

Harry Potter

BOOK NIGHT

Magical Journeys
VIRTUAL EVENT KIT



Welcome! We're delighted that you're taking part in our eighth annual **Harry Potter Book Night**. This year's theme is **Magical Journeys**. Witches, wizards, and Muggles from around the world are invited to embark on a magical journey of their own, enjoying all kinds of enchanting games, spellbinding crafts, and bewitching activities along the way.

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

Ron pressed a tiny silver button on the dashboard. The car around them vanished — and so did they. Harry could feel the seat vibrating beneath him, hear the engine, feel his hands on his knees and his glasses on his nose, but for all he could see, he had become a pair of eyeballs, floating a few feet above the ground in a dingy street full of parked cars.



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.

CONTENTS

Harry Potter Book Night at a Glance page 4

PREPARATION

Invitation Template page 6
Magical Costumes page 7

THE EVENT

Games page 10
Activities page 15

MAGICAL JOURNEYS QUIZ

Questions and Answers page 23
Bonus Quiz for Superfans page 24

USEFUL INFORMATION

Adapting the Event for Your Space page 25
Answers page 27
Lumos page 28

The kit is intended for events that are organized and run by schools, community centers, libraries, and bookstores 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 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 items 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.

HARRY POTTER BOOK NIGHT AT A GLANCE

Harry Potter Book Night is officially on Thursday, February 3, 2022, but you can hold your celebrations whenever you like. Please ensure your event is COVID-19 compliant and follows the most recent government guidelines on social gatherings. 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? 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 Night** party, it's important to let your guests know in plenty of time. Send your invitations well in advance so people can start planning costumes and games. You can find posters that can be printed and displayed, as well as other images that can be shared on social media at harrypotterbooknight.com.

3. **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?

4. **Get refreshments ready**

Will you be providing any food or drink at the event? If your event is going to be online, you could share some recipes and ideas beforehand so everyone can make their own Harry Potter party food.

To host a successful **Harry Potter Book Night**, you don't need to stick closely to the activities and games in this pack. You can use them as a jumping-off point and adapt the fun so that they suit the age and number of your guests.

Are you running a virtual Harry Potter Book Night at your school?

You might choose to keep the friendly competition within your classroom or to compete against different classes in the school. Prizes can be awarded at a virtual assembly or announced in the school newsletter.

Are you hosting a virtual Harry Potter Book Night for a small group?

In the same way that the games and activities in this kit can easily be scaled up, they can also easily be scaled down. Most of the ideas in this kit can work with groups as small as two!

Quizzes, dress-up, and all the games and activities provided in this kit can be enjoyed in a virtual event, allowing friends, book clubs, and families in different locations to share the fun together. Virtual events may require a little extra planning, though, so be sure to get your guests on board well ahead of time. For example, you might need to send out a list of craft materials for each person to gather and have ready on the night, or email the word search so that your guests can all play together.



INVITATION TEMPLATE

Use this template to invite guests to your **Harry Potter Book Night: Magical Journeys** event. The first has the official date of Thursday, February 3, 2022, 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. If you prefer, you could design your own e-invites instead.

Dear Reader,

We are pleased to inform you that you have been invited to our **Harry Potter Book Night: Magical Journeys** virtual party.

Date: **Thursday, February 3, 2022**

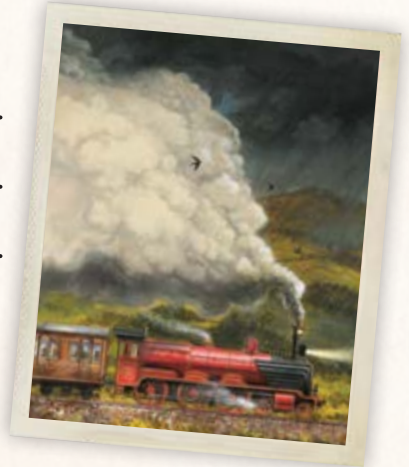
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By owl or email to:

DRESS CODE: WIZARDING ROBES OR HARRY POTTER FANCY DRESS

Harry Potter
BOOK
NIGHT



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By owl or email to:

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Harry Potter
BOOK
NIGHT



MAGICAL COSTUMES

To make your night truly memorable, encourage your guests to get dressed up.

Here are some ideas:

- ★ **A Hogwarts student** just stepping off the Hogwarts Express
 - Gryffindor colors are red and gold.
 - Hufflepuff colors are yellow and black.
 - Slytherin colors are green and silver.
 - Ravenclaw colors are blue and bronze.
- ★ **Fred or George Weasley**, about to step into the Floo Network at the Burrow. You could dress up with a friend and come as the twins.
- ★ **Hagrid** in very warm clothes, ready to journey into the mountains
- ★ **Madame Maxime**, joining Hagrid on his journey
- ★ **Hagrid** wearing goggles, about to take a ride on the enchanted motorbike
- ★ **Harry, Neville, Ron, Hermione, or Draco**, ready to take their first flying lesson
- ★ **Madame Hooch**, the Hogwarts flying instructor, with a whistle and a scarf to protect her from the wind while she's out on the pitch
- ★ **Cedric Diggory** in his Hufflepuff Quidditch robes
- ★ **Cho Chang** in her Ravenclaw Quidditch robes
- ★ **Draco, Crabbe, or Goyle** in their Slytherin Quidditch robes
- ★ **A student from Beauxbatons or Durmstrang**, having just arrived in their magical carriage or ship
 - Durmstrang students wear long, shaggy cloaks and red robes.
 - Beauxbatons students wear pale blue, silky robes.
- ★ **Stan Shunpike**, conductor of the Knight Bus
- ★ **Ernie Prang**, driver of the Knight Bus
- ★ **Dobby**, wearing an old tea towel, about to Apparate
- ★ **A dragon**, with scales and wings and a long tail
- ★ **A Thestral**, a black winged horse with pointed fangs
- ★ **An owl** with a letter in its beak or tied to its leg



Here are a few extra ideas if you want to try something a bit different. You could build a homemade costume or dress in robes and carry one of these as a prop.

- ★ **A Nimbus 2000**, dress in brown, tape twigs to your legs, pin a “Nimbus 2000” tag to your chest
- ★ **The Knight Bus**, paint the outside of a cardboard box bright purple, with “The Knight Bus” written in gold lettering across the windshield. Step inside the box and hang it from your shoulders using straps.
- ★ **Vanishing Cabinets**, you could dress up on your own, or come with a friend as a pair
- ★ **A fireplace**
- ★ **The Weasleys’ flying Ford Anglia**
- ★ **A Portkey**: an old kettle or a shoe
- ★ **A rolled-up flying carpet**



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



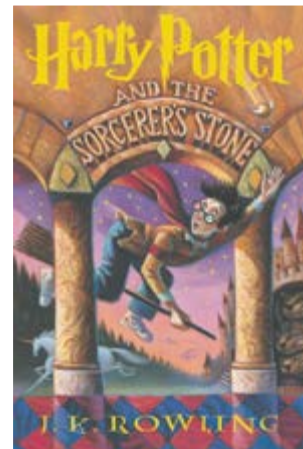
ALL ABOARD THE HOGWARTS EXPRESS!

Read aloud to set the scene

Harry Potter and the Sorcerer's Stone

Look up the section in chapter six, "The Journey from Platform Nine and Three-Quarters," where Harry and the Weasleys run onto the station platform.

It's nearly eleven o'clock and the Hogwarts Express is set to depart. You'd better hurry onto the platform if you're going to make the train on time!



Invite your guests into your event space by having them run onto Platform Nine and Three-Quarters. Decorate the door to your event space to bring the journey to life. Why not add:

- Cotton balls for plumes of steam
- A ledge with a plush owl Hedwig jauntily perched on it
- A sign on the left reading "Platform Nine" and a sign on the right reading "Platform Ten"
- A clock with the minute hand showing ten minutes to eleven o'clock
- A set of trunks and travelers' bags on the ground nearby

Ahead of time, prepare a set of Hogwarts Express-themed name tags by printing out copies of this template, pasting them onto card stock, and cutting them out. Punch holes in the top and thread through some ribbon so that your guests can wear their name tag as a lanyard. As each guest passes through the door, hand them a tag and a pen so they can write their name on it.

The image shows a template for a name tag. It is a rectangular card with a dashed border. The background features a faint image of the Hogwarts Express train and a circular emblem. The text on the card is as follows: 'NAME: _____' followed by 'FROM: Platform Nine and Three-Quarters' and 'TO: Hogwarts School of Witchcraft and Wizardry'. There are punch holes at the top and bottom for a lanyard. A small blue ribbon is tied around the top right corner.

GAMES

TRAVELING IN STYLE

Read aloud to set the scene

Harry Potter and the Order of the Phoenix

Look up the section in chapter thirty-four, “The Department of Mysteries,” where Harry, Ron, Hermione, Ginny, Neville, and Luna fly Thestrals to the Ministry of Magic.

There are many magnificent methods of magical transport to celebrate — much more thrilling than a regular bus, train, or bike. Collect a set of small items, one to represent each mode of transport from the list on the right. For example, you could use a small toy bus to represent the Knight Bus.

Hide each item around your event space. Give each guest the list to the right, then challenge them to find each item and when they do, check it off the list. The first person to discover every mode of transport on the list wins the game!

If you have a larger event space, you might like to invite your guests to form teams. The first team to find all of the items wins.

Magnificent Methods of Magical Transport

I have found:

- ☐ Flying Ford Anglia
- ☐ Knight Bus
- ☐ Floo powder
- ☐ Flying motorcycle
- ☐ Broomstick
- ☐ Hogwarts Express
- ☐ Flying carpet
- ☐ Dragon
- ☐ Thestral
- ☐ Hippogriff
- ☐ Portkey

WHIZZING THROUGH GRINGOTTS

Read aloud to set the scene

Harry Potter and the Sorcerer's Stone

Look up the section in chapter five, “Diagon Alley,” where Griphook takes Harry and Hagrid down into the shadowy depths of Gringotts Bank.

On his first visit to Gringotts, Harry and Hagrid take sharp twists and terrifying turns through miles of underground passages — past flames, over ravines, alongside an underground lake where stalactites and stalagmites grow from the ceiling and floor — right to the heart of the bank's treasure trove, where they find Harry's vault.

Invite your guests to speed through their own maze to reach the treasure at the end.

This activity is best for an outdoor space. Tape a maze to the ground or draw one using chalk, and include a basket filled with little prizes in the middle. Choose certain points throughout the maze to include a challenge that guests must complete before they pass. Here are some suggestions:

- Balance a ball on their head for five seconds in a row
- Stand on one leg and hop in a circle
- Crawl on their hands and knees to the next obstacle
- Kick a ball up into the air and catch it five times in a row

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 ball) — you must go back and start again.



NAVIGATING HOGWARTS CASTLE

Read aloud to set the scene

Harry Potter and the Sorcerer's Stone

Look up the section in chapter seven, “The Sorting Hat,” where Percy the Prefect guides the group of Gryffindor first-years through the castle to their dormitories.



As Harry quickly learns in his first year at Hogwarts, getting from class to class, dungeon to dormitory, Great Hall to greenhouse isn't as straightforward as it might seem. Students must navigate swiveling staircases, trick steps, vertical ladders, and passageways hidden behind portraits — not to mention Peeves the Poltergeist creating mischief and mayhem for a bit of fun.

This activity requires a large square outdoor space, free from any trip hazards. Before the event use chalk to draw some magical Hogwarts castle features on the ground, such as swiveling staircases and hidden passageways. If you're in an area where chalk can't be used, you could draw on sheets of paper instead.

Select someone from your guests to be the prefect. The prefect's job is to guide the rest of the group from one point to another. The tricky thing is, each person in the group is blindfolded, making it a much more difficult task to complete! Set your prefect a time limit to get their group of first years to where they need to be. They are allowed to give verbal instruction only.

You might prefer to play this game in pairs. Make sure you direct your guests to move slowly and to be careful of other pairs!

Use your imagination to think up all sorts of interesting things to get in the players' way — your group might need to sneak past a snoozing Fluffy or perhaps avoid bumping into a professor in the wrong corridor.



MAGICAL JOURNEY CHARADES

Read aloud to set the scene

Harry Potter and the Sorcerer's Stone

Look up the section in chapter one, "The Boy Who Lived," where Dumbledore and Professor McGonagall spot Hagrid in the air, safely transporting Harry to the Dursleys' house at number four, Privet Drive.

In his very first magical journey we see Harry Potter take is from Godric's Hollow to Little Whinging, bundled up safely aboard a flying motorcycle. But traveling on an enchanted

motorcycle is only the start for Harry. Encourage your guests to use their imagination to capture the exhilaration of other magical journeys. Invite them to jump into the Floo Network, to hop aboard the Knight Bus, to bow to a hippogriff ready for flight, or to soar high on a broomstick for the very first time.

Before the event, write out each of the ideas below on a piece of paper, then fold them up tightly and put them in a hat. Divide your guests into groups of five to ten. Each person pulls out a piece of paper, careful not to show it to anyone else in the group. Everyone takes turns to act out their magical journey while the people in their group guess the action or scene. No talking allowed! *Silencio!*

Here are some fun ideas to act out:

- Tapping the wall behind the Leaky Cauldron to enter Diagon Alley
- Riding a broomstick
- Jumping into a fire on the Floo Network
- Traveling on the Knight Bus
- Riding a dragon
- Bowing to a hippogriff
- Taking a journey in a cart deep below Gringotts Bank
- Crashing the flying Ford Anglia into the Whomping Willow
- Running through the barrier at Platform Nine and Three-Quarters
- Riding Sirius's flying motorcycle

Can you come up with some more magical journey ideas?

Here are some more difficult ones:

- Taking a hidden passageway at Hogwarts
- Talking to Sirius Black through the fireplace in the Gryffindor common room
- Using the Time-Turner to go back in time
- Getting lost in the Department of Mysteries
- Speaking in the phone at the visitors' entrance at the Ministry of Magic
- Flushing yourself down the toilet at the workers' entrance at the Ministry of Magic
- Taking a Portkey to the Quidditch World Cup



- Being stuck inside a Vanishing Cabinet
- Traveling on the Floo Network, but ending up in the wrong place

Your guests might like to act on their own or in a pair.

THE DEEPEST DEPTHS OF THE DEPARTMENT OF MYSTERIES

Read aloud to set the scene

Harry Potter and the Order of the Phoenix

Look up the section in chapter thirty-four, “The Department of Mysteries,” where Harry and his friends navigate the room of doors inside the Ministry of Magic.

When Harry, Ron, Hermione, Ginny, Luna, and Neville finally make it to the Department of Mysteries, they enter a large, circular room with identical, unmarked, handleless black doors set at intervals all around the black walls. Which way is the right way?

Challenge your guests to find their way to the Hall of Prophecies. Paint a set of doors on a large piece of cardboard. Each door should be identical and marked with a fiery X, except for the one in the middle — mark this one with a painting of a small glowing glass sphere. This is Harry’s prophecy.

Each guest takes a turn to pin a marker closest to the door to Harry’s prophecy. But it won’t be as easy as it seems: Each guest will be blindfolded and spun around in circles before they have their go.

The person whose pin is closest to the prophecy wins.

ACTIVITIES

TOILETS, TRAINS, AND NIMBUS TWO THOUSANDS

Read aloud to set the scene

Harry Potter and the Prisoner of Azkaban

Look up the section in chapter three, “The Knight Bus,” where Harry is rescued by Stan and Ernie.

Can you match the clue to the magical mode of travel?

1. Costs eleven Sickles from Magnolia Crescent to London.
2. The workers' entrance to the Ministry of Magic.
3. Professor McGonagall confiscates this broomstick from Harry in his third year.
4. How Harry, Ron, Ginny, and Professor Lockhart exit the Chamber of Secrets.
5. Comes to Harry's rescue when he's confronted by Professor Quirrell in the Forbidden Forest.
6. The visitors' entrance to the Ministry of Magic.
7. A Muggle invention that's been enchanted by Mr. Weasley.
8. Ron is rewarded with this broomstick when he's made prefect.
9. This creature was trapped beneath Gringotts and fought its way out while carrying Harry, Ron, and Hermione on its back.
10. Hagrid brought this magical creature to his first ever Care of Magical Creatures class.
11. Lucius Malfoy buys this broomstick for each member of the Slytherin Quidditch team in Draco's second year.
12. Invisible to everyone but those who have seen death.
13. Professor Umbridge monitors this method of transport in Harry's fifth year.
14. Harry's first ever broomstick.
15. A discreet way to travel to the Quidditch World Cup.
16. Once a common method of family transport until it was banned.

Nimbus Two Thousand

Phoenix

Portkey

The Knight Bus

Flying carpet

Toilet

Flying Ford Anglia

Hippogriff

Nimbus Two Thousand and One

Thestrals

Floo Network

Firebolt

Centaur

Ukrainian Ironbelly dragon

A telephone box

Cleansweep Eleven

Check your
answers on
page 27!

DELIBERATION, DIVINATION, AND DESPERATION

Read aloud to set the scene

Harry Potter and the Half-Blood Prince

Look up the section in chapter four, “Horace Slughorn,” where Dumbledore takes Harry on a journey using Side-Along-Apparition.

Or, turn to the section in chapter eighteen, “Birthday Surprises,” where Harry, Ron, Hermione, and their fellow sixth years attend their very first Apparition lesson.

In Harry’s sixth year, Ministry Apparition instructor Wilkie Twycross introduces Apparition-hopefuls to the three Ds: Destination, Determination, and Deliberation. Apparition is, after all, a dangerous form of transport and for it to be a success, witches and wizards need cautious consideration and careful concentration!

Supply a set of craft materials including pencils, markers, crayons, and colored cardstock. Invite your guests to make a poster to advertise the Apparition lessons taking place in the Great Hall.

Don’t forget to add a catchy slogan! You could borrow Ron’s three Ds: Deliberation, Divination, and Desperation. Or you could choose another letter such as B: Brainpower, Bravery, and Boldness.

YOUR OWN MARAUDER’S MAP



Read aloud to set the scene

Harry Potter and the Prisoner of Azkaban

Look up the section in chapter ten, “The Marauder’s Map,” where Fred and George Weasley give the map to Harry.

The Marauder’s Map is Harry’s key to the Hogwarts castle and grounds and to the secret passageways in and out of the school. What mischief would you get up to with your very own Marauder’s Map?

Provide a set of craft materials including large sheets of paper, fine markers, pencils, and stickers, then invite your guests to create their own Marauder’s Map. They could draw Hogwarts castle and fill it with little figures to represent students and professors, or they might like to base their map on an area they know well and fill it with their own family and friends.

YOUR OWN PORTKEY

Read aloud to set the scene

Harry Potter and the Goblet of Fire

Look up the section in chapter six, “The Portkey,” where Harry, Ron, Hermione, and the Weasleys scrabble around on Stoatshead Hill, looking for the Portkey that will take them to the Quidditch World Cup.

In the words of Mr. Weasley, Portkeys “can be anything . . . Unobtrusive things, obviously, so Muggles don’t go picking them up and playing with them . . . stuff they’ll just think is litter . . .”

Harry and his friends take an old shoe Portkey to the Quidditch World Cup. It’s hidden in plain sight — no one wants to pick up a discarded, smelly, old shoe! Ahead of time, gather a set of old, used, everyday objects. You could include items such as a broken kettle, an old jelly jar, a can of baked beans, and a tattered newspaper.



Divide your guests into groups of threes or fours. Ask each group to pick an item and to imagine where the Portkey will take them. Invite each group to turn their item into a Portkey — *Portus!* — and describe their magical journey.

Why did they choose the item they picked? Where will they hide their Portkey? What day and time will the Portkey be active? Where will the Portkey take them? Who else is coming with them on the journey?

A SCRAMBLED FLOO NETWORK

Read aloud to set the scene

Harry Potter and the Chamber of Secrets

Look up the section in chapter four, “At Flourish and Blotts,” where Harry and the Weasleys travel to London through the Floo Network.

You must have your wits about you when using the Floo Network: You have to speak clearly, keep your elbows tucked in and your eyes shut, mind you don’t fidget, and make sure you don’t get out too early or too late!

Harry gets muddled on his first time using this magical mode of transport. Rather than ending up in Diagon Alley he gets out at the fireplace in Borgin and Burkes, a shady shop in the neighboring Knockturn Alley.

Can you and your guests unscramble the names of these places that are connected to the Floo Network?

1. PSSREROFO DBURIMSEG FCOIFE
2. DGRORIYFNF MOMOCN
RMOO
3. MNISYRIT FO MICGA
4. GDIOAN LAYEL
5. RONGBI NAD UBRESK
6. TEH WBURRO
7. LEVTWE MIDUGMALR PALEC
8. FORU EVTRPI DVIER

Check your
answers on
page 27!



HEDWIG'S FLIGHT

Read aloud to set the scene

Harry Potter and the Order of the Phoenix

Look up the section in chapter fourteen, “Percy and Padfoot,” where Harry visits the Owlery to task Hedwig with taking a letter to Sirius.

As Hagrid says to Harry in his first visit to Diagon Alley, “All the kids want owls, they’re dead useful, carry yer mail an’ everythin’.” Harry has Hedwig, Percy has Hermes, Ron has Pigwidgeon, and the Weasleys have Errol — and those not lucky enough to have their own can make use of any of the school owls in the Owlery.

Invite your guests to write a letter to a good friend or family member, to be sent by owl post. You’ll need to provide some blank paper, envelopes, pencils, and pens. Ahead of time you might like to set up a toy owl to perch high above your event space — or you could draw and cut out an owl from a piece of cardboard. When your guests have finished with their letters, gather them and pin them to string hanging across your event space so that it looks as if Hedwig has just delivered them.

Here are some questions to prompt your guests as they write their letters:

- What did you do yesterday, at home or school or work?
- What can you see outside the window?
- What is your favorite game to play? Can you describe it?
- What Hogwarts House are you in? What is your favorite thing about being in that house?
- What is your favorite food? Can you explain what it is you like or describe how to make it?

You might like to remind guests to consider how they’re writing as well as what they’re writing. After Ron and Harry crash the flying Ford Anglia into the Whomping Willow, Mrs. Weasley sends Ron an extremely angry Howler. If your guests would like to send a loud Howler, they could write in ALL CAPITAL LETTERS, with lots of exclamation points!!!!

Don’t forget to decorate the envelope and address it correctly!



YOUR FIRST GLIMPSE OF HOGWARTS

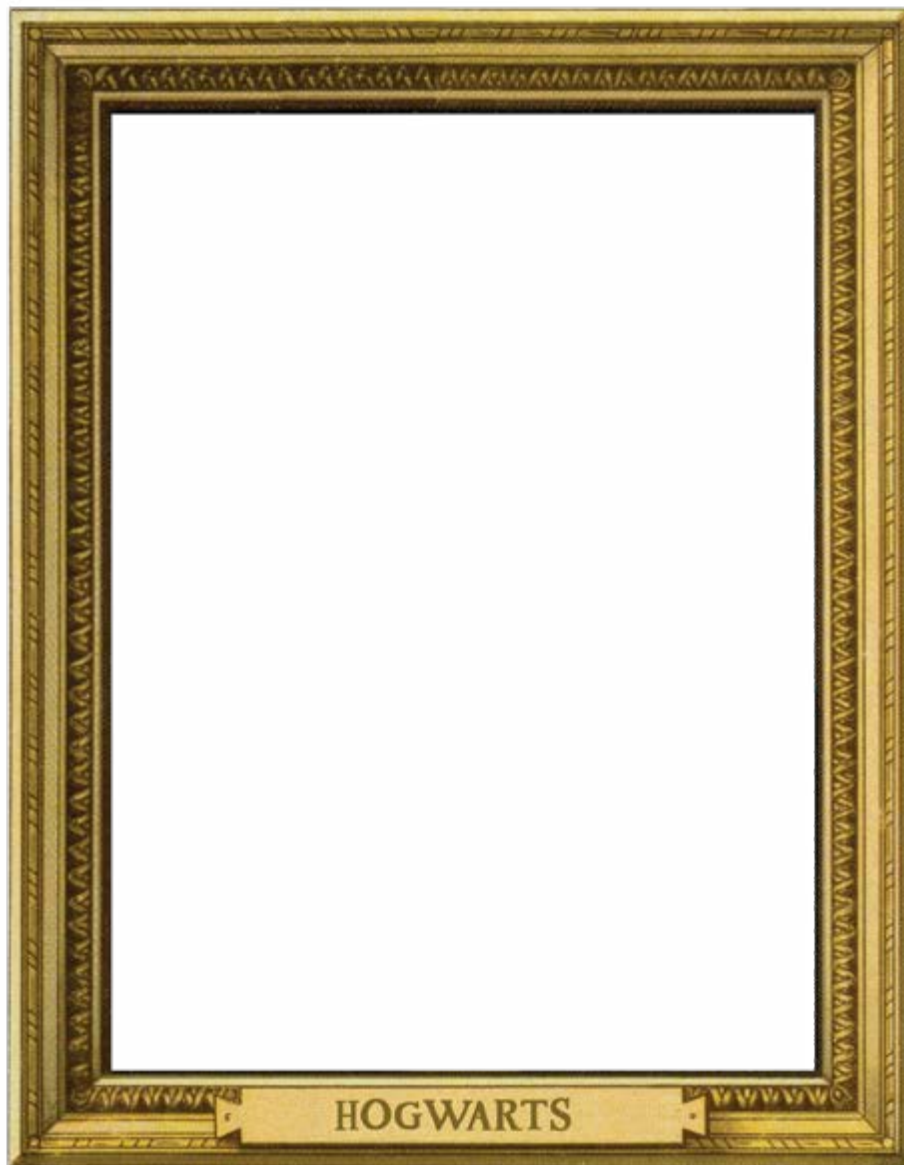
Read aloud to set the scene

Harry Potter and the Sorcerer's Stone

Look up the section in chapter six, "The Journey from Platform Nine and Three-Quarters," where Harry and his friends get their first glimpse of Hogwarts.

Harry and his fellow first years behold Hogwarts for the very first time from across the great expanse of the Black Lake. Just before they climb into the boats that will take them across the lake's glassy surface, they see the castle perched atop a high mountain, its windows sparkling in the starry sky.

Photocopy the frame below or hand out blank pieces of paper and invite your guests to draw their own version of Hogwarts.



WHIZZING BY ON YOUR VERY OWN BROOMSTICK

Read aloud to set the scene

Harry Potter and the Sorcerer's Stone

Look up the section in chapter nine, "The Midnight Duel," where Harry rides a broomstick for the very first time.

To celebrate this magical moment, invite your guests to make a broomstick of their own. Provide them with craft materials, including:

- Long strips of thick cardboard—big ones for the handle of the broomstick and smaller ones for the bristles.
- Tape for assembling. Alternatively, you might like to tape together empty kitchen rolls to form the handle, then use string to bind in a bunch of small twigs for the bristles.
- Markers, for your guests to name their broomstick
- Ribbons and streamers, for decoration

Once everyone has built their broomsticks, you could host a race for your guests, with everyone running with their broomstick between their knees. Don't forget to nominate a Madam Hooch to be the referee!



WHO SAID IT?

Can you match the quotes below to the witch or wizard?

Check your
answers on
page 27!

1. "We can fly the car to Hogwarts!"
Hagrid
2. "Has anyone seen a toad? Neville's lost one."
Ron Weasley
3. "I bet you're not dangerous at all, are you? . . . Are you, you ugly great brute?"
George Weasley
4. "It's all right . . . You're not going mad or anything. I can see them too."
Cedric Diggory
5. "All you have to do is walk straight at the barrier between platforms nine and ten. Don't stop and don't be scared you'll crash into it, that's very important. Best do it at a bit of a run if you're nervous."
Hermione Granger
6. "Amazing! Amazing! This is just like magic!"
Mrs. Weasley
7. "Splinching, or the separation of random body parts . . . occurs when the mind is insufficiently determined. You must concentrate continually upon your destination, and move, without haste, but with deliberation . . . thus."
Wilkie Twycross
8. "Stalagmite's got an 'm' in it . . . An' don' ask me questions just now, I think I'm gonna be sick."
Draco Malfoy
9. "Moony, Wormtail, Padfoot, and Prongs . . . We owe them so much."
Luna Lovegood
10. "Did anyone tell you the Cup was a Portkey?"
Professor Lockhart



MAGICAL JOURNEYS QUIZ

QUESTIONS AND ANSWERS

Test your knowledge in this magical journey-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. Where is the entrance to Diagon Alley?

Answer: Through the Leaky Cauldron

2. What fantastic flying beast did Draco Malfoy insult in his first Care of Magical Creatures class?

Answer: A hippogriff, or Buckbeak

3. If you stick out your wand arm to the curb, what magical method of transport will appear?

Answer: The Knight Bus

4. What magical tree do Harry and Ron crash into when they fly the Ford Anglia to Hogwarts?

Answer: The Whomping Willow

5. What enchanted method of transport does Hagrid use to take baby Harry to the Dursleys?

Answer: A flying motorcycle

6. Which professor takes Harry on his first ever Side-Along-Apparition?

Answer: Dumbledore

7. Who does Hagrid journey into the mountains with in search of giants?

Answer: Madame Maxime

8. Who does Professor Umbridge attempt to catch Harry speaking to in the Gryffindor fireplace?

Answer: Sirius Black

9. Harry's first time flying is when he tries to retrieve something Draco Malfoy has taken from Neville Longbottom. What is it?

Answer: A Remembrall

10. Harry ends up in the wrong place the first time Harry uses Floo powder. Where does he accidentally end up?

Answer: In Borgin and Burkes, or Knockturn Alley



BONUS QUIZ FOR SUPERFANS

1. On their first trip on the Hogwarts Express, Hermione watches Ron attempt to perform a spell that doesn't work. What was the spell meant to do? Can you remember the words?

Answer: Turn Scabbers yellow
"Sunshine, daisies, butter mellow,
Turn this stupid, fat rat yellow."

2. At the end of their third year, Harry and Hermione travel back in time to save Buckbeak and Sirius. How many turns of the Time-Turner do they make to go back to the right time?

Answer: Three

3. Luna Lovegood can see the thestrals because she has witnessed death. Whose death has she seen and how did they die?

Answer: Her mother's — her mother died when an experimental spell went wrong

4. It costs eleven Sickles for Harry to get from Little Whinging to London on the Knight Bus. It costs thirteen for something extra, and fifteen for something else. What are the extras?

Answer: Thirteen for a hot chocolate; fifteen for a hot water bottle and a toothbrush in the color of your choice

5. In their fifth year, Fred and George Weasley push the Slytherin Quidditch captain into the Vanishing Cabinet. Where does he turn up?

Answer: Jammed inside a toilet on the fourth floor of Hogwarts

6. Who initially broke this Vanishing Cabinet?

Answer: Peeves

7. What breed of dragon lives inside Gringotts Bank?

Answer: Ukrainian Ironbelly

8. Inside the room of doors in the Ministry of Magic, Hermione casts a spell to mark the incorrect doors with a fiery X. What is the spell?

Answer: Flagrate!

9. There is a secret passageway from Hogwarts to Honeydukes sweet shop in Hogsmeade. Where is the hidden entrance to the Hogwarts side of the passageway?

Answer: Through the hump of a statue of a one-eyed witch in the third-floor corridor

10. In his sixth year, Ron attempts to pass his Apparition exam but fails. What part of himself does he leave behind?

Answer: Half an eyebrow

ADAPTING THE EVENT FOR YOUR SPACE

To host a successful **Harry Potter Book Night**, you needn't stick closely to the activities and games in this pack. You can use them as a jumping-off point and adapt the fun so that they suit the age and number of your guests and the physical limitations of your event space, be that a library, school, bookstore, or virtual setting.

It's important that you pay attention to any guidelines or recommendations in relation to how many people you can invite to your event and how many people you can safely host in your space. Using your imagination, you can easily scale up your event so that it works in a large school setting, scale down your event to work with a small family group, or have some virtual fun and host an event online!

Are you running Harry Potter Book Night at your school?

For one day only, why not transform your school into Hogwarts with themed classrooms and hidden passageways?

Decorating your event space

Why not involve the whole school in celebrating the 25th anniversary of *Harry Potter and the Sorcerer's Stone*? Ask each student to draw their favorite character or moment from the story on a little triangle and create anniversary bunting to decorate classrooms around the school.

You could also give each class a list of decorations and props they can make in the lead-up to the event. Use the suggestions on pages 6–9 as inspiration for decorating classrooms, halls, canteens and other areas of your school.

Costumes

Arrange for a costume parade at a school assembly.

Games and activities

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.

- **TRAVELING IN STYLE AND WHIZZING THROUGH GRINGOTTS**

Have classes set this game up for each other as part of the fun of the day.

- **NAVIGATING HOGWARTS CASTLE**

You could arrange this activity so that each group is a mix of students from different classes or different years, to help build bonds across the school.

- **MAGICAL JOURNEY CHARADES**

You could transform this activity into a short play that each group could perform at a school assembly.

- **DELIBERATION, DIVINATION, AND DESPERATION**

Student groups could compete against other classes across the school to see who can make the best poster and slogan. Have students vote for their favorite.

- **YOUR OWN MARAUDER'S MAP**

You could encourage students to make a map of the school.

- **HEDWIG'S FLIGHT**

Ask students write letters to others in different classes or grades. You can nominate a team of "owls" to deliver the letters from class to class.

- **WHIZZING BY ON YOUR VERY OWN BROOMSTICK**

Host a series of races so that the winners of the first games compete against one other and so on until there is a school winner.

Are you hosting Harry Potter Book Night for a small group?

In the same way that the games and activities in this kit can easily be scaled up, they can also easily be scaled down. Most of the ideas in this kit can work with groups as small as two!

Are you hosting a virtual event?

Quizzes, dress-up, and nearly all of the games and activities provided in this kit can be enjoyed in a virtual event, allowing friends, book clubs, and families in different locations to share the fun together. Virtual events may require a little extra planning though, so be sure to get your guests on board well ahead of time. For example, you might need to send out a list of craft materials for each person to gather and have ready on the night, or post out printouts of the coloring sheet so your guests can all join in.



ANSWERS

TOILETS, TRAINS AND NIMBUS TWO THOUSANDS (page 15)

- | | | |
|--------------------|---------------------------------|-------------------------|
| 1. The Knight Bus | 7. Flying Ford Anglia | 12. Thestrals |
| 2. Toilet | 8. Cleansweep Eleven | 13. Floo Network |
| 3. Firebolt | 9. Ukrainian Ironbelly dragon | 14. Nimbus Two Thousand |
| 4. Phoenix | 10. Hippogriff | 15. Portkey |
| 5. Centaur | 11. Nimbus Two Thousand and One | 16. Flying carpet |
| 6. A telephone box | | |

A SCRAMBLED FLOO NETWORK (page 18)

- | | | |
|-----------------------------------|----------------------|------------------------------|
| 1. PROFESSOR
UMBRIDGE'S OFFICE | 3. MINISTRY OF MAGIC | 6. THE BURROW |
| 2. GRYFFINDOR
COMMON ROOM | 4. DIAGON ALLEY | 7. TWELVE GRIMMAULD
PLACE |
| | 5. BORGIN AND BURKES | 8. FOUR PRIVET DRIVE |

WHO SAID IT? (page 22)

- | | | |
|---------------------|-----------------------|--------------------|
| 1. Ron Weasley | 5. Mrs. Weasley | 9. George Weasley |
| 2. Hermione Granger | 6. Professor Lockhart | 10. Cedric Diggory |
| 3. Draco Malfoy | 7. Wilkie Twycross | |
| 4. Luna Lovegood | 8. Hagrid | |



*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.



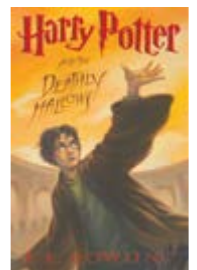
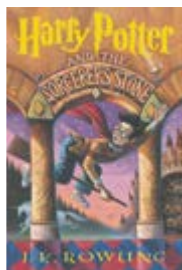
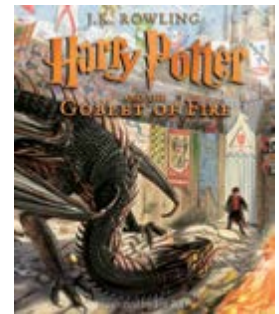
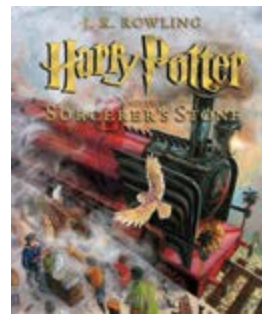
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With your support, Lumos can rescue children and reunite families. Visit wearelumos.org.

Get ready to share the magic!

Harry Potter

BOOK NIGHT



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