



HOW TO TRAIN YOUR

# DRAGON

THE MUSICAL JR.

  
TCT MainStage

SHOW COMPANION  
ACTIVITY PACKET

# ABOUT THE SHOW

## ABOUT THE SHOW

"How to Train Your Dragon: The Musical JR." tells the story of Hiccup, a young Viking who defies his tribe's tradition of dragon hunting by befriendng a wounded Night Fury dragon named Toothless.

The story takes place on the fictional island called The Isle of Berk, where Vikings have been battling dragons for **generations**. Hiccup is the son of the Berk Tribe Chief, Stoick, and despite be Viking royalty, Hiccup doesn't quite fit in with the other villagers. All the Vikings in Berk are skilled dragon hunters and master fighters. Hiccup, however, lacks the strength and **aggression** expected of him and is more interested in understanding the dragons than killing them. One day, Hiccup has a chance **encounter** with a Night Fury dragon, which he names "Toothless" and their unlikely friendship changes everything. Hiccup soon learns that the dragons are not mindless monsters, like the Vikings believed, but intelligent creatures with their own motivations and fears.

Hiccup and Toothless form a deep bond, with Hiccup learning to fly with Toothless using a special prosthetic tail. As Hiccup and Toothless become closer, they must also confront the larger conflict between the Vikings and the dragons. A fearsome dragon called the Red Death emerges, threatening both species. Hiccup and Toothless, along with their friends Astrid and Gobber, work together to protect both the Vikings and the dragons. Their combined efforts prove that understanding and **empathy** can overcome hatred and fear to defeat any threat.

Hiccup's journey of self-discovery and his unlikely friendship with Toothless ultimately highlight the importance of taking your own path and challenging preconceived notions.

The musical, as a whole, emphasizes the importance of challenging **stereotypes**, embracing individuality, and finding strength in understanding others. It highlights that true heroism lies in being true to oneself and fostering connections, even with those who seem different than you.

# ACTIVITY PACKET

## VOCAB FROM THE READING

1. Generations (noun): all the people born and living at about the same time, regarded collectively.
2. Aggression (noun): hostile or violent behavior or attitudes toward another; readiness to attack or confront.
3. Encounter (noun): an unexpected or casual meeting with someone or something.
4. Empathy (noun): the ability to understand and share the feelings of another.
5. Stereotype (noun): a widely held but fixed and oversimplified image or idea of a particular type of person or thing.

## QUESTIONS FROM THE READING

1. The show takes place on The Isle of \_\_\_\_\_.
  - a. Berg
  - b. Bern
  - c. Berq
  - d. Berk
2. Hiccup's father is the CHEF of the Vikings.
  - a. True
  - b. False
3. What type of dragon is Toothless?
  - a. Red Death
  - b. Night Fury
  - c. Light Fury
  - d. Monstrous Nightmare
4. The Viking tribe of the Isle has a long history of \_\_\_\_\_ dragons.
  - a. drawing
  - b. training
  - c. teaching
  - d. hunting
5. The Red Death is a fearsome \_\_\_\_\_ that threatens both Dragons and Vikings.
  - a. Tsunami
  - b. Villainous version of Batman
  - c. Dragon
  - d. Warrior

# ACTIVITY PACKET

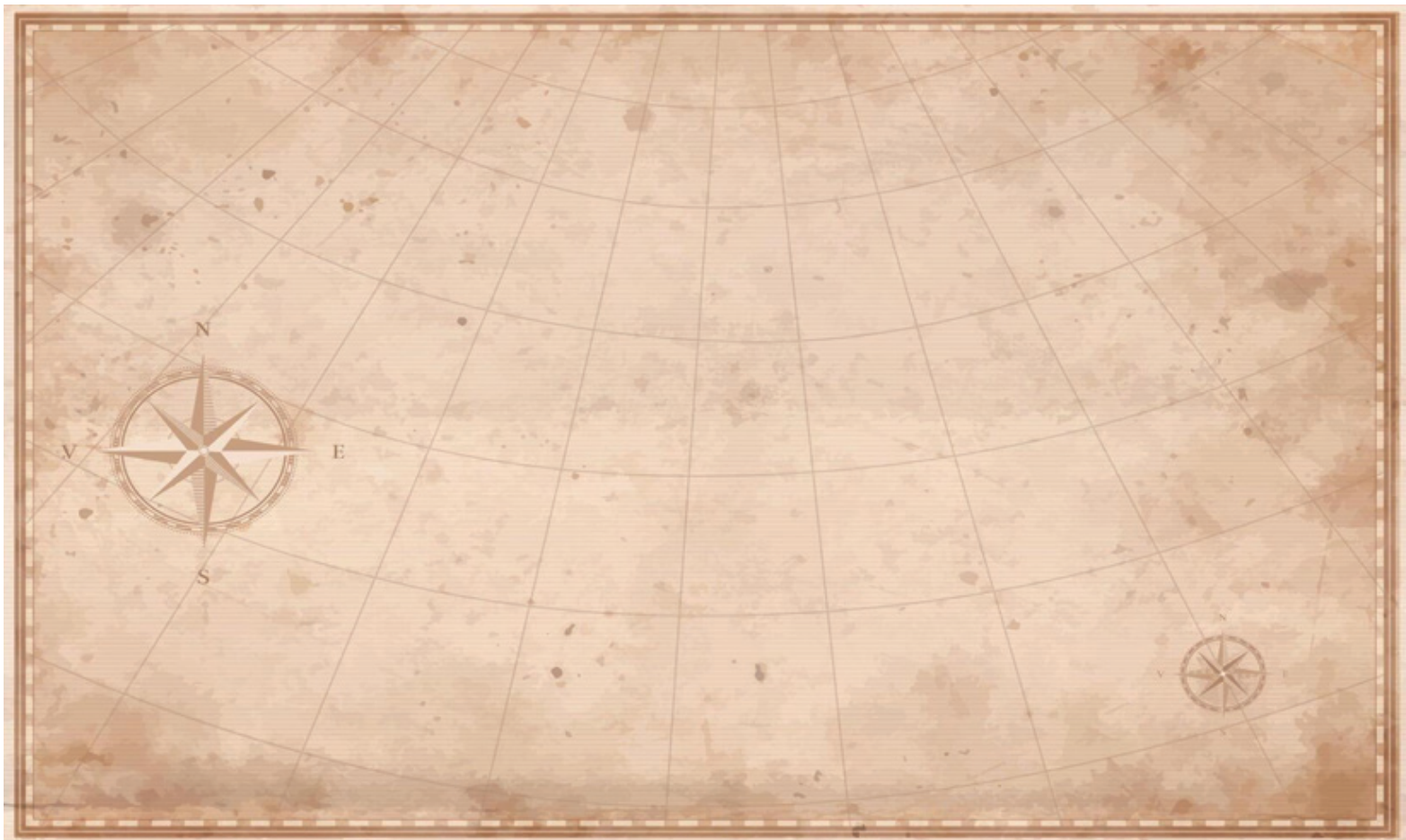
## LAND FORMATIONS

An island is a land formation formed from either volcanic activity, buildup of coral, or it could be continental or part of a larger land mass at one point. Islands are completely surrounded by water on all sides, and they can have complex geographic features like dunes and cliffs. Using the pictures below, match the proper image to the definition by drawing a line to connect them.

<p>A river is a large natural stream of water flowing in a channel to the sea, a lake, or another such stream.</p>	<p>The grasslands is a large open area of country covered with grass.</p>	<p>A cliff is a steep rock face, especially at the edge of the sea.</p>	<p>A dune is a mound of sand formed by the wind, usually along the beach or in a desert.</p>	<p>A lake is a large body of water surrounded by land.</p>	<p>A cave is a large underground chamber, typically of natural origin, in a hillside or cliff.</p>
					

## BUILD AN ISLAND

Using the formations above, create your own island below...and don't forget to name it!



# ACTIVITY PACKET

## WORD SEARCH

Searching up, down, and diagonally, can you find all the dragons listed below?

Monstrous Nightmare, Gronckle, Night Fury, Light Fury, Skrill, Bewilderbeast, Fireworm, Deadly Nadder, Hideous Zippleback, Red Death, Scauldron, Hotburple, Stormcutter, and Death Song.

L B S I C R H S C A U L D R O N H O H T  
H G R W H F T H E A I O J J Y W T F I V  
S T O R M C U T T E R Z H U O M W I D L  
F J E T V O J F B X Q W C H I O N B E V  
S E U B N I G H T F U R Y Y X N R N O H  
D I W O K T P K N W H L U O K S E D U F  
X E X J I U F U Z W S G A C S T D U S K  
X R A D U B R I Q U I C L O Q R D D Z N  
C M L D H G E V R S B I T P W O E O I L  
V T R I L O V W L E L C U Q Z U A Y P K  
K D Z R G Y T L I K W A J V O S T P P Q  
W E R G K H N B R L V O S C Q N H F L T  
B A I F R J T A U I D L R K N I Q M E X  
S T C C L L J F D R L E V M Z G A T B T  
K H X X L J M R U D P F R B L H O T A R  
R S C Q L H L W E R E L E B E T J G C A  
I O K J V R J D E O Y R E M E M E H K F  
L N O G M O A C O D H T R R I A S L S L  
L G W F A X E Q X W K Z K Y O R S J Z I  
U J O P G N N G R O N C K L E E D T Q O

# ANSWER KEY

## Answer Key

### Questions from the Reading

1. D
2. B
3. B
4. D
5. C

### Land Formation Matchup

<p>A river is a large natural stream of water flowing in a channel to the sea, a lake, or another such stream.</p> 	<p>The grasslands is a large open area of country covered with grass.</p> 	<p>A cliff is a steep rock face, especially at the edge of the sea.</p> 	<p>A dune is a mound of sand formed by the wind, usually along the beach or in a desert.</p> 	<p>A lake is a large body of water surrounded by land.</p> 	<p>A cave is a large underground chamber, typically of natural origin, in a hillside or cliff.</p> 
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Red arrows indicate the following matches: River to Lake, Grasslands to Cave, Cliff to Dune, Dune to River, and Lake to Cave.



## Standards

**RI.1.1:** Ask and answer questions about key details in a text.

**RL.3.1:** Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers.

**PG.IMS.4** Ocean Tides (daily, neap, and spring). Currents (deep and shallow, rip and longshore). Thermal energy and water density. Waves. Ocean features (ridges, trenches, island systems, abyssal zone, shelves, slopes, reefs, island arcs)

### Grade 1: THEME: FAMILIES NOW AND LONG AGO, NEAR AND FAR

**GEOGRAPHY STRAND SPATIAL THINKING AND SKILLS PLACES AND REGIONS** Content Statements: 4. Maps can be used to locate and identify places. 5. Places are distinctive because of their physical characteristics (land-forms and bodies of water) and human characteristics (structures built by people).