

THE RISE OF THE LEGENDS

Parent & Student Study Guide

For Parents and Students to Read and Talk About Together

CHARACTERS

All stories have a conflict—a problem that must be solved.

The main character is called the **protagonist**. The protagonist has a goal and faces challenges.

Someone or something that tries to stop the protagonist is called the **antagonist**.

A story can have more than one protagonist or antagonist. In *The Rise of The Legends*:

- Who is (or are) the protagonist(s)?
- Who is (or are) the antagonist(s)?
- What is the goal of the protagonists?
- What obstacles do they face?

Story Understanding Questions

These questions help you and your child talk about what happens in the story. You don't have to know all the answers. Just read and discuss together.

Beginning of the Story

- Who is Mikaela? What big change is happening in her life?
- Why is moving hard for her? How does she feel about the new house?

Making Friends & Joining the Club

- How does Mikaela meet George?
- What is the "Drone Legends" club? Who else is in it?
- What kind of things do they do in the club?

Finding Clues & Solving Mysteries

- What does Mikaela find in the attic? Why is it important?
- What happens when George sails to the island? Was it dangerous?
- How do the kids use maps, codes, and old journals to solve mysteries?

Trouble from Malcolm (the Antagonist)

- Who is Malcolm? What is the "Chaos Club"?

- What are some of the bad things Malcolm does?
- Why do you think Malcolm acts the way he does?

Teamwork, Courage, and Growth

- What hard things do the kids have to face together?
- How do they help each other?
- How does Thomas change during the story?
- What does it mean to be a “Legend” by the end of the book?

THEMES AND DISCUSSION QUESTIONS

Moving to a New Place

- Mikaela moves to a new town and has to start over at school.
- Have you or your family ever moved to a new place?
- How did it feel to start over? What helped you adjust?
- What advice would you give someone new to your school?

Family and Immigration

- Every family has a story. Some families came to this country recently. Others came long ago.
- Ask your parents or grandparents about your family's immigration story.
- What were some of the challenges they faced?
- What traditions did they bring with them? Do you still practice them?

Friendship and Trust

- At first, Mikaela plays a prank on George, but then they become friends. The Drone Legends learn to work as a team.
- What makes someone a good friend?
- Who do you trust—and why?
- What helps build trust between people?

Bullying and Redemption

- Thomas is a bully at the beginning of the story, but he changes. We learned that sometimes bullies are dealing with problems of their own. And with help and kindness, people can change.
- Have you or someone you know ever been bullied?

- What can you do if you see someone being picked on?
- Why do you think Thomas changed?
- Can someone be a hero after making bad choices?

Science, Math, and Discovery (STEM)

- The kids in this story use drones, maps, clues, and science to solve big mysteries. School can be hard, especially with math or science—but this story shows how those subjects can be used for real adventures.
- What did you learn about drones, electricity, or maps in this story?
- Did this book make you more curious about science or technology?
- What's something you might want to build, fly, or explore?