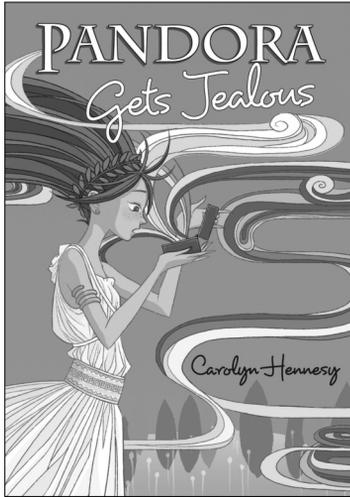


Don't Miss Pandy's First Two Adventures!



Pandora Gets Jealous

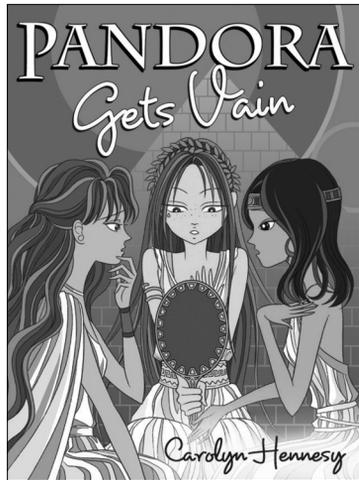
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Pandora Gets Vain

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See next page for the Teacher's guide
for these first two volumes

Teacher's Guide for

PANDORA GETS JEALOUS

and

PANDORA GETS VAIN

by Carolyn Hennesy

Guide prepared by Tracie Vaughn Zimmer,
a reading specialist and award-winning author.

Visit her at www.tracievaughnzimmer.com
to find hundreds of guides to children's literature.

Add the Pandora series to your Greek mythology unit, especially for reluctant readers who may be put off by the formal language of the original myths. Use the books to discuss voice, retellings, and the development of characters—or just for fun!

ABOUT THE SERIES

Pandora Gets Jealous

Pandora Atheneus Andromaeche Helena (or Pandy, for short) has always been a little too curious for her own good. So it's hardly a surprise when she discovers a simple box, said to contain something so terrifying and horrible that no one must ever, ever open it. Pandy knows that she should not bring it to school, but it's sooo neat and way cooler than showing off her dad's liver in a jar (again). Of course, the box accidentally gets opened, seven kinds of evil and misery are unleashed into the world, Athens starts to crumble, death and destruction are everywhere . . . you get the picture. Hauled before Zeus, Hera, and the rest of the immortals, Pandy is ordered to collect all the evils within six months or officially become the most unpopular maiden in Athens—oh yeah, and ruin the world forever, too.

Pandora Gets Vain

Welcome to the craziest field trip ever! Pandora and her BFFs, Alcie and Iole, are on the hunt for vanity, one of the seven evils Pandora released (oops!) and which is now hiding in Egypt. As usual, the goddess Hera is SO not helping and throws as many obstacles as she can in their way. It's totally distracting—not to mention life threatening!—and they keep

getting pulled off course. Fortunately the other gods and goddesses aren't nearly as nasty as Hera, and they secretly help out the gang whenever they can. Pandy and her friends (including a new, totally adorable boy-slash-bodyguard named Homer) see it all, from a wild thunderstorm at sea and a group of talking dolphins to an . . . um . . . eye-thingy monster that's just really, really scary. It sounds crazy, but don't worry: Pandy can handle it . . . right?

AUTHOR INTERVIEW

What was your first experience with the Greek myths? Which myth is your favorite?

Summer school, fifth grade. Mrs. Ebert was teaching Greek mythology. Now, Mrs. Ebert in those days of the early '70s was a post-hippie, big-beaded, loud-outfitted, washed-out blonde genius who couldn't care less about being PC for kids in terms of subject matter. So in addition to the passion, beauty, romance, adventure, and morality of many myths, I also learned *all* about Zeus's infidelity, the depravity of the Bacchanal, the rape of Europa (and others), major bloodshed, the pettiness and jealousies of all the gods, and the not-so-elevated reasons for the seasons, spiders, laurel wreaths, etc. It was FAN-tastic! Exotic, mind bending, and mind opening.

My favorite myth will always be Cupid and Psyche. It's wonderful to see Love fall in love . . . and so erotic and tantalizing to be a woman (Psyche) to whom her lover cannot reveal himself because his sheer beauty would blind her.

Also, I particularly love the scene in *The Odyssey* where Penelope asks Odysseus (still disguised as a beggar) what the secret of their bedroom is, in order to determine if he is indeed her husband returned from the war. He replies that one corner of their bed is the trunk of a living tree. So groovy. And then, of course, he annihilates all of Penelope's suitors . . . that's fun, too.

Why do you think the myths are so timeless? What, as a writer, have you learned from them?

First off, they are an enormous window into one of the greatest civilizations in history . . . a society from which we have laid so much of our own cultural, linguistic, legal, and political foundation. And we never tire of looking through this window because even today we want to believe so much that the gods and heroes did and perhaps do exist. Myths are wonderful morality tales. They serve as warnings, clearly putting forth what was, in the mind of the ancient Greeks (who didn't have the wealth of science and fact that we have today), a direct cause and effect for almost every action and giving a reason for anything you might imagine. They hold up the ideal of hero vs. villain or monster: what Marvel and DC Comics are today, the myths were 2000 years ago. (And haven't comic books and graphic novels taken tremendous liberties with the Greek myths?) That goes directly to my final point: myths are simply tremendous fun. They transport us out of the mundane and the ordinary with their romance, passion, and adventure. We envision ourselves as Hercules, Aphrodite, or Penelope. Could we have the courage of Odysseus in guiding our ship past Scylla and

Charybdis? Can we run as fast as Atalanta? The myths spur us to great heights, even if only in our minds.

In writing the Pandora series . . . the myths themselves have taught me that, since none of us were actually *there*, and since not a few myths have different twists (the birth of Aphrodite varies depending on where you were in Greece), I'm free to take a few chances on my own. While adhering to what is regarded as classic, I can bend and shape other aspects adding a modern sensibility, and hopefully enabling my work to find its way to a large tween and YA audience. After all, if Homer could do it . . .

What advice do you have for young people who want to write?

- Read everything.
- Talk to other people who read and discuss why something might be brilliant and something else might be dog food.
- Write every day.
- Don't beat yourself up if you don't write every day . . . you have a life.
- Try writing one thousand words at a time.
- Don't panic . . . its basically four pages. You can do it.
- Pay attention to the words of Hemingway when he was asked how to write a novel (and find out who Hemingway is if you don't know):

“You simply put everything you've ever known about everyone in your characters, then pretend the words are being tattooed on your back; that'll keep your sentences short, direct and to the point. Easy.”

—As told to me by film critic Jeffrey Lyons

DISCUSSION QUESTIONS

1. What is the story behind Pandora's story? How important is it to know what happened to Prometheus, her father?
2. How would you describe Pandy? Do you know anyone like her? How?
3. Pandora must go on a quest to save her popularity, and, oh yeah—humanity. What are the obstacles she faces as she tries to rein in all the evil and misery? Who makes it more difficult than it should be? Who are her allies?
4. Compare and contrast the original myths with the cheeky versions found in Pandora's story. Why do you think the author decided to write in this way?
5. How does Pandy change by the end of the story? Do all characters change, or just the main character?
6. Pandy is in the deepest trouble of her life. What advice would you give her? How do you handle it when you are in deep with your parents?
7. List the five most important events that happen to Pandy. Why did you choose these? Did anyone choose five different events?
8. What did you learn about the Greek myths from reading Pandy's story? Did you learn anything else surprising?
9. How did Carolyn Hennesy make Pandy and her friends seem real to you? What have you learned that you could apply to your own writing?
10. Does this story make you think about anything in your own life? How? What can you apply to your life that you learned through Pandy's mistakes or successes?

PROJECTS

Art:

- Make ten Greek myth trading cards (index cards work perfectly!). On the front side of each card, illustrate a god, goddess, or monster, and on the back list details about its powers, conquests, and any great accessories (like shields, armor, etc.).
- Using real clay, throw a pot or urn inspired by Greek artisans!
- Design a board game based on Pandy's story and the Greek myths. Players should move forward by answering important questions from the series or about the myths and their characters. Be sure to add hazards and trips to Hades for interesting play!

Music:

- Write an imaginary playlist for Pandy and her friends that they would listen to on their gPods (Greek-pods). For example: the smash hit "Hera's Revenge".

Language Arts:

- The Greek (and Latin, for that matter) root words can unlock a great deal of vocabulary—especially the kind on standardized tests. Learn these key root words and their meanings and list at least three words that are derivatives:

aer: air

agog: leader

auto: self

bio: life

chron: time

derm: skin

graph: writing

hydr: water

micro: small

phe/phem: to speak

phil: love

phon: sound

techn: art, skill or craft

therm: heat

zoo: animal

Reading:

- Good readers stay engaged with a story by thinking about what has happened and where that might lead. At the end of each chapter, write a brief (one sentence) summary of it. Then, make a prediction based on the evidence in your summary and what you know about myths, this character, and stories in general. Make your prediction in the form of a question. For example:

Chapter	Summary	Prediction
Prologue	Tells the story of Prometheus and how he was tortured by Zeus.	I wonder if his daughter will bring him even more trouble than the fire?

- Because Greek myths have more characters than Zeus has wives, you may want to create a bookmark as you read that lists the characters, a description of them, and any special skills, gifts, or powers they hold. Keep this in the book as you read to help you understand who keeps showing up as Pandy retrieves the escaped evils.

Science:

- Research the inventions and innovations made by the Greek culture. Create a PowerPoint presentation, pamphlet, or Web site about what you learned.