

Bookfolio for **Half Magic**

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Publisher: Harcourt Brace

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Recommended for: [Grades 5-8](#)

Classification: Fiction

Genre: [Fantasy](#)

Story Summary: In the 1920's, three sisters and a brother find a magic coin that brings them adventures to fill their summer days. After finding the coin, Jane wishes for a fire, and to her surprise a child's playhouse burns down. The children's mother borrows the coin and, after a boring night visiting relatives, she wishes herself home, but the coin gets her only halfway. Next Martha, the youngest child, wishes for her cat to talk, but since the charm only performs half wishes, the cat speaks partly gibberish. The excitement grows as Mark, the only boy in the family wishes to be on a desert island. Instead, the four youngsters are almost kidnapped, but they wish themselves home in the nick of time. Katherine then uses her wish to visit the times of King Arthur. The children try to assist Launcelot, but he doesn't want their help. Katherine decides that Launcelot needs to be humbled, so she defeats him in combat, only to find that no one is pleased. Merlin warns the children of the coin's power, and they return to their own time. Mr. Smith next meets the children and wants to marry their widowed mother. After Jane's objections are overcome, Mr. Smith marries the children's mother. In the end, the happy children pass the coin on to a needy girl so she too may have good luck.

Read-aloud Recommendation: Chapter 1.

The skills for each activity are identified by the following abbreviations:

R=Reading, W=Writing, S=Speaking, L=Listening, D=Drawing

Half Magic - Independent Activities	Skills
1. Light Fantasy (Giving a book talk)	S , W
2. Launcelot's Lot (Comparing legend and fantasy)	R , W
3. Jabberwocky Revisited (Reciting a poem)	S
4. A Twig In The River (Writing an adventure)	S , W
5. The Movies (Researching a topic)	R , S , W
6. Arabia Now (Researching a topic)	D , R , W
Half Magic - Group Activities	Skills
1. Anything Can Happen (Evaluating authors)	S
2. A Proposal (Dramatizing a scene)	L , S
3. Family Squabble (Writing points of view)	W
4. The Dragonslayer (Creating quests)	S , W
5. King Arthur Legends (Researching a topic)	R , S , W
6. "Let's Talk About..." (Discussing the story)	L , S

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