

It was just as Haifa had described. The door to an old gardener's room down some mossy, stone stairs. A big, black door with a small hole at the bottom (for his cat).

"Remember the special knock I showed you. It's your only way in." were the words now ringing in her head.

Hesitantly, Kaya knocked on the door. Silence. As she lifted her hand to knock again, a lamp above her flickered, the door split in two and opened inwards. Out of the darkness boomed a deep voice.

"Welcome Kaya. Your journey into the world of magic starts here."

1. Who do you think is the oldest, Haifa or Kaya? Why do you think this?
2. What do you think is the relationship between Haifa and Kaya?  
Family/friend?
3. How old do you think Kaya is? Why?
4. How do you think Kaya feels as she sees the door? Why?
5. Who do you think opens the door and talks to Kaya?
6. Imagine you are Kaya, describe your journey through the door.
7. What words, or phrases, show that this is a magical place.

**Be a detective.**



Find an easy magic trick to perform. Can you teach it to someone.

Find out about a famous magician. Why are they famous?

How did playing cards help prisoners of war to escape in World War 2?

In history, magicians were called sorcerers. What powers did people think they had?

If you had a magical power, what would it be? How would you use it?

Find out about a famous garden. Why is it famous? Where is it?

Design what you think it will look like inside this door. Add labels to your drawing.



A Starter for 10