be waiting for the Chosen Captain – the Boy Who Scored – whatever they call you these days.'* Professor Dumbledore
5. *'My brother, you know! My youngest brother! Got past McGonagall's giant chess set.'* Draco Malfoy
6. *'You're the cleverest witch of your age I've ever met, Hermione.'* Professor Snape
7. *'He'll be famous – a legend – I wouldn't be surprised if today was known as Harry Potter Day in future – there will be books written about Harry – every child in our world will know his name!'* Percy Weasley
8. *'I would expect nothing more sophisticated from you, Ronald Weasley, the boy so solid he cannot Apparate half an inch across a room.'* Dobby
9. *'To Miss Hermione Granger ... for the use of cool logic in the face of fire, I award Gryffindor house fifty points.'* Professor Lupin

ANSWERS: 1. Dobby, 2. Fred and George Weasley, 3. Hagrid, 4. Draco Malfoy, 5. Percy Weasley, 6. Professor Lupin, 7. Fred and George Weasley, 8. Professor McGonagall, 9. Professor Snape, 10. Professor Dumbledore

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## ACTIVITY 5

# FAMOUS FRIENDS AND FOES WORD SEARCH

After living amongst the dreadful Dursleys for so long, Harry is delighted when he makes friends at Hogwarts. Whether he's solving mysteries or battling foes, Harry learns over and over how powerful friendship can be. Even in the darkest times when his foes seem unbeatable, Harry can always rely on his friends to give him strength, courage, and hope.

Read aloud to set the scene:

Hermione's lip trembled and she suddenly dashed at Harry and threw her arms around him.

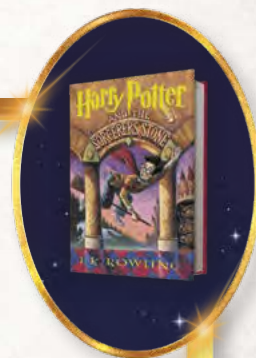
*'Hermione!'*

*'Harry – you're a great wizard, you know.'*

*'I'm not as good as you,'* said Harry, very embarrassed, as she let go of him.

*'Me!'* said Hermione. *'Books! And cleverness! There are more important things – friendship and bravery and – oh Harry – be careful!'*

*Harry Potter and the Sorcerer's Stone,  
Chapter 16: Through the Trapdoor*



All the words listed on the page below are iconic friends or foes of Harry Potter.

Download and print or photocopy the next page and give a copy to each of your guests.

Can they find all of the words?



Artwork by Jonny Duddle and Jim Kay

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



HERMIONE  
RON  
HAGRID  
DOBBY  
LUNA  
NEVILLE  
GINNY

MALFOY  
SNAPE  
VOLDEMORT  
UMBRIDGE  
FILCH  
PEEVES  
DURSLEYS

## ANSWERS

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

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Artwork by Jonny Duddle

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# FAMOUS FRIENDS AND FOES QUIZ

Test your knowledge with these magical quizzes based on the greatest of friends and the deadliest of foes!

Have your guests write down their answers to the questions. The player with the most correct answers wins a prize! Alternatively, if you have lots of guests, you could arrange them into teams.

## QUIZ 1: FRIENDS QUESTIONS AND ANSWERS

1. Who does Harry share his sweets with on his first journey on board the Hogwarts Express?

*Answer: Ron Weasley*

2. Which Hogwarts house are Harry, Ron, and Hermione sorted into?

*Answer: Gryffindor*

3. Who gives Harry his pet owl, Hedwig?

*Answer: Rubeus Hagrid*

4. What is the name of Hermione's cat?

*Answer: Crookshanks*

5. Who gives Harry his first broomstick?

*Answer: Professor McGonagall*

6. Who is captain of the Gryffindor Quidditch team in Harry's first year?

*Answer: Oliver Wood*

7. Which of Harry's friends is given a Remembrall to help him be less forgetful?

*Answer: Neville Longbottom*

8. Who does Harry share his dormitory with?

*Answer: Ron Weasley, Neville Longbottom, Dean Thomas, and Seamus Finnigan*

9. What does Dumbledore give to Harry for his first Christmas at Hogwarts?

*Answer: The Invisibility Cloak*

10. Who sends Harry a toilet seat as a get-well-soon present?

*Answer: Fred and George Weasley*



## QUIZ 2: FOES

### QUESTIONS AND ANSWERS

1. Who does Harry meet in Madam Malkin's Robes for All Occasions, when he first goes to get measured for his school robes?

*Answer: Draco Malfoy*

2. What subject does Professor Snape teach?

*Answer: Potions*

3. Who is the Slytherin house ghost?

*Answer: The Bloody Baron*

4. What position does Draco Malfoy play in the Slytherin Quidditch team?

*Answer: Seeker*

5. What is the name of Mr. Filch's cat?

*Answer: Mrs. Norris*

6. What are Crabbe and Goyle's first names?

*Answer: Vincent Crabbe and Gregory Goyle*

7. Where is the Shrieking Shack located?

*Answer: Hogsmeade Village*

8. How do Harry, Ron, and Hermione get past Fluffy the giant three-headed dog?

*Answer: Play music to send him to sleep. (Harry plays the wooden flute that Hagrid gave him for Christmas.)*

9. What is the name of Draco's home?

*Answer: Malfoy Manor*

10. Where can Aragog and his family be found?

*Answer: The Forbidden Forest*





## BONUS QUIZ FOR SUPERFANS

1. Who gives Harry the Marauder's Map?

*Answer: Fred and George Weasley*

2. Which Quidditch team does Ron support?

*Answer: The Chudley Cannons*

3. Who founded the Order of the Phoenix?

*Answer: Albus Dumbledore*

4. What magical plant does Harry use to help him breathe underwater in the second task of the Triwizard Tournament?

*Answer: Gillyweed*

5. Which password to the Gryffindor Tower is the only one Neville remembers?

*Answer: 'Mimulus mimbletonia'*

6. Who won't let Nearly Headless Nick join the Headless Hunt?

*Answer: Sir Patrick Delaney-Podmore*

7. What edible treat does Hagrid buy Harry on Harry's first trip to Diagon Alley?

*Answer: A chocolate and raspberry ice cream with chopped nuts*

8. At the end of Harry's first year, Gryffindor win the House Cup with how many points?

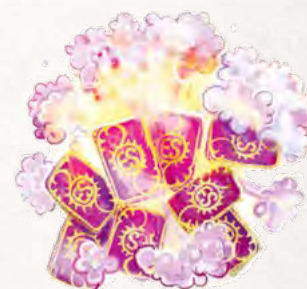
*Answer: 482 points*

9. What charm does Hermione use so that Harry can send messages via gold coins to other members of Dumbledore's Army?

*Answer: The Protean Charm*

10. Which Chocolate Frog Cards are missing from Ron's collection?

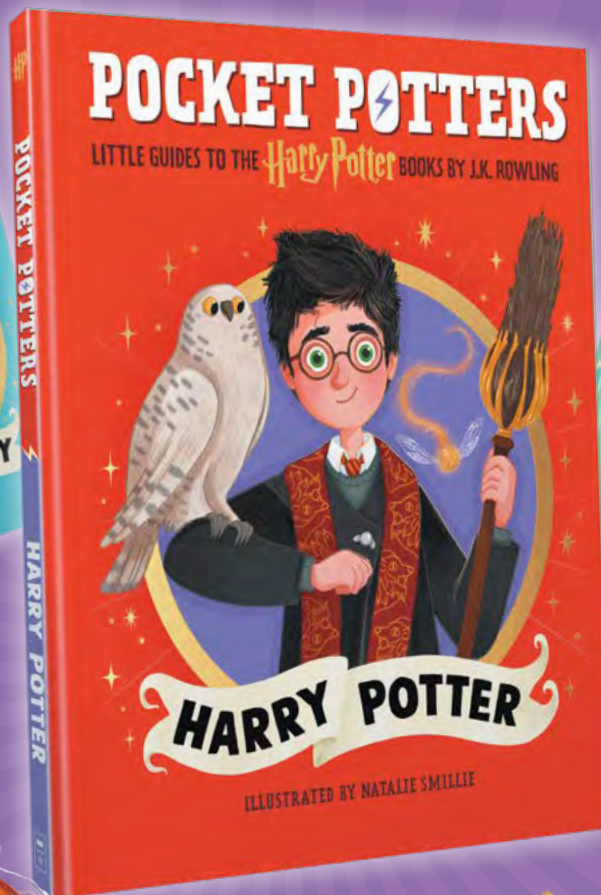
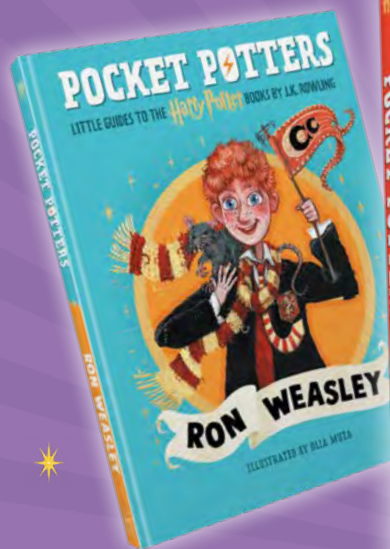
*Answer: Ptolemy and Agrippa*





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