

MARYBETH  
SLOCUMB

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RIC  
COLEGROVE

THE  
JOURNEY  
OF ROL

BOOK 1



BIE

COMPANION GUIDE – ABBREVIATED

# WHEN USING THIS COMPANION GUIDE



- Regarding the lists of vocabulary words, we DO NOT recommend having your students look up every word for each chapter. Choose words from the list depending on the age and ability of the student. *Note:* Many of the words in this guide are the root forms of the words used in the actual book. They may not be exactly what is seen in *Be: The Journey of Rol*.
- The Comprehension and Discussion questions are written as though the instructor is asking them of the students. The answers may be a short word or phrase, or a complete sentence. Feel free to require full sentences from students if desired.
- There are questions included that are for discussion and do not necessarily have any right or wrong answers. In this guide they are shown without a specific answer, as it is highly encouraged to have these conversations with your students. Reading comprehension is valuable, but understanding the lessons this book contains and being able to apply them to their life is invaluable!
- The enrichment activities (Art, Nature Study, and Writing as Rol) are optional. Use at your own discretion.
- As a student reads the book, he/she will be asked to keep a journal as if he/she were the main character, Rol. This is a good way for students to express their creativity and use their imagination while really connecting with the main character. Ask the students to be specific and as detailed as possible. e.g., “What did you think? Hear? Smell? Feel? See? Were you excited? Happy? Scared?”
- Also, have students keep a “Literary Devices and Allusions” journal for *Be: The Journey of Rol* and other books they read. Using a notebook, make the first half of the book for Literary Devices, and the second half for Allusions. For the first section, the student can write the name of the literary device, e.g., onomatopoeia, allusion, metaphor, etc., on the top line of the page in large print and then the examples the student finds on the page below, along with the book and chapter or page number where the example was found. In the second half of the notebook, the student can write the word “Allusions” in large print at the top of the page. On the remaining pages of the journal, any time they encounter an allusion in any book they are reading, they can write down the thing alluded to, and where the allusion was found. If they read news articles, magazines, blogs, tweets, or books, they are sure to come across allusions rather frequently.
- There are many parts of this book that take place in the outdoors. Take whatever opportunity you can to get your students outside, enjoying the weather, scenery, and environment. There are several books and published studies showing that exposure to the natural world is very good for kids, and our children today are not getting nearly enough outdoor time.

*Be*

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The Journey of Rol

**Companion Guide - Abbreviated Version**

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## CHAPTERS 1-9



### VOCABULARY

impetuous	imbue	boisterous	clamorous	deadpan
wistful	instigate	mesmerize	enigmatic	vermin
cryptic	dexterous	elixir	arduous	berate
jaundiced	uncanny	venerable	ordeal	cliché
wayward	scrawl	agile	precarious	inordinate
haggard	disconcerting	meander	celestial	Godspeed



### COMPREHENSION AND DISCUSSION

- Chapter 1: When Rol was waiting for his uncle to reprimand him for his actions, how did he wait? *[Quietly, without fidgeting]* Did he explain or make excuses for his actions? *[No]*
- Chapter 1: Think about a time recently when you were reprimanded. How did you handle the reprimand, and what can you learn from your experience and Rol's?
- Chapter 1: What is DaTerrin's attitude about magic? *[Magic is not real.]*
- Chapter 1: How did DaTerrin explain the multitude of stories and legends that have magic in them? *[People get bored and "magic" makes for great stories. Dishonest storytellers can take advantage of others.]*
- Chapter 1: **Digging Deeper**—God gifted some saints with supernatural abilities, but those saints NEVER went looking for them, and those abilities were almost always considered to be crosses that they bore for the glory of God, and not for tricks or their own personal glory. Padre Pio was one such person. Read about him and find out what gifts/abilities he had. How did he use them? Did he use them for his own benefit and personal glory? What personal hardships did he suffer as a result? Knowing the burdens associated with these types of gifts, would you prefer to have them, or not? Why?
- Chapter 2: Rol wanted more experience and practice in real battle situations. What was the advice DaTerrin gave him? *[No one should go looking for a fight. Training is not for beginning or instigating a fight, but for defending.]*
- Chapter 2: Name something that you think would be worth fighting to defend and explain why.
- Chapter 3: Why was Rol taken to stay his uncle? *[For training]* Was it to be a permanent arrangement? *[It was to be a temporary stay, although "temporary" was not defined for Rol.]*
- Chapter 3: What were the reasons for prayer, according to Rol? *[To ask for something, to get help, for guidance]*
- Chapter 3: What was another reason for prayer according to DaTerrin? *[To give thanks]*



## Chapters 1-9: Continued

- Chapter 4: What was the advice that DaTerrin gave to Rol before The Night? *[Don't lose hope or all will be lost—and don't lose your socks, either.]*
- Chapter 4: How did Rol feel about his night? *[He was disappointed in himself.]* Why do you think he felt that way?
- Chapter 4: What was DaTerrin's response to the way Rol felt? *[Don't ever feel let down by yourself. And this is not the time to wallow in sorrowful thoughts, but to gather your strength for the next time you need it.]*
- Chapter 5: What was DaTerrin's advice for Rol regarding his smallness? *["You may be small, but you have a large friend. And he's a good listener. He will help you be anything you want, if you just ask.... throughout your life, no matter what, you should never be afraid, and you should never feel alone."]* How does this advice make you feel? Why?
- Chapter 6: What was unusual about Mrs. Crumblepockets' home? *[EVERYTHING—the exterior and interior walls were made of peanut shells and the ceilings were made of salted eel innards.]*
- Chapter 6: Describe what Rol's thoughts would be about Mrs. Crumblepockets if he had not had the experience with her.
- Chapter 6: Have you ever judged a person by their appearance, or rumors about them?
- Chapter 7: "Again and again, Rol reached into the shoes in the long line. Each time, nothing." Think of a time you had to do something over and over again in order to achieve a desired goal. What was the goal? How many times did you have to repeat your actions until you achieved your goal? What would have happened if you had given up?
- Chapter 8: What supplies do you think you would need to take on a long journey in which you would be walking and carrying everything you chose to take along?
- Chapter 8: What made the shop owner change his attitude? *[Rol was obviously not experienced and looked like he really needed help. The shop owner had compassion for him.]*
- Chapter 9: What big decision did Rol face at the beginning of the chapter? *[Which path to take on his journey.]*
- Chapter 9: What did Rol ask Anthon? *[How did Anthon make it through difficult travels?]* What was the answer? *[When a situation arises, you have a choice: move forward or stop, maybe retreat. You must consider your options carefully, but don't wait too long to make a decision. Don't talk yourself out of something just because it may be challenging. And, as a side note, don't talk to yourself too much, unless you are certain you are alone.]*
- Chapter 9: What was Rol's attitude as he began his adventure? *[Positive, great weather, great day for an adventure, he loved being outdoors.]* Did his attitude change? *[Yes, to—I don't like being outside, this is a misadventure, I want to go back!]* Did he return home? *[No, he kept going]* Why do you think he made that decision?



### LITERARY DEVICES IN CHAPTERS 1-9



**Chapter 1:** An **Oxymoron** is a figure of speech in which apparently contradictory terms appear in conjunction. For example, “jumbo shrimp” or “dry ice.” Find three examples of oxymorons in this chapter. [*Serious buffoonery, predictably unpredictable, organized chaos*]

**Chapter 8: Alliterations** are repeated consonant sounds at the beginning of words. Generally, alliterations help set the mood or rhythm of the story. Typically, it is considered a “true” alliteration if there are three or more words. Pairs of words beginning with the same consonant sounds are called alliterative. Find three examples of alliterations or alliterative pairs in this chapter: [*precariously perched piles, surprised at someone standing, (newly) found friends, (yellow) tinged teeth, particular products, truly trusted*]

**Chapter 9:** An **Allusion** is a literary device in which a reference to a well-known tale, character, event or place is found in a story. An example of this would be “All the wisdom of Solomon could not keep my sister out of trouble.” In that example, there is an allusion made to the story of Solomon in the Bible. This chapter contains an allusion, describing what could have happened if Rol let his imagination run wild about the map. What does that refer to? [*The ancient map in J.R.R. Tolkien’s book, “The Hobbit”*]



### ACTIVITIES

**Art:** Chapter 1: This chapter describes what DaTerrin and Rol look like. Draw a picture of DaTerrin or Rol.  
Chapter 4: Draw the lizard that attacked Rol.  
Chapter 5: Draw a grumblegoblin or the view from atop the hill-mountain on which DaTerrin and Rol ate lunch.  
Chapter 7: Learn about map making and create a map of your favorite park using your imagination to name areas of the park creatively—e.g. the slides can be “Slippery Slopes of Doom.”  
Chapter 8: Draw a picture of Rol with his pack on his back, full of the gear he just bought.

**Nature Study:** Chapter 3: Research: What is the difference between a fruit and a vegetable? What kind of fruit trees grow in your area of the country? When are the fruit ready to be harvested?  
Chapter 4: Research venomous lizards and write a short essay about their characteristics—where they live, what they eat, how they survive.

**Writing as Rol:** Chapter 1: As Rol, journal your feelings about what happened at the market with Darkor.  
Chapter 3: As Rol, write about the day your parents left you with DaTerrin.  
Chapter 5: Write about your thoughts and feelings as you were atop the hill-mountain, watching the sun set.  
Chapter 8: Write a journal entry about your experience at one of the places you recently visited in town—either the Local Adventure-Seeking Shop or The Mace.  
Chapter 9: Write an entry for your journal titled, “The Lesson I Learned, or, How I Ended Up in the Swamp.”



## CHAPTERS 10-18



### VOCABULARY

unscathed	pancreas	muster	encampment	faux
plummet	retort	mimicked	minuscule	denizens
akin	eon	quip	nefarious	escapade
wisp	awry	cacophony	ploy	gusto
inflection	lyre	nonplussed	respite	procure
superfluous	duplicitous	sycophantic	incessant	rebut



### COMPREHENSION AND DISCUSSION

- Chapter 10: As Rol was reflecting, what did he recall about the way people in his own village treated him—or said about him? *[People said he was unique or that there was something special about him, and they seemed to have a hard time explaining it.]* Did these compliments affect Rol's ego, or make him prideful? *[No]*
- Chapter 10: Did Rol have any feeling or opinion about what others said about him? *[He tried, at first, to tell himself that he did not care, but he realized that he did care.]* Why do you think this is?
- Chapter 10: The chapter ends with, "And just when he began to think he was too weary to take even one more step, he walked out of a forest and into a clearing." And then, he got excited about something. Compare this with a time that you had to do something and were glad that you took that extra step.
- Chapter 11: What did Rol see in the clearing and what did he do? *[Rol saw tents and walked up to investigate.]* What did he discover? *[The place was deserted. There was one tent that had signs saying it was a psychic fair and it was "Guaranteed or Your Money Back." It also said to pay three silver pieces.]* What did Rol do after reading the signs on the tent? *[He paid the three silver pieces, before he had a chance to think about it. After thinking about it, he wanted to get his money back.]*
- Chapter 11: Rol was convinced to pay by the convincingly matter-of-factness with which the signs were made. Rol realized that the signs were wrong, but only after he did what they wanted him to do. Do you think Rol deserved to get his money back? Why?
- Chapter 11: Re-read the conversation between Rol and DaTerrin that Rol reflects on just after leaving the "psychic fair." What do you believe about God as it relates to that conversation?
- Chapter 11 was the final chapter in the first part of the book in which Rol was without a traveling companion. What were some of the lessons you think Rol may have learned so far? *[Trust others. Help comes from unexpected people. Be aware of your surroundings. Think before you act. Any other the student comes up with based on the adventure so far.]*
- Chapter 12: What kinds of things did Kearth think made for an adventure? *[Magic, sorcery, wizards, talking animals, dragons, magic beans or pebbles]*
- Chapter 12: What was Rol's response to what Kearth was hoping for? *[Those things do not exist.]*



## Chapters 10-18: Continued

- Chapter 12: How were Rol and Kearth alike? *[Both were approximately the same age, both were on their own, both were on an adventure.]* How were they different? *[Kearth was on an adventure-seeking trip, just to see the countryside, with no real plan. He was looking for “something other than home.” Rol had a plan, and a destination—home.]*
- Chapter 12: Rol and Kearth entered a village called Tisbetterhere and a hamlet called Betterthanthem. Why do you think the names of these places are significant?
- Chapter 13: Describe the encounter Rol and Kearth had inside the “magic shoppe.” *[The shopkeeper showed them “magic” items. When Rol or Kearth asked questions, they were not really answered, and when specifically asked if any of the magic items actually had magic, the shopkeeper said that they did not.]*
- Chapter 14: What did the leader of the tribe do to Rol and Kearth? *[He had them tied them to a tree overnight while the tribe slept.]* How did Rol feel about the situation? *[He was angry and frustrated.]* What was the most difficult emotion for Rol to deal with? *[Guilt]* What is the most difficult emotion that you have had to deal with? Why do you think you struggle with that emotion over others?
- Chapter 14: What did Rol end up doing for the Eye Lenders? *[He established a trade agreement between them and the farmer so the farmer would give dunfapples and fish in return for meat and furs.]*
- Chapter 15: What is the setting in the beginning of Chapter 15? *[The Battering Ram—a local eatery in a small village Rol and Kearth entered in the last chapter]* What happened there? *[Rol and Kearth were approached by a stranger who introduced himself as Fhfyrd, pronounced “Feared.”]*
- Chapter 15: How did Rol and Kearth react? *[Rol was nonchalant, but Kearth did not want to travel with Fhfyrd, and did not trust him.]* Are you more like Rol, or Kearth? Why?
- Chapter 16: What was the mountain range called that the travelers happened upon? *[Breathtaking Mountains]* Why was this name a fitting one? *[This name was fitting because the companions awoke in the middle of the night unable to breathe.]*
- Chapter 17: Was there an easy way to escape the bears or get to safety and avoid a confrontation? Why? *[No. The cliffs were straight up and smooth, with nowhere for them to go except in the direction of the bears.]* If there had been a cave for the travelers to run into, would it have been wise to enter it? Why?
- Chapter 17: Why did the companions fight over the ropes? *[Rol felt responsible for Fhfyrd and Kearth and told them to grab the ropes, but they did not want to leave Rol behind.]* How did they resolve the conflict? *[A “voice from above” said to stop arguing and Rol told the other two to “Go. Now. Live.” They obeyed.]*
- Chapter 18: Who was buried in a solemn ceremony as the chapter opens? *[The bear that held on to Rol’s pack]*
- Chapter 18: Why did Fhfyrd and Kearth decide to bury the bear? *[The bear was what Rol landed on when he fell and probably saved his life by providing a softer landing place than the ground.]*
- Chapter 18: Kearth suggested that he may have to part ways with Rol. How did Rol take it? *[Rol said that Kearth and Fhfyrd should make their own decisions, which he would accept. Rol did not argue, whine, or try to guilt his companions to stay with him. He recognized that not everyone follows the same path in life.]*



### LITERARY DEVICES IN CHAPTER 10-18



**Chapter 15: Foreshadowing** is a literary device an author uses to give clues to events that will come later to add suspense. The last paragraph of this chapter has foreshadowing in it. Try to guess what it may be foreshadowing. *[The chapter ends with “Enjoying a breath of fresh air was more important for the travelers than they could have possibly imagined as they approached the day and night ahead.” Unknown at the time of reading, the sentence foreshadows the fact that they will hike through the Breathtaking Mountains, which have an unpleasantly accurate name.]*

**Chapter 15: Special Words: Homonyms** are words that sound alike but have different meanings. What homonyms led to a little confusion when Rol and Kearth were discussing whether to travel with Fhfyrd or avoid him? *[Liars & lyres]*



### ACTIVITIES

**Art:** Chapter 11: Using watercolors, paint a picture of Rol enjoying his lunch on the downed tree in the forest.  
Chapter 12: Draw a picture of Tisbetterhere or Betterthanthem, with at least one person standlingling.  
Chapter 14: Draw the Eye Lender leader.  
Chapter 15: Draw a murphhht.  
Chapter 16: Using Play-Doh, clay, or paper mâché, make a diorama of the Breathtaking Mountains.  
Chapter 17: Make a clay model of a bear.

**Nature Study:** Chapter 15: Research at least one creature you might find under a rock in a stream or riverbed.  
Chapter 16: Bears are a common animal found in many parts of the United States. Research bears and what to do if you are out on a hike and encounter them.  
Chapter 18: Learn basic first aid for cuts, scrapes, and bee stings. More severe cuts may need to be stitched or cauterized—especially if professional medical help is far away. If possible, practice “stitching” with a needle and threading two pieces of fabric together.

**Writing as Rol:** Chapter 10: Write a journal entry about how you are feeling during the days of walking. The day you write the entry is on day eight of the “uneventful” walking.  
Chapter 11: Write a journal entry after you have eaten your lunch on the bench in the forest where everything seems peaceful and calm. Write a second entry after falling into the pit, realizing that you should have been impaled on at least one or two of the spikes. How does that make you feel?  
Chapter 12: Write an entry about your new traveling companion. What are your thoughts about him? Why did you decide to travel with him?  
Chapter 15: Fhfyrd asked why you always seem happy. As Rol, write about an experience in your life when you allowed a negative emotion to get you down, what you learned from it, and how you came to the conclusion that happiness is a choice.  
Chapter 16: Write an entry describing exactly what it felt like when you were having your breath taken away, so future travelers will understand your ordeal.



# CHAPTERS 19-EPILOGUE



## VOCABULARY

carnivorous	crescendo	dubious	retro	chagrin
stereotype	grandiose	theretofore	downtrodden	pungent
odoriferous	putrid	rotund	orifice	thwart
imbibe	synchronous	abuzz	ecru	umber
portent	lugubrious	tchotchke	cantankerous	stupor
herculean	waft	havoc	transfiguration	demeanor



## COMPREHENSION AND DISCUSSION

- Chapter 19: What did the townsfolk of Grubbyfingerston warn the travelers against doing? *[Taking the East road]* What did Rol, Kearth, and Fhfyrd do? *[They took the East road.]*
- Chapter 19: Do you think they were foolish to take the road they took? Why?
- Chapter 20: Have you ever had an “epic moment” in your own life that was over too soon? What happened?
- Chapter 20: Were the horses that the companions found really free? *[Not really. There were bandits nearby, waiting for someone to take the horses, but they fell asleep and missed the travelers.]*
- Chapter 20: Where did Rol, Kearth, and Fhfyrd stop to spend the night? *[They stopped by a beautiful pond.]*
- Chapter 20: What was the mistake they made during the night? *[No one stayed awake to keep watch.]* Why was that a mistake? *[Two “small giants” came out of the woods to fetch water.]*
- Chapter 21: What did Rol ask Kearth about as they sat by the fire? *[His parents]* What was Kearth’s reply? *[He said he could not remember his mother, and his father was a “great adventurer” who never left the house except to do chores.]*
- Chapter 21: Does Kearth’s description of his father make sense? Why?
- Chapter 22: What was the first indication of the town the travelers were approaching? *[They could smell the town.]*
- Chapter 22: What was the name of the town? *[Smelton]* Why was the day of their arrival special? *[Smelton was having a banquet to celebrate its anniversary.]*
- Chapter 22: How did the anniversary celebration end? *[The mayor asked Kearth to say a prayer of thanksgiving, but Kearth “lost his voice” and Rol said the prayer instead.]*
- Chapter 22: Rol “prayed aloud from his heart.” Do you think it was “the perfect end to the celebration?” Why?



## Chapters 19-Epilogue: Continued

- Chapter 23: What did Kearth buy in Smelton? *[A wooden wagon that could be used to transport their belongings]* Was Kearth happy he made the purchase? *[At first he was very pleased. Then he had to leave it behind due to the terrain and he regretted having bought it—and whined about it for a long time.]*
- Chapter 23: What lesson(s) about people can be learned from the Smelton experience? *[There are people who are genuinely concerned with the well-being of others. Each person in society has value and is able to contribute—no matter their age or social standing.]*
- Chapter 24: What is an “Epic Salad?” *[Rol said that what the group needed was an adventure song or ballad. Song + Ballad = “Salad”]*
- Chapter 24: Were Kearth and Fhfyrd as excited about the idea of a Salad as Rol was? *[Kearth liked the idea, but could not think of anything to contribute. Fhfyrd didn’t really seem to care about it.]*
- Chapter 24: Who finally came up with the Salad? *[Kearth]* How long did it take him? *[A couple of days]* What do you think of the Salad?
- Chapter 25: What lesson did Kearth say he finally learned from his rabbit? *[He learned not to speak out of anger and call anyone names.]*
- Chapter 25: Has anyone ever called you hurtful names? How did that make you feel? Have you ever called someone names out of anger?
- Chapter 25: What can you do to vent your feelings instead of giving into anger in a way that might be hurtful to others?
- Chapter 25: Have you ever been in an argument with someone, or had angry feelings toward someone who you had a difficult time communicating with? What happened, and how did you resolve the situation?
- Chapter 26: What were Kearth and Fhfyrd doing when Rol awoke on the final morning of the journey? *[Praying]*
- Chapter 26: How did Rol feel about this? *[Rol felt happy, thankful. The author tells us “Rol had no words. His eyes filled with tears, and a quivering smile came to his lips. His heart felt as though it would burst.”]*
- Chapter 26: The author tells us that in the future, Rol would recount that moment as the most inspiring and fulfilling moment of the entire journey. Why do you think that is?
- Chapter 26: What did Rol’s father call Rol, that Rol did not understand? *[Our hope]* Why did Rol undergo the training and preparation he had gone through? *[To be a leader of his people]*
- Epilogue: Do you know anyone who you feel is a true leader? If so, what traits does he/she possess to make you think that way?
- Epilogue: *Be: The Journey of Rol* contains positive messages of hope, perseverance, trust, being thankful, and having a positive attitude, among others. Give an example of each of those positive messages in the book from memory and discuss with others. Did they recall the same situations?



### LITERARY DEVICES IN CHAPTERS 19-EPILOGUE



**Chapter 25:** An **idiom** is a phrase people use in which the meaning of the phrase is different than the literal meanings of the words in the phrase. For example: “slipped my mind” means that I forgot, not that my brain somehow slipped inside my head, and “costs an arm and a leg” means that something is very expensive, not that you must actually give someone a real arm and leg to get it. The phrase “fresh as a daisy” is an idiom. Find out its meaning. What other idioms can you think of? List at least three.



### ACTIVITIES

**Art:** Chapter 19: Sculpt Rol’s horse out of clay.

Chapter 20: Make a clay version of a “small giant” (to go with your clay horse).

Chapter 22: Discover culinary art—that which has to do with cooking and/or preparation of food. Plan a three course feast for your class or family. Think not only of the food you would serve, but also of ways to decorate the plates or arrange the food to make the meal look more appealing.

Chapter 23: Draw a picture of Kearth pulling his WonderWagon with the three packs in it.

Chapter 25: Make a rabbit out of Play-Doh or clay.

**Nature Study:** Chapter 19: Research horses. Were there always horses in North America or other continents? What are some different types of horses?

Chapter 23: When going on a hike, what kind of terrain might you encounter? What are the challenges or hazards to each type of terrain?

**Writing as Rol:** Chapter 19: Write about finding the horses, and how you befriended MoonBlack.

Chapter 20: At first, you and your companions did not know what to do about the “small giant” that was wrestling Kearth’s horse. Write about your encounter with the giants.

Chapter 21: Write about how you feel as it is raining and everything is wet, and you just had a boot tossed at you for trying to be cheery. (In case you were wondering, the journal you are carrying is waterproof...)

Chapter 23: Write a journal entry about the pleasantness with which Kearth awoke, and how his cheerfulness impacted your thoughts/attitude for the day. Include in your writing your thoughts on how one person’s attitude/behavior can affect others around him/her.

Chapter 24: Write a poem, song, or Salad about your adventures so far, or pick one specific thing that has happened to you on your adventure and write a poem, song, or Salad of at least three verses.

Chapter 25: Write an entry about your attack by the “little warriors.”

Chapter 26: Write one final journal entry on how it feels to be home—your thoughts about your journey, what you learned, any experiences you wish did not happen, and any questions you may still have.

Epilogue: Your adventure chronicles are not over. Write a short story about an adventure that you, Kearth, and Fhfyrd get into in your village—or in the surrounding area—that takes place over at least two days. Perhaps you hike or go fishing and get lost for a day, or run into new creatures, or just have some bad luck and lose your lunch, and find the tasty bugs that Mrs. Crumblepockets fed to you during your recovery.



## END OF BOOK PROJECT IDEAS

### A Journey of Your Own

Invite someone into your class who has hiked/camped extensively. Possibly someone who has hiked the Appalachian Trail or some other long distance trail. See [http://en.wikipedia.org/wiki/Long-distance\\_trails\\_in\\_the\\_United\\_States](http://en.wikipedia.org/wiki/Long-distance_trails_in_the_United_States) for any long distance trips that may be in your area. Generally, if you are not sure of where to find a resource for this, the Boy Scouts of America or a sports outfitter such as REI or Bass Pro Shops would be a good place to start. If you have a smaller class, and it is feasible, take your students to a store that specializes in hiking and camping gear. Let the students walk around and discuss what they would pack for a trip that could take a couple weeks, and price out their selections. If possible, go on a weekend backpacking hike.

### MAKE "WORM PUDDING"

#### Ingredients

1 package Oreo® cookies, crushed  
2 cups cold milk  
1 package chocolate instant pudding mix, small pkg. (4-serving size)  
8 ounces Cool Whip® topping, thawed  
1 package gummy worms (optional)  
8 plastic cups (to serve the pudding in)

#### Directions

- Put cookies into a sealable bag and close tightly.
- Using a rolling pin, roll and crush the cookies until crumbly. Set aside.
- Pour the milk and chocolate instant pudding mix into a large bowl.
- Whisk well until all of the pudding mix is dissolved.
- Let stand 5 minutes.
- Add the Cool Whip and 1/2 of the crushed cookies.
- Stir until well blended.
- Place a large spoonful of crushed cookies into the bottoms of the plastic cups.
- Add the pudding mixture on top of that until the cups are 3/4 full.
- (Optional) Put one gummy worm on top of mixture, half in and half out of the pudding. Spoon in more crushed cookies around the worm to hold it in place. If you do not add the worm, top the pudding with a little more of the "dirt." (Oreo cookies)

## Reviews for *Be: The Journey of Rol...*

“Spiritual and moral lessons feature prominently in Colegrove’s debut fantasy, a playful coming-of-age adventure.”

— *Kirkus Reviews*

“*Be: The Journey of Rol* is a terrific tale of friendship, survival, and discovery that is sure to be a favorite of boys and girls. As a teacher of grades 4 through 6, I very much appreciate a story that promotes values such as perseverance and courage. Children will relate to the main character of Rol who shows us curiosity, passion, and ingenuity throughout the story. A wonderful surprise for the reader is the author’s use of clever word play and humor throughout the story. I look forward to future episodes of this series!”

— *Advanced Language Arts teacher*

“What a journey! Young readers are treated to an extraordinarily well-written, wholesome and captivating story. Finally, a book with good moral characters and uplifting messages! Ric Colegrove has a wonderful style—infused with wit and excitement. It’s a fabulous adventure! I can’t wait for the next book in the series! I am a middle school teacher and would love to see this on the library shelves and in the hands of every middle school student.”

— *Middle school Language Arts teacher*



[thejourneyofrol.com](http://thejourneyofrol.com)

Visit the website for more information on *Be: The Journey of Rol* including character blogs, educational games for children, reviews from children and adults, background information on the series and characters, and more.