Young Adamis is a handsome Prince, shortly to become the king of Mycelium, because his father, old Adamis, is doomed to an early death because of a curse placed on him by the wicked witch, Grimelda.

One day, a magician comes to the Royal Court, a man called Simister. He appears to be an honourable man and he promises to lift the curse from old Adamis if, in exchange, he can be allowed to live at the court. Adamis believes him and gives him a fine villa in the palace grounds.

But it turns out that Simister is a con artist. He has no magical powers whatsoever. Instead, he steals the crown jewels. Simister takes Adamis' best horse and flees the palace and when old Adamis learns of this treachery, he collapses and dies...

Young Adamis vows revenge on the man who has deceived him. He and his friend Bartrum saddle some horses and go in pursuit.

On his travels, Adamis meets a mysterious and beautiful young woman called Neve. She is searching for her parents, who were lost in a storm at sea. When she and Adamis meet, it is love at first sight...

The two of them fall deeply and hopelessly in love — and Adamis considers abandoning his quest and taking her back to the palace to be his Queen. But Neve persuades him to carry on with his pursuit of Simister. She tells him that he must avenge his father at all costs and the three of them (Neve, Adamis and Bartrum) carry on their pursuit.

Finally they meet up with Simister in the city of Bylum...

Does Adamis have his revenge? Does he recover his jewels? Do he and Neve become man and wife?
When Boy meets up with the Wandering Star Theatre Company, it’s not long before they persuade him to perform in their latest play, The Sorrows of Young Adamis.

Activity 1: COSTUME DESIGN

Mo is in charge of the costumes, but only a few of them are described in the book. (Boy has to wear a full suit of armour, including a visor, which makes his role particularly difficult! Lexi is in a corseted yellow dress, and Pompio sports an embroidered silk frock-coat with a wide-brimmed feathered hat.)

1. Can you draw these outfits?
2. What do you think the rest of the cast are wearing?
3. Can you design costumes to suit their characters?

Young Adamis – Boy
Grimelda the Witch – Mo
Neve – Lexi
Simister the Magician – Grud
Old Adamis – Orson
Bartrum – Pompio
Costume Design

BOY

LEXI

POMPIO

OTHER
Activity 2: SET DESIGN

The Wandering Star Theatre Company are, as their name suggests, travelling players, performing outside in market squares on simple raised platforms. Lexi dreams of staging her productions in a real theatre, with a beautifully designed set.

Most of the action in The Sorrows of Young Adamis takes place in old Adamis’ palace in Mycelium, or out on the desert plains.

Can you design scenery depicting these two locations?

SET 1: Old Adamis’ palace in Mycelium
SET 2: Desert Plains
Activity 3: THE GREAT INVENTION

Boy’s father is an inventor, but he disappears before he can complete his greatest invention, a method for turning sand into water. Boy loves science too, and has succeeded in finishing what his father started.

Can you help him to complete his lab report for Queen Gertrude’s Great Competition?

AIM:
To turn sand into clean drinking water.

HYPOTHESIS:
By mixing liquids A, B and C with sand and a yaricoola seed, it should be possible to create clean drinking water.

EQUIPMENT
1 Gendlesnarp Gourd
3 glass vials
5ml liquid A
5 ml liquid B
10ml liquid C
1 Yaricoola seed
METHOD:

RESULTS:

CONCLUSION:
Activity 4: YOUR OWN GREAT INVENTION

Maybe you see yourself as a bit of a scientist too. Do you have any inventions you could submit to Queen Gertrude if you ever found yourself in Ravalan? Remember, it must be an idea that will change people’s lives for the better. Write up your lab report below.

AIM:

HYPOTHESIS:

EQUIPMENT:

METHOD:

RESULTS:

CONCLUSION
Activity 5: STORYBOARD

A storyboard is a sequence of drawings and text, used by film-makers to plan their shots. You might recognise the structure from comic strips, which look very similar.

If you were directing a movie version of The Book of Secrets, how would you depict the scene in Drumreedy, where Boy chases the thieves who steal the actors’ caravan?

The first two boxes have been done for you. Can you complete the task?
Boy sees Orson's caravan in motion, heading away from its parking place.

Boy unhooks his feet from the stirrups and clambers precariously up onto Belle's back.

Boy flings himself off Belle's back towards the caravan. His hands catch its edge, and he hangs there for a moment.

The caravan's rear door flies open and a man aims a crossbow at Boy. It hits him in the chest. Luckily, he is still wearing his armour!

Boy unties Belle, and vaults into her saddle. 'Hiyah!' he yells and the horse takes off after the caravan.
Activity 6: JINGLE

Until they meet Archimaldo the wandering troubadour, Boy and his friends have no idea what a jingle is. Unlike them, you are probably very familiar with the idea of a simple song used to advertise a product.

Here’s one of Archimaldo’s jingles. This one is about Master Elgin’s pies.

Oh gather round people and hark to my song
It’s short and it’s merry and won’t keep you long
If you’re looking for flavour to thrill and surprise
   You need to try Elgin’s most wonderful pies!
They come in all flavours from savoury to sweet
   The softest ripe fruit, the most succulent meat
And with prices this low, they’re the keenest of buys
   Make sure you try Elgin’s most wonderful pies!
And here’s a great offer, I’m sure you’ll agree
   Buy one tasty pie and the other one’s FREE!
You’ll taste them and praise them right up to the skies
   It’s Elgin’s, yes Elgin’s, most wonderful pies!

Archimaldo sings about items the people of the Known World might want or need, such as pies or rope or lamp oil. What would you sing about if you were a travelling troubadour?

Write your own jingle, promoting a product of your choice.
Write your own Jingle

Here are some tips to get you started.

1. Choose a product to advertise (e.g. pies, lamp oil).
2. Think of some adjectives to describe your product (e.g. succulent, tasty).
3. What about some rhyming words (e.g. pies, eyes, lies, skies, surprise)?
4. Now think of a tune. If you're feeling inspired, maybe you can compose your own? If not, choose any tune you know well. Nursery rhymes work well for this!
5. Now write your jingle, and practise singing it.
6. Are you feeling brave enough to sing your jingle to your family or friends? Or maybe you could film yourself performing it?