





## Reflection Sheet – Chapter 1

### “Embracing the Unknown: A Day in the Park”

In this chapter, four best friends spend a normal day at the park—until the skies change, a mystical tear opens, and they’re called to save the world before the eclipse. Their friendship and choices are tested as they face danger... and destiny.

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### Reflection Questions:

1.  **What would you have done if you saw the swirling tear in the sky?**  
How do you think you would feel?
  2.  **When Maya showed care for Jose, how did it change the group’s thinking?**  
What would you have done in her place?
  3.  **Do you think the group made the right decision to go into the tear?**  
Why or why not?
  4.  **What does this chapter teach us about standing together when things get scary or confusing?**
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### Token Tracker:

Circle the token you think this chapter helped you earn:

 Courage       Truth       Empathy       Friendship





\_\_\_ Draw or explain why: \_\_\_\_\_

## Chapter 2 – Adira’s Awakening





*A wise tortoise named Adira rescues a stranger from a leopard and gains magical powers from a forest wizard. She is called to lead the animal kingdom of Wakaduo.*

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### Reflection Prompts:

1.  **Why do you think Adira risked her life to save the stranger?**  
What does this say about her character?
  2.  **What would you do if you were offered magic powers?**  
Would you use them to help others?
  3.  **Adira didn’t believe in herself at first. Have you ever surprised yourself by doing something brave?**  
Write about it or draw it.
  4.  **What kind of leader do you think Adira will be—and why do you think the animals will (or won’t) follow her?**
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### Choose a Token You Earned:

 Empathy       Leadership       Courage  
 (Draw or explain below)

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## ✓ Chapter 1: Embracing the Unknown — One-Page Summary Sheet

**Chapter Title:** Embracing the Unknown

**Main Setting:** Inner-city park and the mystical tear in the sky

**Key Themes:** Friendship, Empathy, Discovery, Choosing Courage

### 📖 Short Summary:

Four friends—Maya, Jalen, Malik, and Zara—enjoy a playful day at the park when the sky suddenly darkens, revealing a mysterious tear in the air. From the portal, a voice warns them to find the Three Tokens of Tariq before a coming eclipse. Zara’s ancient book supports the voice’s prophecy. After saving Malik from the tear’s pull, the group realizes they are being called to a grand mission. A drug encounter involving a peer named Jose deepens their sense of purpose and compassion. They decide together: if this adventure is real, they must face it head-on.

### 🧠 Comprehension Focus:

- What do the Tokens represent?
- Why is Maya’s leadership important?
- How do the children respond to fear and responsibility?

### 👤 Main Characters Introduced/Expanded:

- **Maya:** Insightful and brave leader with strong empathy
- **Jalen:** Confident, loyal, and playful with a protective nature
- **Malik:** Imaginative dreamer and the group's creative spark
- **Zara:** Quiet, intelligent, and guided by stories and intuition
- **Jose:** A troubled boy whose situation sparks social awareness

### 🧩 Key Vocabulary Words:

- Eclipse – A darkening of the sun
- Intuition – A feeling or instinct without reasoning
- Portal – A doorway to another world
- Compassion – Deep awareness and concern for others
- Courage – Choosing to act bravely despite fear

### 🍷 Notable Quotes:

- “Do you ever wonder if storms are trying to tell us something?” — Maya
- “Find the Three Tokens of Tariq... or suffer the eternal darkness.” — Mysterious Voice
- “We don’t have a choice. If this is real... we have to find the Tokens.” — Maya

### **Look For in Illustrations:**

- The shimmering tear in the sky over the playground
  - Jose holding a brown paper bag, eyes full of conflict
  - Maya’s braids flying as she leads the group
  - The group’s shocked expressions as Malik touches the tear
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## **Chapter 2: Adira’s Awakening — One-Page Summary Sheet**

**Chapter Title:** Adira’s Awakening

**Main Setting:** African savanna and a mysterious wizard’s hut

**Key Themes:** Awakening Power, Destiny, Wisdom, Protection

### **Short Summary:**

In the golden savanna of Wakaduo, Adira, an ancient and wise tortoise, senses a shift in the world. She rescues a captured wizard named Eze from a prowling leopard. In gratitude, Eze gives Adira magical abilities and a new purpose: to protect Wakaduo and lead its creatures in a time of coming danger. Adira gains the power to move objects with her mind, heal others, and perceive deeper truths. As Eze departs, Adira is left as the guardian of the land, now sealed from danger by a giant boulder only she can move. Her transformation from elder to magical protector marks the start of a new era in Wakaduo.

### **Comprehension Focus:**

- What qualities make Adira a worthy leader?
- How does Eze help Adira understand her importance?
- What does the Essence of the Enchanted Shell symbolize?

### **Main Characters Introduced/Expanded:**

- **Adira:** A thoughtful, aging tortoise who becomes a magical guardian
- **Eze:** A wise, elderly wizard who bestows Adira with powers and purpose
- **Charlese:** A dangerous leopard who represents the lurking threat outside Wakaduo

### **Key Vocabulary Words:**

- Essence – The core or defining spirit of something
- Ritual – A formal ceremony often tied to magic or tradition
- Shelter – A safe place or protection from harm
- Wisdom – Knowledge and good judgment from experience
- Guardian – One who protects or watches over something important

### **Notable Quotes:**

- “You have come at a time of great need. Wakaduo is in danger, and you... you are its new guardians.” — Adira
- “Because you are strong. Because you are noble. And because Wakaduo needs you.” — Eze
- “There is more magic to learn, Adira. But my time here is done.” — Eze

### **Look For in Illustrations:**

- Adira chewing the branch to free Eze above the stream
- The rustic wizard’s hut glowing with magical light
- The Essence of the Enchanted Shell in Eze’s hands
- Charlese glaring from the shadows as Adira seals the entrance

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# COURAGE TOKEN TRACKER SAMPLER


 **\*\*Courage Token Tracker\*\***


For Brave Readers & Bold Thinkers

Name: \_\_\_\_\_

Chapter: \_\_\_\_\_

- ☒ I spoke up even when I felt nervous
- ☒ I tried something totally new
- ☒ I showed kindness when it was hard
- ☒ I helped someone who needed it
- ☒ I asked a hard or honest question

 When I complete 3–5 of these, I earn a Courage Token!

 Draw or write about a Courage Moment:

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Signature (Parent/Teacher): \_\_\_\_\_



## "Choose Your Path: Quest Journey Through Wakaduo"





## Heroism Game Card Sample

"Heroism Challenge Card: The Guardian's Choice"

