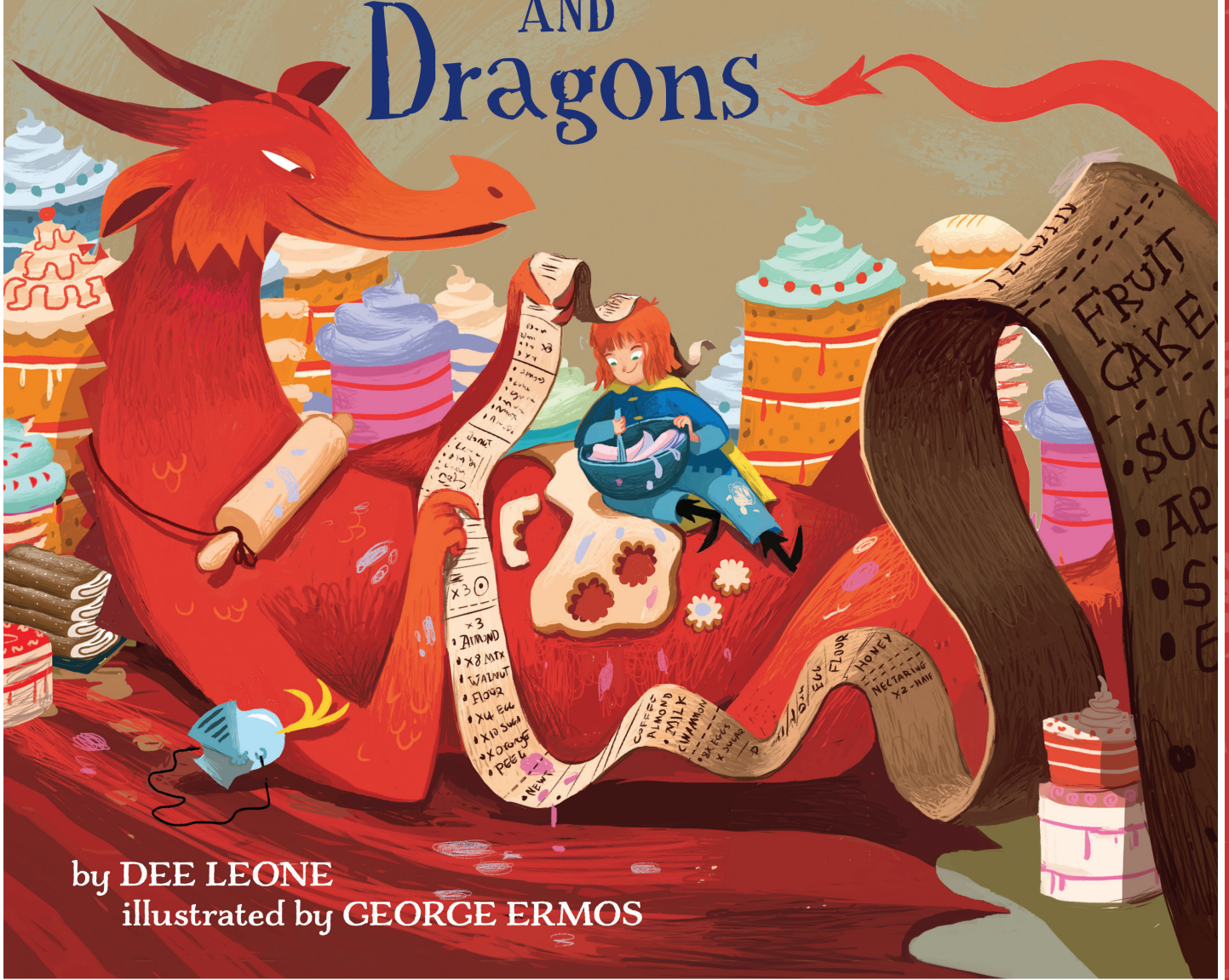


Dough Knights AND Dragons



by DEE LEONE
illustrated by GEORGE ERMOS

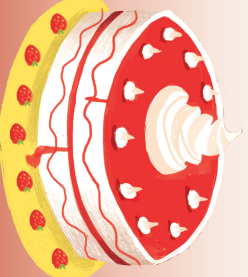
ACTIVITY KIT

A DELICIOUSLY CLEVER TALE!

In **DOUGH KNIGHTS AND DRAGONS**, a curious knight and an amiable dragon bond over their shared love of baking. But in the kingdom where they live, friendship between dragons and knights is outlawed, and the two are required to duel in an upcoming tournament. Can the unlikely pair cook up a way to save their secret friendship?

This packet includes a variety of fun reproducible activity sheets. There are things to draw, games to play, puzzles to solve, writing prompts, and songs to sing. Choose the pages that are suitable for your skill level and have a scrumptious time!

- A-MAZE-ING ARENA (Maze)
- BAKED GOODS SHAKE UP (Scrambled Words)
- BEGINNING AND END MAPS (Find the Differences)
- COUNT THE DOUGHNUTS (Math)
- CREATE A COAT OF ARMS (Art)
- CROSSWORD FUN (Vocabulary)
- DESIGN A DOUGHNUT (Art)
- DESSERT MATCH UP (Observation)
- DOUGHNUT RINGS (Homophones)
- FESTIVE FOOD FIGHT (Games)
- HAPPILY EVER AFTER (Alphabetical Order)
- THE KNIGHTLY NEWS (Writing)
- MEDIEVAL MATH (Addition + Subtraction Facts)
- NIGHT KNIGHT (Homophones)
- PAPER PLATE CRAFTS (Art)
- RECIPE FOR A FRIENDSHIP (Writing)
- ONCE UPON A RHYME TIME (Rhyming)
- ROYAL RIDDLES (Thinking Skills)
- SIMMERING SEARCH (Vocabulary Word Search)
- SIR LAUGHS-A-LOT (Thinking Skills)
- STORYBOOK SCRAMBLE (Scrambled Words)
- STORY SONGS (Music)
- TIC TAC DOUGH (Rhyming)
- KEYS TO THE KINGDOM (Answer Key)





A-maze-ing Arena

Help the two friends get from the center of the arena to the edge so they can present their treats to the kings.



Baked Goods Shake Up

Help the knight and the dragon unscramble the name of each doughnut ingredient. Then use the boxed letters in the order listed to answer the riddle.

*"They cooked and they baked and they made a big mess.
Five plates of dessert didn't lessen their stress."
(Dough Knights & Dragons by Dee Leone)*

- | | | |
|---------------|---|-------|
| 1. TRUEBT | B | _____ |
| 2. LACEHOOTC | C | _____ |
| 3. RAGSU | S | _____ |
| 4. SCGE | E | _____ |
| 5. WESTYRRRAB | S | _____ |
| 6. EMARC | C | _____ |
| 7. ROFLU | F | _____ |
| 8. PRINSSSELK | S | _____ |
| 9. LEAPM | M | _____ |
| 10. YELLJ | J | _____ |
| 11. NAIIVAL | V | _____ |
| 12. MELON | L | _____ |
| 13. INGCIC | I | _____ |

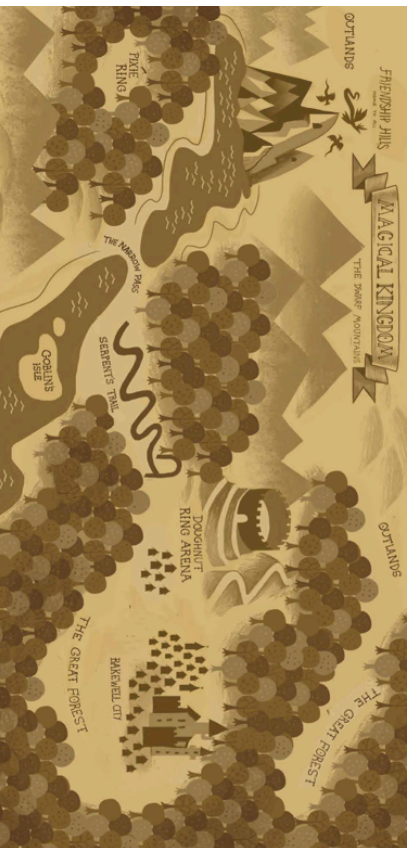
Why did the doughnut go to the dentist? _____

Beginning and End Maps

There are changes in the kingdom due to a small knight and a large beast. Circle at least five areas on the bottom map that are different than the top one.

Count the Doughnuts

Help the dragon and knight count the doughnuts. Draw lines to match the numbers to the doughnuts.



1



2



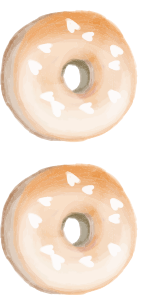
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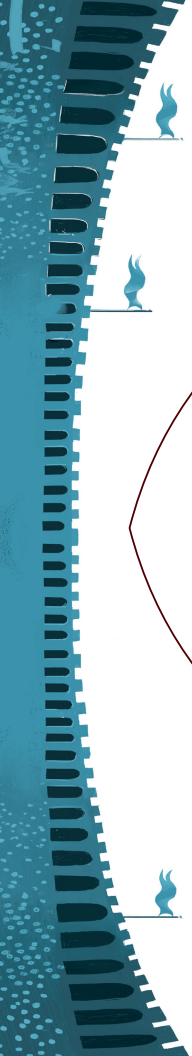
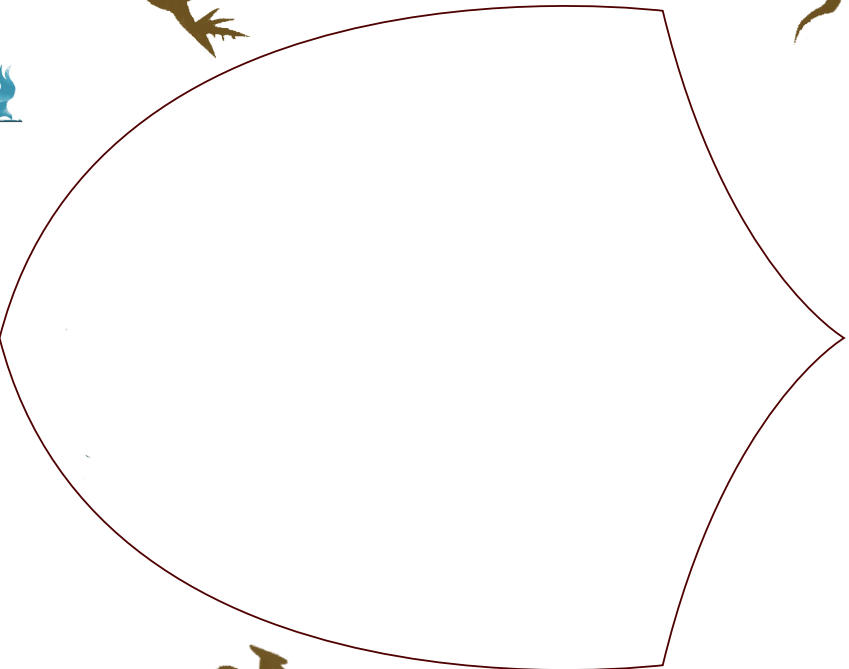


5



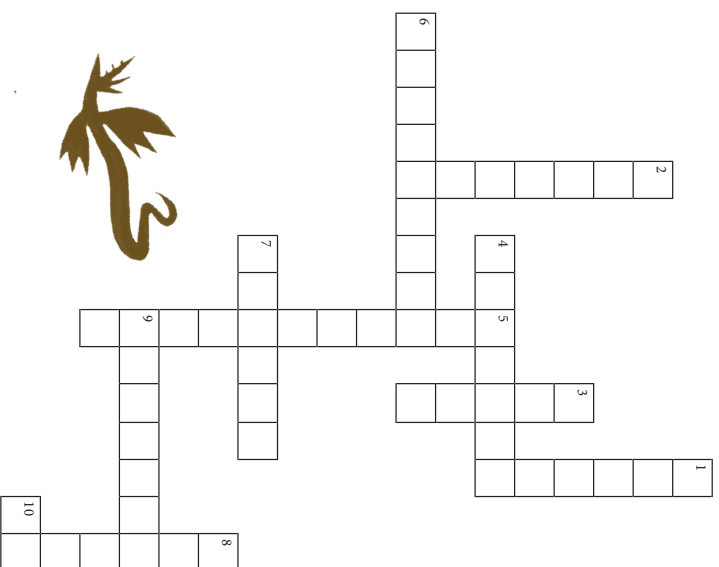
Create a Coat of Arms

On the shield, draw four different things that are important to you. Add a crown, helmet or other object at the top. Draw animals on the sides to support the shield.



Crossword Fun

Read the clues. Then fill in the puzzle with words from the story.



WORD BANK

- AROMA
- BANNER
- CONTEST
- EDICT
- FESTIVE
- KETTLE
- UNICORN
- SCRUMPTIOUS
- RECIPE
- SPECTATOR

ACROSS

- 4. joyful; merry
- 6. onlooker; observer
- 7. a cooking pot
- 9. mythical animal with one horn
- 10. odor; fragrance; smell

DOWN

- 1. instructions for preparing food
- 2. competition
- 3. decree; proclamation
- 5. tasty; delightful
- 8. a flag or sign



Design a Doughnut

- 1 Give your doughnut a creative name:
- 2 What secret ingredient makes it special and why?
- 3 What toppings will you put on it?
- 4 What special creature or person would like it?
- 5 Draw your doughnut below. Color it or decorate it with tissue paper, string, glitter, sequins, cotton, or other materials.



Dessert Match Up

Draw a line between each pair of matching desserts from the story.





Doughnut Rings

Draw a colorful doughnut ring around each correct homophone.

1. The (knight / night) rode into battle.
2. He used a little (doe / dough) to make the bread.
3. The minstrel's ballad told the (tail / tale) of a lonely princess.
4. The dragon (soared / sword) above the clouds.
5. The guard opened the (gate / gait) to let in the duke.
6. The herald (blew / blue) the trumpet.
7. Capturing the flag was a great (feet / feat).
8. The royal ship sailed across the (see / sea).
9. The king (cent / sent) a messenger to the next town.
10. The dragon and knight did (knot / not) want to fight.
11. The (close / clothes) fell into the moat.
12. There was (piece / peace) in the kingdom for many years.
13. The armor was (made / maid) of metal.
14. The (serf / surf) worked the owner's land from morning to night.
15. The horse's (main / mane) was brown.
16. The dragon liked to (soar / sore) over the mountains.
17. The dragon's (claws / clause) were long and sharp.
18. The knight mounted his (hoarse / horse) and galloped away.
19. The (in / inn) was full of tired travelers.
20. The queen was a little (bored / board).



Festive Food Fight

Divide into teams. Play as many rounds as you'd like. The winner is the person or team with the most points at the end.

ROUND 1 - MIXED VEGETABLES

Have a teacher or leader scramble the letters of a vegetable. The first one to unscramble the word earns a point. Use as many scrambled foods as desired.

ROUND 2 - DRIED FOOD TOSS

Fill some zippered pouches (such as pencil cases) with dried beans, seeds, or rice. Take turns tossing the bags into a kettle, box, or bucket. Score one point each time the bag lands in the container.

ROUND 3 - UNFORGETTABLE FOODS

Have a teacher or leader show you a poster with pictures of ten foods. Look at the poster for 20 seconds. When the poster is turned over, test your memory. Earn a point for each food your team is able to write down in two minutes.

ROUND 4 - FULL OF BEANS

Guess how many dried beans there are in a jar. The person who is closest earns five points for the team. The second closest person earns three points.

ROUND 5 - MATCHING PAIRS

Cut out ten different food pictures. Glue each one onto a separate note card. Use ten more note cards. Write one of the food names on each one. Mix the cards and place them face down. Take turns flipping over two cards. Remove the cards when you match a word to its picture. Earn a point for each pair.

ROUND 6 - A DOZEN DRAGON EGGS

Have someone hide twelve plastic eggs. Put a slip of paper with the word "dragon" in one of them. Earn a point for each egg your team finds. Score three egg-strabonus points for the one with the word "dragon" in it.

ROUND 7 - DOUGHNUT RINGS

Stand a bottle or a can upright. Toss plastic rings at it. Earn one point for each ring that lands around the target. Option: Paint the rings to look like doughnuts.



Happily Ever After

In each blank, write the letter that comes after the one given, but write an "X" whenever there's a "Z." The answers will spell out a verse from the story.

T H E

S G D T M K H J D K X

O Z H Q K D Z O M D C

S G D X A N S G K H J D C

S N A Z J D

S G D X L Z C D

R D Z R D O O D M S

B N N J H D R Z M C

T M H B N Q M B Z J D



The Knightly News

Hear ye! Hear ye! Choose a headline below and write a news story about it. Include who or what the article is about. Tell when and where the news happened. Remember to use interesting details to describe the event.

Magic Recipe Has Unexpected Results

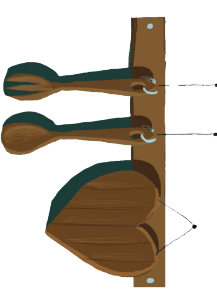
Secret Passage Discovered in Castle

Dragon Takes First Flight

Doughnut Disaster

Unicorn Sighting

Knight Rescue



Blank lined area for writing a news story.



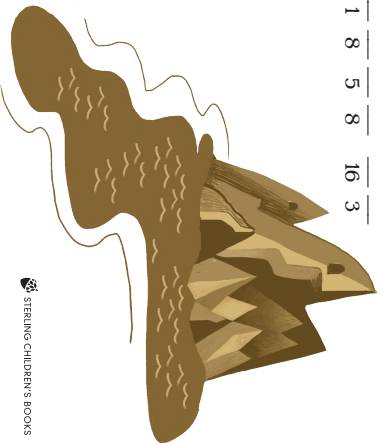
Medieval Math

Figure out the answer to each math problem. Write the corresponding letter in the numbered blanks to discover the answer to the riddle.

$7 + 6 =$	_____	A	$8 + 4 =$	_____	N
$12 - 5 =$	_____	B	$11 - 8 =$	_____	O
$9 + 8 =$	_____	C	$14 - 9 =$	_____	R
$10 - 2 =$	_____	E	$8 + 8 =$	_____	S
$8 + 6 =$	_____	G	$11 - 9 =$	_____	T
$3 + 7 =$	_____	H	$5 + 6 =$	_____	U
$14 - 8 =$	_____	I	$8 - 7 =$	_____	W
$18 - 9 =$	_____	K	$6 + 9 =$	_____	Y
$10 - 6 =$	_____	M			

Why were the early days of history called the dark ages?

<u>7</u>	<u>8</u>	<u>17</u>	<u>13</u>	<u>11</u>	<u>16</u>	<u>8</u>	<u>2</u>	<u>10</u>	<u>8</u>	<u>5</u>	<u>8</u>	<u>1</u>	<u>8</u>	<u>5</u>	<u>8</u>	<u>16</u>	<u>3</u>
<u>4</u>	<u>13</u>	<u>12</u>	<u>15</u>	<u>9</u>	<u>12</u>	<u>6</u>	<u>14</u>	<u>10</u>	<u>2</u>	<u>16</u>							



STERLING CHILDREN'S BOOKS



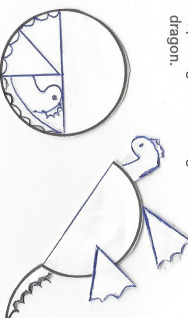

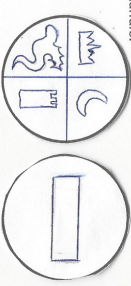
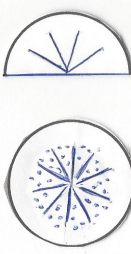
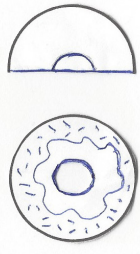
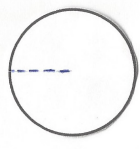
Night Knight

Underline each correct homophone.

- The (knight / night) put on a set of shiny armor.
- A brave (knight / night) saved the village from the evil enemy.
- The moon was bright in the (knight / night) sky.
- One rainy (knight / night), a hero rode into the town.
- Each (knight / night), the bells in the tower rang at six o'clock.
- The guard kept watch all through the (knight / night).
- The (knight / night) rode on the dragon's back.
- They attacked the castle in the middle of the (knight / night).
- The (knight / night) received a new sword.



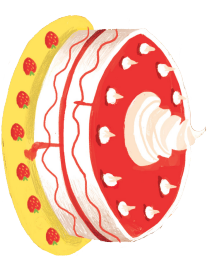
Paper Plate

<p>DRAGON</p> <ol style="list-style-type: none"> 1. Divide a paper plate into sections as shown. 2. Draw, color, and cut out the pieces. 3. Tape or glue them together to form a dragon. 	<p>DRAGON'S MASK</p> <ol style="list-style-type: none"> 1. Cut openings for two eyes and a mouth. 2. Use tape, crayons, and construction paper to add horns and other details. 3. Tape streamers to the back above the mouth. Then poke them through the hole. 4. Blow to make the fire move. 
<p>SHIELD</p> <ol style="list-style-type: none"> 1. Draw lines to divide a paper plate into four sections. 2. From construction paper, cut shapes such as a crown, moon, dragon, and castle tower. 3. Glue the shapes to your shield. 4. Tape a strip of paper on the back to form a handle. 	<p>CROWN</p> <ol style="list-style-type: none"> 1. Fold a paper plate in half. 2. Draw three or four lines that stop about an inch from the edge. 3. Cut along the lines then unfold the plate. 4. Decorate with sequins, markers, or glitter. 5. Fold the triangles up to form a crown. 
<p>DOUGHNUT</p> <ol style="list-style-type: none"> 1. Fold a paper plate in half. 2. Draw a half circle on it as shown. 3. Cut out the half circle. Unfold the plate. 4. Use construction paper, cotton, glitter glue, sequins or other items to decorate. 	<p>TOWER</p> <ol style="list-style-type: none"> 1. Cut a line from the edge to the center of a paper plate. 2. Bend the plate to form a cone. 3. Staple or tape the cone to hold it together. 4. Place it on a cardboard or paper tube. 

Recipe for a Friendship

The dragon and knight in the story became good friends. What does it take to make the perfect friendship? A tablespoon of shared interests? Two favorite sports? List five ingredients you'd like to see in a friend. Then write down a recipe for making one. How long will it take to form a friendship?

INGREDIENTS:



DIRECTIONS:

PREPARATION TIME:

SERVES:



Once Upon a Rhyme Time

DOUGH KNIGHTS and DRAGONS is told in rhyme.

Match the rhyming words from the story.

- | | | |
|------------|-------|-----------|
| 1. east | _____ | A. rice |
| 2. oil | _____ | B. stress |
| 3. fight | _____ | C. den |
| 4. mess | _____ | D. boil |
| 5. steel | _____ | E. fare |
| 6. rolled | _____ | F. beast |
| 7. glen | _____ | G. that |
| 8. vat | _____ | H. fast |
| 9. fear | _____ | I. year |
| 10. bake | _____ | J. kings |
| 11. last | _____ | K. mold |
| 12. new | _____ | L. stew |
| 13. spice | _____ | M. cake |
| 14. field | _____ | N. knight |
| 15. taste | _____ | O. shield |
| 16. air | _____ | P. do |
| 17. fire | _____ | Q. real |
| 18. banned | _____ | R. waste |
| 19. wings | _____ | S. sire |
| 20. view | _____ | T. land |



Create your own two-line rhyme (couplet) about a dragon or a knight.



Royal Riddles

Use your thinking skills to match the questions and answers.

Write the correct letter in each blank.

- | | | | |
|--|-------|-------------------------------|----------------------------|
| 1. Where do knights go to get a bite to eat? | _____ | A. They're afraid of knights. | F. For knight deposits |
| 2. Why did the king go to the dentist? | _____ | B. At knight school | G. Follow the foot prince. |
| 3. How do you find a member of the royal family? | _____ | C. Their tails are long. | H. An all knight diner |
| 4. Who invented the round table? | _____ | D. Canned food | I. Rust in peace |
| 5. Where do knights learn to battle dragons? | _____ | E. To get his teeth crowned | J. Sir Cunterence |
| 6. What does a dragon call a knight in armor? | _____ | | |
| 7. Why are dragons good storytellers? | _____ | | |
| 8. Why did the castle have a bank? | _____ | | |
| 9. Why do dragons sleep during the day? | _____ | | |
| 10. What did it say on the knight's headstone? | _____ | | |





Simmering Search

Food words from the book are hidden on the kettle. Find and circle them. Then use at least five of the vocabulary words to write your own story.

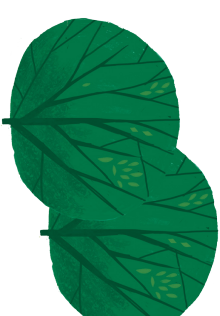
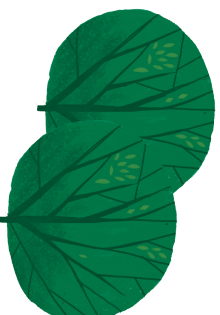
BAKE	DOUGH	MEAL	SHORTENING
BOIL	FLOUR	MIXED	SPICE
CAKE	HERBS	OIL	STEW
COOKIES	INGREDIENTS	RICE	SUGAR
DESSERT	KNEADED	ROLLED	YEAST
I C A K E K S X V F D W P			
N R A G U S T L D Y E B S			
G Q E Y M S S E E S D H A			
R S T E W E A G S B A T D			
E U C I O I E N S O E S E			
D X O I L K Y I E I N P L			
I O K L R O L N R L K I L			
E L U U F O M E T C I C O			
N O A G R C I T L Z F E R			
T F F M H U X R Y X B C I			
S S B R E H E O U D A C C			
Y K X W U A D H W M K R E			
W O I L V L L S S B E A S			



Sir Laughs-a-Lot

Use your thinking skills to match the questions and answers. Write the correct letter in each blank.

- | | | | |
|--|-------------------|---------------|-------|
| 1. Which knight likes snakes? | A. Sir Ten | F. Sir Fer | _____ |
| 2. Which knight performs operations? | B. Sir Conference | G. Sir Prano | _____ |
| 3. Which knight is always sure he's right? | C. Sir Prize | H. Sir Jen | _____ |
| 4. Which knight likes to ride the waves? | D. Sir Pent | I. Sir Render | _____ |
| 5. Which knight jumps out at people? | E. Sir Plus | J. Sir Ver | _____ |
| 6. Which knight waits on tables? | | | _____ |
| 7. Which knight has more than he needs? | | | _____ |
| 8. Which knight gives up? | | | _____ |
| 9. Which knight sings? | | | _____ |
| 10. Which knight sits at the round table? | | | _____ |

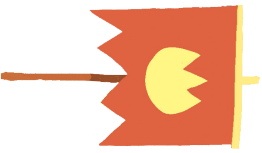




Storybook Scramble

Unscramble the words from the story. Then draw a picture for each answer.

INKG	LETEKT
NAGROD	EKAC
HINTGK	BARNEN
ICESOOK	HIDESL
HUGDO	ERIC



Story Songs

Have fun singing these songs about the story, Dough Knights and Dragons.

UPI WOKE THE DRAGON

(Sung to the tune of "Pop, Goes the Weasel")

A little of this, a little of that.
The knight kept addin' and addin',
The simmerin' soap made a wonderful scent.
Up! Woke the dragon.

WHAT WILL WE DO?

(Sung to the tune of "Skip to My Lou")

We have to battle. What'll we do?
We have to battle. What'll we do?
We have to battle. What'll we do?
What'll we do, dear dragon?

Mix and measure and make something new.
Mix and measure and make something new.
Mix and measure and make something new.
That's what we'll do, dear dragon.

Teach the others of friendship true.
Teach the others of friendship true.
Teach the others of friendship true.
That's what we'll do, dear dragon.

D-O-N-U-T

(Sung to the tune of "B-I-N-G-O")

A knight and dragon loved to bake
and they dreamed up the donut.
D-O-N-U-T, D-O-N-U-T, D-O-N-U-T,
and they dreamed up the donut.

A knight and dragon loved to bake
and they dreamed up the donut.
(clap)-O-N-U-T, (clap)-O-N-U-T, (clap)-O-N-U-T,
and they dreamed up the donut.

(Continue taking out one more letter and adding one more
clap in its place for the remaining verses.)

KNIGHTS AND DRAGONS CAN'T BE FRIENDS

(Sung to the tune of "Head, Shoulders, Knees, and Toes")

Knights and dragons can't be friends, can't be friends.
Knights and dragons can't be friends, can't be friends.
That is how the Dough Knight tale begins.
Knights and dragons can't be friends, can't be friends.

Knights and dragons always fought, always fought.
Knights and dragons always fought, always fought.
That is what they always had been taught.
Knights and dragons always fought, always fought.

There was a friendly knight and beast, knight and beast.
There was a friendly knight and beast, knight and beast.
They both bonded over dough and yeast.
There was a friendly knight and beast, knight and beast.

The two concocted a fine plot, a fine plot.
The two concocted a fine plot, a fine plot.
It involved some oil and a pot.
The two concocted a fine plot, a fine plot.

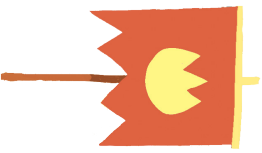
Knights and dragons CAN be friends, can be friends.
Knights and dragons CAN be friends, can be friends.
That is how the Dough Knight story ends.
Knights and dragons CAN be friends, can be friends.

A KNIGHT FOUND A DEN

(Sung to the tune of "The Farmer in the Dell")

A knight found a den.
A knight found a den.
Hi-ho, a dragon...oh!
A knight found a den.

Follow the pattern with these additional verses:
The dragon made some soup...
The dragon sniddled the meal...
The knight jumped in fight...
The two became best friends...
The law said they must fight...
They came up with a plan...
The story ended well...





Tic Tac Dough

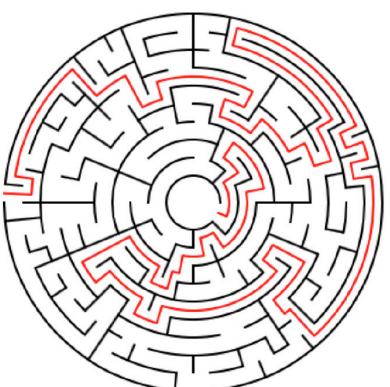
Help the dragon and knight figure out which three words on each tic-tac-dough board rhyme. Draw a straight line through each set of rhyming words.

Food	Milk	Meat	Round	Fond	Some	Ring	Wing	King
Rude	Pink	Melt	Wrong	Found	Son	Rang	Win	Kind
Stewed	Sank	Men	Rough	Fox	Sound	Ran	Won	Keep
Flee	Ear	Dark	Fast	Feast	Fear	Tall	Tell	Halt
Fly	Eye	Dry	Fix	Beast	Bear	Toil	Fault	False
Flew	Nose	Mouth	Fan	Yeast	Yarn	Salt	Till	Fell
Sigh	Knight	Sing	Den	Dent	Ding	Mend	Deep	Dark
Bit	Bite	Bean	Dear	Glen	Gym	Mean	Damp	Steer
Tim	Fight	Sit	Head	Hand	Hen	Meal	Deal	Steel
Limp	List	Last	Twin	Twist	Spice	Heat	Warm	Hot
Pass	Fill	Past	Two	Rice	Spin	Here	Worm	Cot
Pal	Miss	Fast	Twice	Rink	Spun	Heap	Four	Pot



Keys to the Kingdom

A-maze-ing Arena



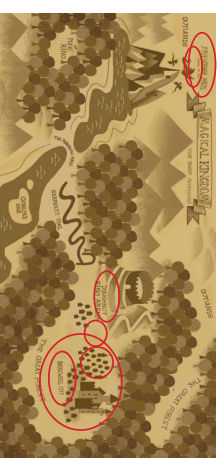
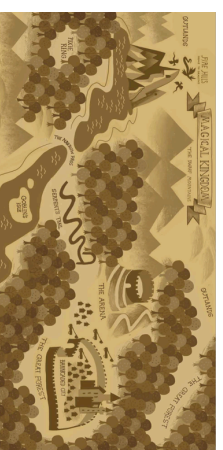
Baked Goods Shake Up

- | | |
|----------------|---|
| 1. TRUEBERT | B U T T E R |
| 2. LACEHOOTC | C H O C O L A T E |
| 3. RAGSV | S U G A R |
| 4. SCGE | E G G S |
| 5. WESTYRRRRAB | S T R A W B E R R Y |
| 6. EMARC | C R E A M |
| 7. ROFLU | F L O U R |
| 8. PRINSSELK | S P R I N K L E S |
| 9. LEAPM | M A P L E |
| 10. YELIJ | J E L L L Y |
| 11. NAILVAL | V A N I L L A |
| 12. MELON | L E M O N |
| 13. INGC | I C I N G |

Why did the doughnut go to the dentist?

T O G E T A F I L L I N G

Beginning and End Maps



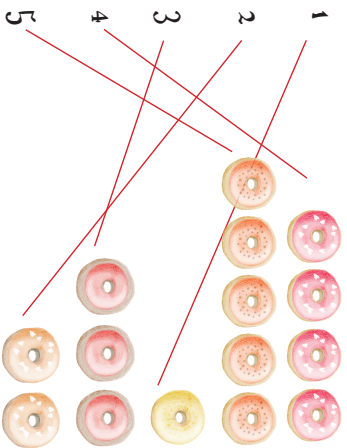


Keys to the Kingdom

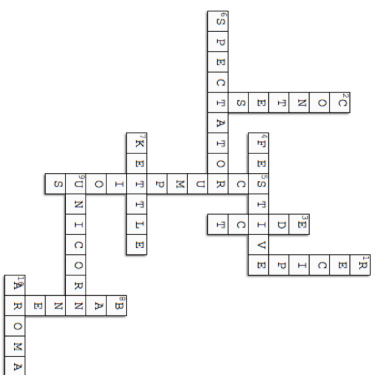


Keys to the Kingdom

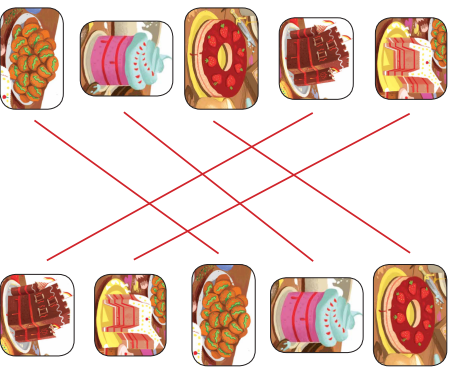
Count the Doughnuts



Crossword Fun



Dessert Match Up



- The **(knight / night)** rode into battle.
- He used a little **(dye / dough)** to make the bread.
- The mistress's **(balled / told)** the **(tail / tale)** of a lonely princess.
- The dragon **(soared / sword)** above the cloud.
- The **(guard / gate)** to let in the duke.
- The herald **(blew / blew)** the trumpet.
- Capturing the **(flag / gait)** to let in the duke.
- The **(royal / roval)** ship sailed across the **(see / sea)**.
- The **(king / sent)** a messenger to the next town.
- The dragon and knight did **(knot / not)** want to fight.
- The **(close / clothes)** fell into the moat.
- There was **(piece / peace)** in the kingdom for many years.
- The armor was **(made / maid)** of metal.
- The **(serf / saur)** worked the owner's land from morning to night.
- The horse's **(man / mane)** was brown.
- The dragon liked to **(soar / sore)** over the mountains.
- The dragons' **(claws / clause)** were long and sharp.
- The knight mounted his **(hoarse / horse)** and galloped away.
- The **(in / inn)** was full of tired travelers.
- The queen was a little **(board / board)**.

"Dough Knight" Rings

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

Happily Ever After

Medieval Math

$$7+6 = \underline{13} \quad A$$

$$12-5 = \underline{7} \quad B$$

$$9+8 = \underline{17} \quad C$$

$$10-2 = \underline{8} \quad E$$

$$8+6 = \underline{14} \quad G$$

$$3+7 = \underline{10} \quad H$$

$$14-8 = \underline{6} \quad I$$

$$18-9 = \underline{9} \quad K$$

$$10-6 = \underline{4} \quad M$$

$$8+4 = \underline{12} \quad N$$

$$11-8 = \underline{3} \quad O$$

$$14-9 = \underline{5} \quad R$$

$$8+8 = \underline{16} \quad S$$

$$11-9 = \underline{2} \quad T$$

$$5+6 = \underline{11} \quad U$$

$$8-7 = \underline{1} \quad W$$

$$6+9 = \underline{15} \quad Y$$

Why were the early days of history called the dark ages?

B E C A U S E T H E R E W E R E S O
7 8 17 13 11 10 8 2 10 8 5 8 1 8 5 8 10 3

M A N Y K N I G H T S
4 13 12 5 9 12 6 14 10 2 16

Night Knight

- The **(knight / night)** put on a set of shiny armor.
- A brave **(knight / night)** saved the village from the evil enemy.
- The moon was bright in the **(knight / night)** sky.
- One rainy **(knight / night)** a hero rode into the town.
- Each **(knight / night)** the bells in the lower rang at six o'clock.
- The guard kept **(watch / watch)** all through the **(knight / night)**.
- The **(knight / night)** rode on the dragon's back.
- They attacked the castle in the middle of the **(knight / night)**.
- The **(knight / night)** received a new sword.
- Every **(knight / night)** at the round table took off his helmet.

Once Upon a Rhyme Time

- | | | |
|------------|---|-----------|
| 1. east | F | A. rice |
| 2. oil | D | B. stress |
| 3. fight | B | C. den |
| 4. mess | N | D. boll |
| 5. steel | Q | E. bark |
| 6. rolled | K | F. break |
| 7. glen | C | G. hare |
| 8. volt | G | H. fast |
| 9. fear | L | I. year |
| 10. baker | M | J. proud |
| 11. last | H | K. novel |
| 12. new | E | L. stove |
| 13. spice | A | M. make |
| 14. field | O | N. knight |
| 15. taste | R | O. shield |
| 16. fire | E | P. do |
| 17. banned | S | Q. oral |
| 18. wings | T | R. satire |
| 19. view | J | S. tland |
| 20. view | P | T. land |



Keys to the Kingdom

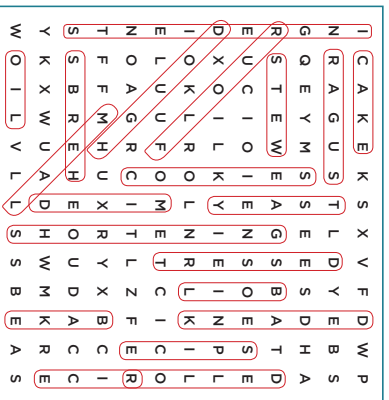


Keys to the Kingdom

Royal Riddles

- Where do knights go to get a bite to eat? H
- Why did the king go to the dentist? E
- How do you find a member of the royal family? G
- Who invented the round table? J
- Where do knights learn to battle dragons? B
- What does a dragon call a knight in armor? D
- Why are dragons good storytellers? C
- Why did the castle have a bank? F
- Why do dragons sleep during the day? A
- What did it say on the knight's headstone? I

Simmering Search



Sir Laughs-A-Lot

- Which knight likes snakes? D
- Which knight performs operations? H
- Which knight is always sure he's right? A
- Which knight likes to ride the waves? F
- Which knight jumps out at people? C
- Which knight waits on tables? J
- Which knight has more than he needs? E
- Which knight gives up? I
- Which knight sings? G
- Which knight sits at the round table? B

Storybook Scramble

INKC	LETJEKT
KING	KETTLE
NAGROD	ERAC
DRAAGON	CAKE
HINTEK	BARREN
KNIGHT	BANNER
ICESOOK	HIDESL
COOKIES	SHIELD
HUGDO	ERIC
DOUGH	RICE

The Tac Dough

- | | | | | | |
|--------|------|-------|-------|-------|-------|
| food | meat | round | fond | ring | king |
| rude | milk | wrong | found | ring | kind |
| stewed | pink | rough | fox | man | keep |
| | sank | | | man | |
| flie | ear | fast | feast | fear | hoit |
| fig | eye | fix | beast | bear | faise |
| flew | nose | fan | yeast | garn | fall |
| | | | | | |
| lump | last | den | dent | ding | dank |
| pass | past | dear | glen | gym | steer |
| pal | fast | head | hand | han | steel |
| | | | | | |
| | | twin | twist | spice | beat |
| | | two | trik | spin | here |
| | | twice | | spin | heap |
| | | | | four | warm |
| | | | | four | warm |
| | | | | four | pot |





When a knight came of age he was bound by a rule
to spear a winged beast in a challenging duel.
And a dragon was also required to fight,
commanded by edict to swallow a knight.
The upcoming match filled the friends with great fear,
for both were required to take part that year. . .

