The background of the cover is a dark, atmospheric illustration of a forest at night. A full moon is visible in the upper right, and several bats are flying in the sky. The trees are silhouetted against the dark blue and black sky. In the center, a path leads through a dense thicket of green foliage. At the end of the path, a golden trophy stands on a pedestal, illuminated by a bright light. Two figures in dark robes are standing on the path, looking towards the trophy. The overall mood is mysterious and magical.

Harry Potter

BOOK
NIGHT

The Triwizard Tournament EVENT KIT

Welcome! We're delighted that you're taking part in our sixth annual **Harry Potter Book Night**. This year's theme is the **Triwizard Tournament**. Witches, wizards, and Muggles from around the world are invited to take part in a tournament of their own, competing in enchanting games, making magical crafts, and testing their skills with an array of activities.

Wands at the ready . . . let the magic begin!

"The Triwizard Tournament was first established some seven hundred years ago, as a friendly competition between the three largest European schools of wizardry—Hogwarts, Beauxbatons, and Durmstrang. A champion was selected to represent each school, and the three champions competed in three magical tasks . . ."

Albus Dumbledore



WHAT'S INSIDE THE PACK

This pack is filled with magical games and spellbinding activities to help you host an enchanting event fit for witches, wizards, and Muggles of all ages. Whether your event is in a school, library, 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.

Feel free to follow our guide to the letter, or use it as inspiration for your own magical ideas. Whatever your style, we know you'll love all the games, activities, quizzes, and craft-making inside.

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* The kit is intended for events that are organized and run by schools, community centers, libraries, and bookstores and that encourage community participation. We ask that the events please remain noncommercial in nature. That means, for example, that your **Harry Potter Book Night** 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 Night** 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 Night**. 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 contact us.

HARRY POTTER BOOK NIGHT AT A GLANCE

Harry Potter Book Night is officially on Thursday, February 6, but you can hold your celebration whenever you like. Whatever your plan is, you'll need to prepare ahead of time to ensure that it goes off with a bang!

1. Think about your guests and your event space

How many people will you invite? Where will you host your event? Who will help you host?

2. Invite your guests and publicize your event

Send invitations to your guests or let your local community know you're hosting a **Harry Potter Book Night** party. Don't forget to give your guests plenty of notice by sending your invitations out well in advance. An invitation template can be found on page 5 of this kit.

3. Build excitement

Let guests know about all the fun they can look forward to on the night 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 days to go before **Harry Potter Book Night**.

4. Prepare your games and activities

Which games will you play? Which activities will you host? Will you need to tailor these for your audience? What will you need to make, buy, or prepare ahead of time?

5. Decorate your space

Use the Decorating Your Event Space guide on pages 6–7 to make your space look party perfect.

SUGGESTED TWEETS

BEFORE: We're celebrating #HarryPotterBookNight! Find out more about our spellbinding event here: [insert link]

ON THE DAY: Happy #HarryPotterBookNight everyone! We'll be celebrating at [insert time and location]

AFTER: Thank you for celebrating #HarryPotterBookNight with us and sharing the magic! Here are some of our highlights!
[insert photos]

INVITATION TEMPLATE

Use this template to invite guests to your **Harry Potter Book Night: Triwizard Tournament** event. The first has the official date of Thursday, February 6, already filled in and the second has a blank space for you to fill in with an alternative date, if you are celebrating on a different night. Make sure you send out invitations well ahead of the event.

Dear Reader,

We are pleased to inform you that you have been invited to our **Harry Potter Book Night: Triwizard Tournament** party.

Date: **Thursday, February 6, 2020**

Time:

At:

Address:

.....

RSVP: By owl, or in person, to:

.....

Harry Potter
BOOK
NIGHT



Dear Reader,

We are pleased to inform you that you have been invited to our **Harry Potter Book Night: Triwizard Tournament** party

Date:

Time:

At:

Address:

.....

RSVP: By owl, or in person, to:

.....

Harry Potter
BOOK
NIGHT



DECORATING YOUR EVENT SPACE

Here are some ideas for how you can transform your event space into something magical. For more decorating fun, turn to page 19 where you will find craft activities designed to entertain your guests. You might also like to complete some of them beforehand and then use your magical creations to transform your event space.



The Goblet of Fire

"Dumbledore . . . pulled out a large, roughly hewn wooden cup. It would have been entirely unremarkable, had it not been full to the brim with dancing, blue-white flames."

1. Use a brown basket, a wooden fruit bowl, or a large brown, plastic plant pot (you can reuse a basket-sized Goblet in the "Beat the Age Line" game on page 9!).
2. Arrange blue and white tissue paper inside to resemble flames.

The Triwizard Cup

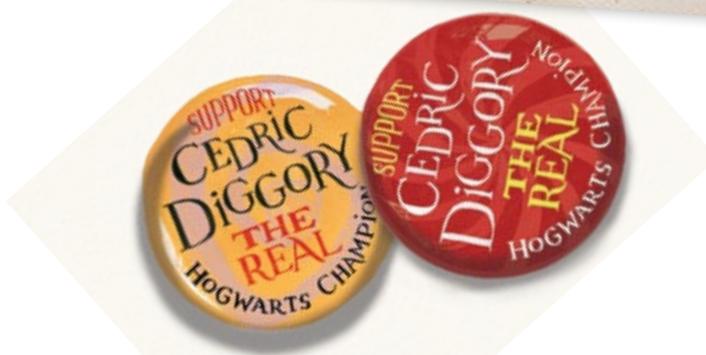
"But Cedric didn't move. He merely stood there, looking at Harry. Then he turned to stare at the Cup. Harry saw the longing expression on his face in its golden light."

1. Paint a sturdy cardboard box different shades of gray so that it looks like stone.
2. Place a gold-colored trophy on top of the cardboard-box base. You could buy one or you could make your own by cutting out a trophy shape from cardboard and painting it gold.



Triwizard Badges

Design your own badges, showing support for your favorite character in the Triwizard Tournament—is it Cedric, Harry, Fleur, or Viktor? You can scatter them around your event space or even stick them up on the wall.



Daily Prophet

1. Cut out pages from a newspaper
2. Print off your own headlines and glue them over the paper's headlines. You could make up your own headlines or include ones from *Harry Potter and the Goblet of Fire*, such as:
 - SCENES OF TERROR AT THE QUIDDITCH WORLD CUP
 - FURTHER MISTAKES AT THE MINISTRY OF MAGIC
 - HARRY POTTER "DISTURBED AND DANGEROUS"

Sign

Paint a sign to greet your guests as they enter the event space. It could read:



Triwizard Champion Frame

Recreate a Triwizard Champion publicity shot featuring . . . you! Cut out a cardboard frame or make one out of wood. Paint "Triwizard Champion" across the top. Your guests can pose in the frame and be a famous witch or wizard for the night. They might like to pose inside the frame as the winning champion, holding the Triwizard Cup or the bag of a thousand Galleons.

Remember to tag any photos you post online with **#HarryPotterBookNight!** (Be sure to check with attending guests—especially children's parents—that they are happy to be photographed and for the photos to be used for publicity purposes.)

TRIWIZARD COSTUMES

Ahead of the event, you might like to encourage guests to dress up as their favorite characters. Here are some costume ideas to get you started:

Hogwarts Student

Wear black trousers or a skirt, a white shirt, a black robe, a pointy black hat, and a colored scarf.

- Gryffindor colors are red and gold
- Hufflepuff colors are yellow and black
- Slytherin colors are green and silver
- Ravenclaw colors are blue and bronze

Student from Beauxbatons

Wear pale blue, silky robes and a shawl or scarf.

Student from Durmstrang

Wear a long, shaggy cloak and red robes.

Triwizard Champions

- Cedric Diggory is in Hufflepuff and would wear yellow and black. He's a Quidditch player so he could be carrying a broomstick.
- Harry Potter is in Gryffindor and would wear red and gold. Don't forget his glasses and scar!
- Viktor Krum is from Durmstrang and would wear a long, shaggy cloak and red robes. He has thick black eyebrows.
- Fleur Delacour is from Beauxbatons and would wear pale blue, silky robes. She has long, silvery blonde hair.

These are some ideas to get you started, but there are so many other characters your guests might like to dress as! There's Hagrid, Dobby, the Mer-chieftainess, Moaning Myrtle, Mad-Eye Moody, Cho Chang, Hermione, or Ron. They might even like to come as a magical creature such as a Grindylow or a Blast-Ended Skrewt!

You might like to include a parade as part of your event so that those who have dressed up can show off their costumes. You could also award prizes for the best dressed. Categories could include:

- Best Hogwarts costume
- Best Durmstrang costume
- Best Beauxbatons costume
- Best-dressed pair



THE TRIWIZARD TOURNAMENT: COMPETE FOR GOLD AND GLORY

Test the skills of your guests by hosting your very own Triwizard Tournament! We've provided some exciting ideas based around each of the three tasks. You might like to do them all, or pick your favorites.

BEAT THE AGE LINE AND REACH THE GOBLET OF FIRE

Before you begin your Triwizard Tournament, your guests will need to put themselves forward as candidates. But how will they get over the Age Line and reach the Goblet of Fire?

To prepare for the activity, have a collection of coloring pencils ready with single sheets of white paper.

You will also need a Goblet of Fire—see page 6 for how to make one. For this activity you will need to ensure that your Goblet has a nice wide opening.



You will also need something to mark the floor, like a long piece of string. Use this to create the Age Line around or in front of the Goblet of Fire.

Have your guests take a piece of paper each and write their name on it. They can decorate their name, too, if they like.

Each person is to fold their paper into an airplane, then stand behind the Age Line and try to send their paper plane into the Goblet.

THE FIRST TASK

MASTER THE SUMMONING CHARM

In the first task of the Triwizard Tournament, Harry performs a remarkable Summoning Charm to Summon his broomstick. This is a game of speed and also a test of teamwork between pairs!

It is best to play this game in an outside space, though it can also be played in a large space inside.

You will need to gather a set of small magical objects. Some examples could be:

- Potions ingredients
- Books
- Knobbly socks for Dobby
- Individually wrapped sweets that could be Weasleys' Wizard Wheezes

You'll also need a basket to put the items into.

This activity will be played in pairs, and you will need a set of objects and a basket for each pair. For example, if you have five pairs, you will need five sets of objects inside five baskets. You want to make each item difficult to find, so hide the objects in the basket among ping-pong balls or tennis balls or handfuls of scrunched-up newspaper. You shouldn't be able to see any of the original items.



1. Divide your group into pairs. One person in the pair is the witch or wizard performing the Summoning Charm with their wand (see page 20 for how to make your own wand). The other will hold the basket and be the magic spell.
2. When the host calls out the name of an item (for example, a sock), the witch or wizard has to Summon the item with the Accio spell (*Accio sock!*). The person with the basket must find the object inside the basket as quickly as they can, then run to bring it to their partner.
3. The first person to bring the object to their partner wins that round. You can play as many rounds as you like, and the winners will be the team who has Summoned the most items the quickest.

THE SECOND TASK

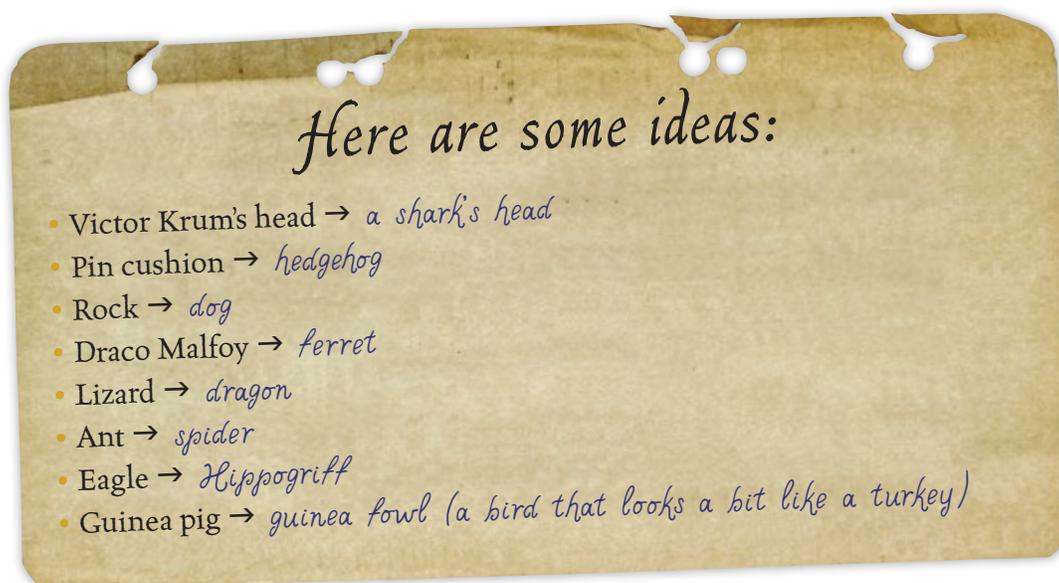
Take a look at these two activities to see which would better suit your guests and your event space. You can always do both!

TRANSFIGURATION CHALLENGE

With Viktor Krum's Transfiguration skills keeping him alive underwater in the second task, there are plenty of reasons to learn Transfiguration.

Divide your group into pairs and give each pair a few pieces of blank paper and some coloring pencils. (Note that crayons or markers might not work as well for this activity.)

The host calls out the name of an object and one person in the pair must draw it. After a set amount of time, for example four minutes, they must hand their drawing over to their partner. Their partner must use their imagination to "Transfigure" the original drawing into a new one—the host will tell the pairs what the new picture must be.



You can award prizes for the best Transfigurations.

FIND YOUR FRIENDS

If you have more space for your guests to move about in, you might prefer to play this game instead of the Transfiguration Challenge.

Cut out the name cards on page 12, or write them out on blank pieces of paper, and hide them around your event space. You will need to hide as many cards as there are teams. For example, if you have three teams, you will need three Hermione cards, three Cho cards, three Gabrielle cards, and three Ron cards.

Use the clues sheet below to write down hints for where you've hidden the cards. Photocopy the clues sheet and give one to each group.

The groups race to find all four cards. The first group to return with the four cards wins a prize.



CLUES SHEET

Hermione:
.....
.....
.....
.....

Cho:
.....
.....
.....
.....

Gabrielle:
.....
.....
.....
.....

Ron:
.....
.....
.....
.....

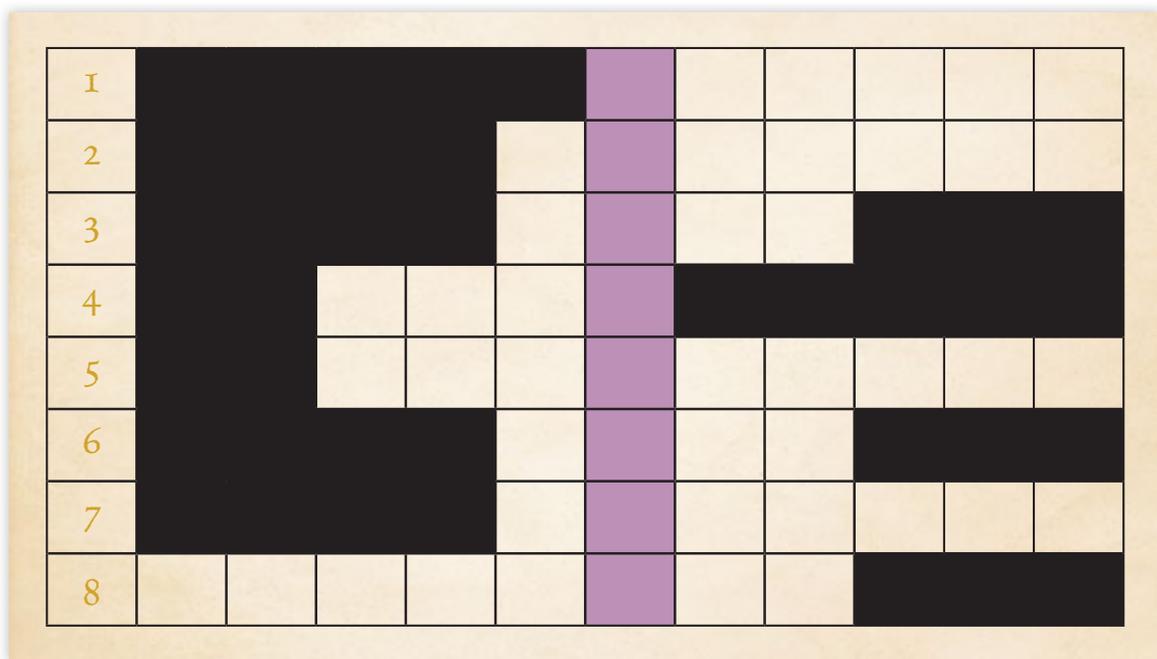
THE THIRD TASK

In the third task, the Triwizard champions face a test of mental and physical strength. Take a look at the following two activities to see which would better suit your guests and your event space.

THE SPHINX'S RIDDLE

Photocopy the word grid below and hand it out to your guests. Call out the questions and ask each guest to write the answers in the horizontal boxes below. Only after all the questions have been asked will the secret word be revealed.

1. First Task: What is the first name of the champion who faces their dragon first?
2. First Task: The dragon that Krum faces is called a ____ Fireball. What is the missing word?
3. Second Task: Where does the second task take place?
4. Second Task: Who Transfigures their head into a shark's head?
5. Second Task: Which creatures are guarding Hermione, Ron, Gabrielle, and Cho?
6. Third Task: Which Weasley brother accompanies Mrs. Weasley to watch Harry compete?
7. Third Task: Which creature does Harry first encounter in the maze?
8. Third Task: And what charm does Harry cast when he sees it?



The secret word is:

RACE THROUGH THE MAZE

If you have more space to play with, why not create your own maze to challenge your guests? Tape a maze to the ground or draw one using chalk. Choose certain points throughout the maze where there will be a task that guests must complete before they pass. Here are some suggestions:

- Hula-hoop ten times
- Use a jump rope to jump ten times in a row
- Throw a tennis ball in the air five times and catch it using only one hand
- Hop on one leg until you reach the next obstacle
- Stay in one spot and throw a rubber spider into a bucket that's placed a little way away
- Do fifteen jumping jacks

There are so many different ways you could play this game! You might like to make it a timed competition to see who can complete the maze the quickest. Or you might like the challenge to be completing all the tasks in the maze with no mistakes—if you make a mistake (for example, if you drop the hula-hoop or the ball), you must go back and start again.

BONUS CHALLENGES

If you want to have even more fun, why not give these games a try?

WHO AM I?

This activity requires some magical guesswork!

Prior to the event, print out or photocopy the set of cards on the next page and cut them out. You'll be dividing your guests into groups of five to ten, so make sure you have a set of cards for every group. Attach each card to a hairpin or a headband and put these inside a hat.

On the night, arrange your guests into groups. The host then draws a hairpin/headband from the hat and puts one on each person. No one should be able to see the name on their own card.

The aim of the game is to guess your character's name or the fantastic beast. Each person asks a question with a "yes" or "no" answer. If the answer is "yes," then the person is allowed to ask another question. If the answer is "no," then it's the next person's turn.

The game continues until everyone has guessed their character's name or the fantastic beast. You can play as many times as you like by putting the hairpins or headbands back into the hat and drawing them out again.

HARRY POTTER	RON WEASLEY
FLEUR DELACOUR	DOBBY
VIKTOR KRUM	HAGRID
CEDRIC DIGGORY	A BLAST-ENDED SKREWY
HERMIONE GRANGER	THE GIANT SQUID

Here are some more difficult ones:

A SPHINX	MAD-EYE MOODY
AN ACROMANTULA	BARTY CROUCH
A MERPERSON	LUDO BAGMAN
PROFESSOR KARKAROFF	MADAME MAXIME

TRIWIZARD CHARADES

This game calls for both acting and imagination.

Prior to the event, print and cut out a set of these cards and put them in a hat.

Divide your guests into groups of five to ten. Each person pulls out a card, careful not to show it to anyone else in the group. Everyone takes turns to act out their card while the people in their group guess the action. No talking allowed! *Silencio!*

Here are some fun ideas to act out. Feel free to add some of your own!

SWIMMING IN THE LAKE AT HOGWARTS	DODGING A RAMPAGING DRAGON
EATING GILLYWEED	RACING TO REACH THE TRIWIZARD CUP
READING A LIBRARY BOOK FROM THE RESTRICTED SECTION	PULLING A BEETLE OUT OF YOUR FRIEND'S HAIR
FIGHTING OFF A GRINDYLOW	TRANSFORMING YOUR HEAD INTO THE HEAD OF A SHARK
FLYING ON A BROOMSTICK	OPENING YOUR GOLDEN EGG AND HEARING THE MER-SONG

Here are some more difficult ones:

PERFORMING A SUMMONING CHARM	CROSSING THE AGE LINE WHEN YOU ARE UNDERAGE
EATING A CANARY CREAM	CASTING THE "POINT ME" SPELL TO FIND YOUR WAY THROUGH THE MAZE

PUZZLES AND ACTIVITIES

Use these extra ideas to keep your guests entertained from start to finish!

TRIWIZARD WORD SEARCH

Hunt out these Triwizard-themed words in the grid below. Words can read up, down, across, diagonally, and backward.

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

HARRY
RON
HERMIONE
DOBBY
HAGRID
SKREWY

SQUID
MERPERSON
KRUM
CEDRIC
FLEUR
GABRIELLE

SPHINX
MYRTLE
CHAMPION
MAZE
LAKE

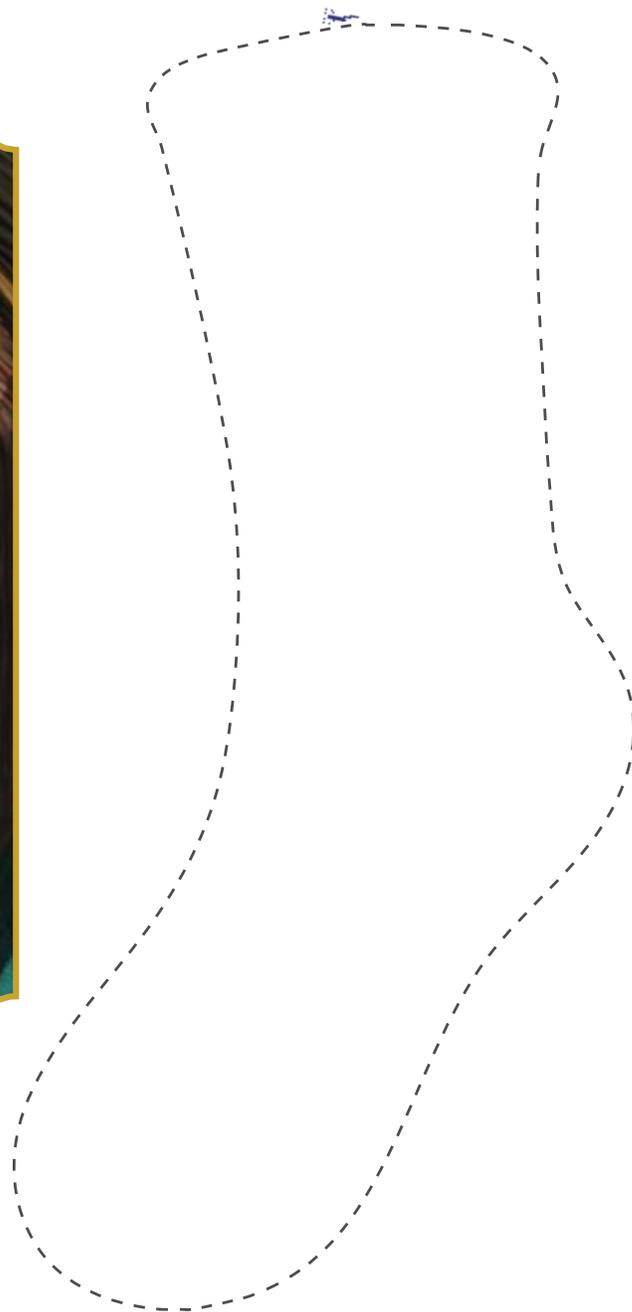
(Answers on page 28)

DESIGN A SOCK FOR DOBBY

“Socks are Dobby’s favorite, favorite clothes, sir!”

Knowing how much Dobby loves socks, use the craft materials from the previous activity to decorate the sock below. The wilder and weirder the better!

Once you’ve finished making your sock, cut it out and show it to others. Find a partner and make your socks into an odd pair that you think Dobby would like.



MAKE SOMETHING MAGICAL

In this section you'll find craft ideas that will inspire your guests to make their own magical creations. Set up stations with craft supplies so that your guests can enjoy some crafty fun! Or you might like to do some of them ahead of time to add an enchanting feel to your event space.

THE LAKE

Make an underwater scene featuring the mysterious Hogwarts lake. You can make it using either paints or crafting materials.

You will need:

- A large sheet of cardboard or paper, or smaller sheets of paper taped together at the back to form one large sheet
- Light blue watercolor paint or tissue paper
- Crayons and colored markers or glue sticks, colored paper, and other crafting decorations

Making the lake:

1. Paint the paper a pale blue and leave it to dry, or stick down the tissue paper using glue sticks
2. Draw or stick down the creatures that live in the water and the things you would find in the lake:
 - ★ Tangled black seaweed
 - ★ Glittering stones
 - ★ Small silver fish
 - ★ Stone merpeople houses
 - ★ Grindylovs—small horned water demons with long fingers and pointed fangs
 - ★ Merpeople with grayish skins, long, dark green hair, and silver fishtails
 - ★ The giant squid
 - ★ Lots of bubbles!



MAKE YOUR OWN WAND

You will need:

- Card or paper and tape OR twigs you have collected
- Colored markers OR paint
- Glue and environmentally friendly glitter
- Photocopies of the cutout below

Making your wand:

1. If you are using card or paper, roll it tightly and tape it shut. Paint your wand brown
2. Use the colored markers, paint, and glitter to decorate your wand
3. Add your wand core while decorating. Include three special pots of glitter to choose from, each labeled as a different core, e.g., unicorn hair (white or silver), phoenix feather (gold or red), dragon heartstring (black or green)
4. Have each of your guests fill in the cutout below

My wand looks like this:

My wand is made of:.....

Its magical core is:.....

My wand is particularly good for (Charms, Transfiguration, etc.):
.....

Your guests might like to present their wands in a Wand Weighing ceremony, showing off their wand and explaining its magical core and the spells it can perform the best.

Did you know?

- Harry Potter's wand is holly, eleven inches, and has a phoenix feather as its core
- Cedric Diggory's wand contains a single hair from the tail of a unicorn, is twelve and a quarter inches, and is made of ash
- Fleur Delacour's wand is nine and a half inches, made of rosewood, and contains a hair from a Veela
- Viktor Krum's wand is hornbeam and dragon heartstring and ten and a quarter inches long

MAKE A DRAGON'S EGG

You will need:

- A bag of white biodegradable balloons
- Marker pens

Making your dragon's egg:

1. Blow the balloons up, being careful not to fill them too much. You don't want them bursting while you decorate!
2. Turn your balloon into a dragon's egg by using the marker pens to decorate it
3. Make your own or base your design on one of the dragon eggs in the first task:
 - Hungarian Horntail—Cement colored and particularly hard-shelled
 - Welsh Green—Vivid crimson, speckled with gold
 - Chinese Fireball—Earthy brown, flecked with green
 - Swedish Short-Snout—Egg appearance unknown—make up your own!



THE TRIWIZARD QUIZ

QUESTIONS AND ANSWERS

Test your knowledge in this Triwizard-themed quiz!

Arrange your guests into teams and have them write down their answers. The team with the most correct answers wins a prize.

1. Harry and Fleur are both attacked by what kind of water demons?

Answer: Grindylows

2. The maze for the third task is grown in what area of the Hogwarts grounds?

Answer: The Quidditch pitch

3. What happens to Fred and George Weasley when they cross the Age Line to enter their names into the Goblet of Fire?

Answer: They grow beards

4. The winner of the Triwizard Tournament receives the Triwizard Cup as well as a bag of Galleons. How many Galleons do they get?

Answer: A thousand

5. What do Madame Maxime and Hagrid have in common?

Answer: They are both half-giant

6. Which ghost helps Harry work out how to listen to his golden egg?

Answer: Moaning Myrtle

7. Fleur Delacour must save her sister from the lake in the second task. What is her sister's name?

Answer: Gabrielle

8. What is the name of the magical pen that Rita Skeeter uses to help her write her articles?

Answer: Quick-Quotes Quill

9. Which animal can Rita Skeeter transform into?

Answer: A beetle

10. What does Professor McGonagall tell the champions to do if they wish to be rescued during the third task?

Answer: Send red sparks into the air



BONUS SECTION FOR SUPERFANS

1. When Harry is trying to speak to Cedric to warn him about the first task, he purposely breaks something of Cedric's to get him to stop. What does Harry break?

Answer: Cedric's book bag

2. What is the name of the Herbology book that Mad-Eye Moody gives to Neville?

Answer: "Magical Mediterranean Water-Plants and Their Properties"

3. Harry and Cedric are tied in first place when they enter the maze for the third task. How many points do they each have?

Answer: 85

4. What Unforgivable Curse does Viktor Krum use on Cedric Diggory in the third task?

Answer: "Crucio" (or the Cruciatus Curse)

5. Which spell does Harry use to stop the Blast-Ended Skrewt in the maze?

Answer: "Impedimenta" (or the Impediment Jinx)

6. What fruit do you need to tickle in the painting of a fruit bowl, in order to access the Hogwarts kitchens?

Answer: A pear

7. What charm does Cedric Diggory use to help him breathe underwater in the second task?

Answer: Bubble-Head Charm

8. What color was the mixture used to heal the burns Cedric acquired in the first task?

Answer: Orange

9. What is Karkaroff's first name?

Answer: Igor

10. In the third task, how does Harry right himself after stepping into a magical mist that turns the world upside down?

Answer: He simply steps forward



WHO SAID IT?

Can you work out which quote belongs to which character?

If you'd like to make this section a little less challenging, write the names of the characters on a board to show your guests which characters they can choose from.

1. "It matters not what someone is born, but what they grow to be."

Answer: Professor Dumbledore

2. "I want to fix that in my memory forever . . . Draco Malfoy, the amazing bouncing ferret . . ."

Answer: Ron Weasley

3. "You haff a water-beetle in your hair, Herm-own-ninny."

Answer: Viktor Krum

4. "Take a bath, and—er—take the egg with you, and—er—just mull things over in the hot water."

Answer: Cedric Diggory

5. "Hagrid, that's enough! We know you're in there! Nobody cares if your mum was a giantess, Hagrid! You can't let that foul Skeeter woman do this to you!"

Answer: Hermione Granger

BONUS SECTION FOR SUPERFANS

1. "We *never* use Transfiguration as a punishment!"

Answer: Professor McGonagall

2. "Percy wouldn't recognize a joke if it danced naked in front of him wearing Dobby's tea-cozy."

Answer: Ron Weasley

3. "I deserved zero."

Answer: Fleur Delacour

4. "Sit down, you silly little girl, and don't talk about things you don't understand."

Answer: Rita Skeeter

5. "Listen, Harry . . . I feel very bad about all this . . . you were thrown into this Tournament, you didn't volunteer for it . . . and if . . . if I can help at all . . . a prod in the right direction . . . I've taken a liking to you . . . the way you got past that dragon! . . . Well, just say the word."

Answer: Ludo Bagman

EXTRA SCHOOL RESOURCES

Are you running Harry Potter Book Night at your school? For one day only, why not transform your hall or classrooms to look like Hogwarts? You'll find that every activity in this kit can be adapted to a school setting. To help you out, we've included some suggestions for how you might like to do this.

Decorating Your Event Space

Give each class a list of decorations and props they can make in the lead-up to the event. Use the suggestions on pages 6–8 as inspiration for decorating classrooms, halls, cafeterias, or other areas of your school.

Triwizard Costumes

Arrange for a costume parade at a school assembly.

Beat the Age Line and Reach the Goblet of Fire

Have a competition within each class to see whose paper plane can fly the farthest. The best in each year can compete in front of the school. Encourage students to come up with their own designs when folding their planes.

The First Task: Master the Summoning Charm

Play this game in a large, outdoor space for even more of a challenge.

The Second Task: Find Your Friends

Have each class hide the cards around the room and write their own clues. Swap clues and classrooms with another class.



CREATE YOUR OWN SCHOOL OF WITCHCRAFT AND WIZARDRY

"Harry laughed, but didn't voice the amazement he felt at hearing about other wizarding schools. He supposed, now he saw representatives of so many nationalities in the campsite, that he had been stupid never to realize that Hogwarts couldn't be the only one."

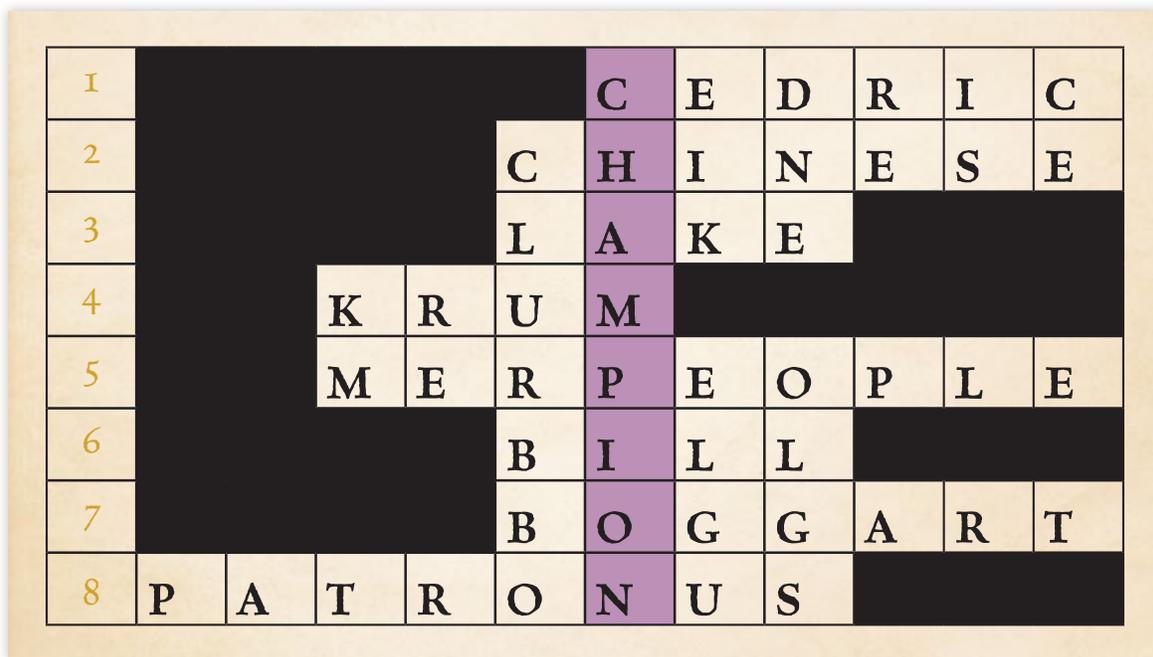
In *Harry Potter and the Goblet of Fire*, readers are introduced for the first time to wizarding schools other than Hogwarts: Beauxbatons and Durmstrang.

Photocopy the sheet below and hand it out to students, asking them to create their own School of Witchcraft and Wizardry. You could extend the activity by asking students to draw the school or invent a school uniform.

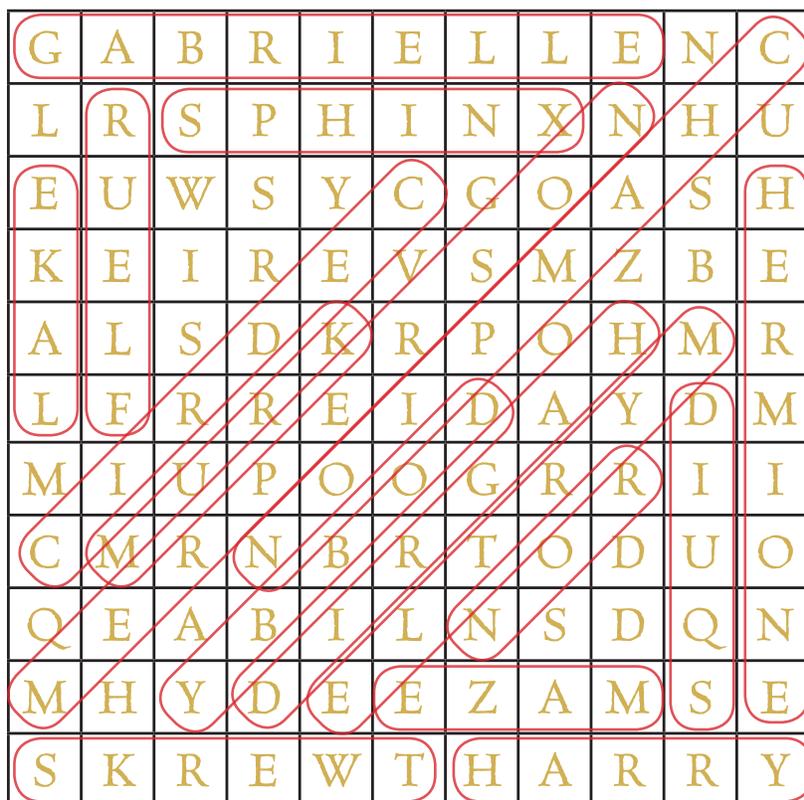
<p>School name:</p> <p><i>Hogwarts School of Witchcraft and Wizardry</i></p> <p>School location:</p> <p><i>Somewhere in Scotland</i></p> <p>Founding members:</p> <p><i>Godric Gryffindor, Helga Hufflepuff,</i> <i>Salazar Slytherin, and Rowena Ravenclaw</i></p> <p>School crest:</p>  <p>House names and emblems:</p> <p><i>Gryffindor: Lion</i></p> <p><i>Hufflepuff: Badger</i></p> <p><i>Slytherin: Snake</i></p> <p><i>Ravenclaw: Eagle</i></p> <p>School motto:</p> <p><i>Draco dormiens nunquam titillandus</i> <i>(Never tickle a sleeping dragon)</i></p>	<p>School name:</p> <p>.....</p> <p>School location:</p> <p>.....</p> <p>Founding members:</p> <p>.....</p> <p>.....</p> <p>School crest:</p> <p>.....</p> <p>House names and emblems:</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>School motto:</p> <p>.....</p>
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ANSWERS

THE SPHINX'S RIDDLE (page 13)



TRIWIZARD WORD SEARCH (page 17)



*Lumos is a spell I created in Harry Potter
to bring light into dark places . . .*

*There are eight million children around the world
living in institutions or so-called “orphanages”.*

*Most of these children are not orphans, but
separated from their families because of poverty,
disability, natural or man-made crisis, and a lack of
access to services that can help support and keep
vulnerable families together.*

J.K. Rowling

Lumos is J.K. Rowling’s award-winning international children’s charity that helps to provide children in these difficult situations with a safe and happy family instead of life in an orphanage.



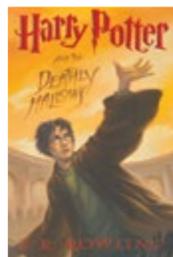
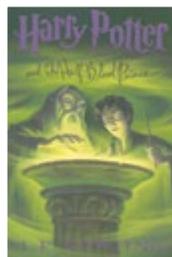
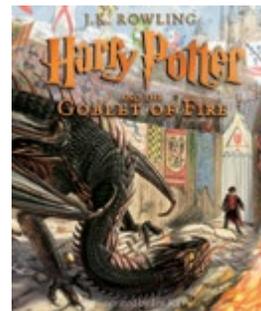
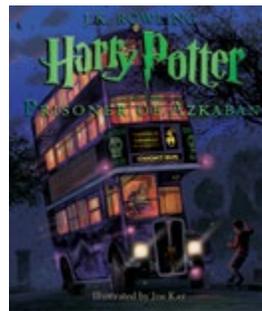
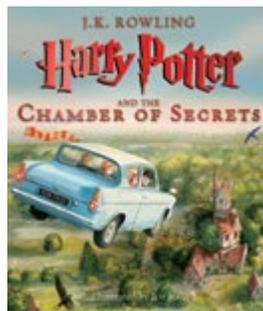
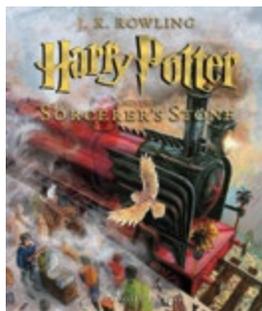
To find out more about how you can help Lumos, including how to make Lumos your chosen annual charity, contact the fundraising team at fundraising@wearelumos.org or visit wearelumos.org/get-involved/fundraise

With your support, Lumos can rescue children and reunite families. Visit www.wearelumos.org.

You can connect with Lumos through our **Instagram**, **Facebook**, and **Twitter** accounts and let us know about your fundraising activities.

Get ready to
share the magic!

Harry Potter
BOOK
NIGHT



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