

## READING GROUP GUIDE

*The Kinfolk*  
*Book 3 in The Five Stones Trilogy*  
Written by G. A. Morgan  
Middle Grade Adventure/Fantasy, Ages 10+  
ISBN: 978-1934031-82-7 (HC)  
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## RESOURCE LIST

### The Five Stones Trilogy

#### Book 1:

Morgan, Genevieve. *The Fog of Forgetting*. Islandport Press, 2014.

When a dense, powerful fog transports five children from the coast of Maine to a mysterious island called Ayda, they suddenly find themselves at the center of a battle among ruling siblings for control of four stones of power.

#### Book 2:

Morgan, Genevieve. *Chantarelle*. Islandport Press, 2015.

Chase, determined to fulfill his promise to find the unifying Fifth Stone, finds the elusive Captain Nate and brings him back to the island of Ayda, where one of the realms is burning and two more are under siege from Dankar's dark forces.

#### Book 3:

Morgan, Genevieve. *The Kinfolk*. Islandport Press, 2016.

In the final installment of The Five Stones Trilogy, Chase, Evelyn, and Knox must fight to save not just the island of Ayda but their own world.

## DISCUSSION QUESTIONS

What realm would you belong to, and why?

What are some of the features of Ayda that make it so real? How could the author have made Ayda more believable to you?

In many stories, there's a bad guy or villain. What examples from the book can you point to that are evidence of Dankar's evil? What was his motivation? Think of other classic villains. Compare Dankar to these other classic villains. How are they the same and different?

Sometimes, authors leave a trail of clues to foreshadow plot. What examples of foreshadowing can you find that gives a reader clues about who the keeper of the Fifth Stone was? Were you surprised to find out who the keeper of the Fifth Stone was?

The stones play such an important role in the story. Think of an object (or objects) in your life that you have given meaning to. How did you assign meaning to the object?

There is not one main character in *The Kinfolk*; rather, there is a cast of characters. Why do you think the author set the plot up to use several characters instead of one main central character? What is gained, and what is lost, by this approach? How does that affect the way you feel about the characters?

*The Kinfolk* brings the trilogy to an end and completes a journey. Many classic adventures and myths are based on journeys; identify a few of the key journeys in The Five Stones Trilogy.

What did you think of the ending? Were you satisfied with the decisions Chase, Knox, Evelyn and Frankie made? What would you have chosen to do? Think of a time that you went against your parent's wishes. How did that decision help and hinder the situation and your relationship?

What questions do you still have at the end of The Five Stones Trilogy? How would you use your questions to create your own story about Ayda?

If you could ask the author one question, what would you ask?

**If your patrons/students enjoyed the Five Stones Trilogy, then they might be interested in:**

**Fantasy:**

Collins, Suzanne. *Gregor the Overlander*. New York: Scholastic, 2003. Print.

When eleven-year-old Gregor and his two-year-old sister are pulled into a strange underground world, they trigger an epic battle involving men, bats, rats, cockroaches, and spiders while on a quest foretold by ancient prophecy.

Flanagan, John. *The Ranger's Apprentice*. New York: Philomel Books, 2005. Print.

When fifteen-year-old Will is rejected by battleschool, he becomes the reluctant apprentice to the mysterious Ranger Halt, and winds up protecting the kingdom from danger.

Lewis, C S, and Pauline Baynes. *The Chronicles of Narnia*. New York: HarperFestival, an imprint of HarperCollins Publishers, 2010. Print.

Aslan, the noble lion, and the royal leaders of Narnia struggle against the magical forces of evil.

Mull, Brandon. *Beyonders*. Aladdin, 2014. Print.

After falling into a new world called Lyrian, Jason must figure out the clues that piece together an ancient word that could bring down Maldor, the terrifying leader. He is helped by his newfound friend and sidekick, Rachel, who has also stumbled into this strange world. Together, they go on an extraordinary quest to figure out how to become the heroes that Lyrian needs, no matter what the cost.

**Haiti:**

Rogé, and Solange Messier. *Haiti My Country*. Fifth House , 2014. Print.

For several months, Quebec illustrator Rogé prepared a series of portraits of Haitian children. Students of Camp Perrin wrote the accompanying poems, which create, with flowing consistency, *Haiti, my country*. (Pre-earthquake, Poetry, ages 9-11)

Watson, Jesse J. *Hope for Haiti*. New York: G.P. Putnam's Sons, 2010. Print.

A young boy finds hope when he is given an old soccer ball to play with in the wake of Haiti's devastating earthquake. (Fiction, ages 5-8)

Wolkstein, Diane, and Elsa Henriquez. *The Magic Orange Tree, and Other Haitian Folktales*. New York: Knopf, 1978. Print.

A collection of folktales gathered by the author in Haiti with comments on Haitian folklore. (Fiction, 10-13)

Wolkstein, Diane, Marc T. Brown, and Atha Tehon. *The Banza: A Haitian Story*. New York: Dial Press, 1981. Print.

A small goat finds that the banjo given to her by a little tiger protects her from harm in an unexpected way. (Fiction, ages 3-6)

Zéphir, Flore. *The Haitian Americans*. Westport, Conn: Greenwood Press, 2004. Internet resource.

Describes Haiti's history, economy, and culture, which continue to resonate with immigrants. Also focuses on contemporary settlement patterns, major Haitian American communities, immigrants' interactions with other groups, and the impact Haitian Americans have made. (Nonfiction)

**Mythology, Folktale, Legend:**

Courlander, Harold. *The Piece of Fire, and Other Haitian Tales*. New York: Harcourt, Brace & World, 1964. Print.

A collection of twenty-six Haitian folk tales about animals, men, and gods. (Juvenile Fiction, Folklore)

Jacobs, Joseph, and John D. Batten. *The Book of Wonder Voyages*. New York and London: G.P. Putnam's Sons, 1919. Print.

A collection of stories of imaginary voyages from Greek, Irish, Arab, and Norse folklore. Beautiful art deco/nouveau illustration. Available <https://archive.org/details/bookofwondervoja00jacoiala>

**Philosophy:**

Tomley, Sarah, and Weeks, Marcus. *Children's Book of Philosophy: An Introduction to the World's Great Thinkers and Their Big Ideas*. DK Pub, 2015. Print.

Explores philosophy and notable philosophers, discussing "thought experiments," and how to explain a complex idea through a story. (Nonfiction, ages 8-12)

Weate, Jeremy. *A Young Person's Guide to Philosophy: "I Think, Therefore I Am"*. New York: DK Pub, 1998. Print.

Introduces over twenty-five of the world's greatest philosophers and presents a simple version of the tenets of philosophy. (Nonfiction, ages 10-14)

Wright, Anne M. *Philosophy and Writing*. Armonk, N.Y: Sharpe Focus, 2008. Print.

Explores the history of the great tradition of classical Greek literature and philosophy. (Nonfiction, ages 10-14)