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*The Battle for Rondo* (Omnibus Books, 2009)  
*The Wizard of Rondo* (Omnibus Books, 2008)  
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*Dog Tales* (Omnibus Books, 2001)  
*Fuzz, the Famous Fly* (Omnibus Books, 1999)  
*Green Fingers* (Omnibus Books, 1998)  
*The Timekeeper* (Omnibus Books, 1992)  
*Finders Keepers* (Omnibus Books, 1990)

# Teachers' Notes

## Star of Deltora Book 2

## Two Moons

Emily Rodda

Teachers' Notes by Rae Carlyle

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## Introduction

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Since early childhood, Britta has been struggling to come to terms with the way her father betrayed everything she had been taught to hold dear. For his betrayal didn't just affect himself, but rather left his young family bereft and reviled in the harbour town of Del. For Britta though, it looks as though things are finally starting to change. She has realised part of her dream to become a trader, and has won a place on the Rosalyn Fleet's flagship, the *Star of Deltora*. If she succeeds in out-trading her competitors, then she has a real chance of one day becoming the Rosalyn Fleet Master Trader herself.

But the trading voyage is fraught with danger. Britta must keep her identity a secret, and somehow protect herself from whoever attacked her before. But how do you stay safe when you don't know who your enemy is? Life aboard ship is difficult enough already, but then the *Star of Deltora* is turned away from the first trading port, and rumours start to spread that there is evil travelling with them. These rumours are only strengthened when they arrive at the mystical island of Two Moons, and they are told that they must leave before sunset.

As Britta seeks to find a trade that will win her the competition, she finds traces of her father's last voyage every way she turns. But that mystery must wait to be solved later, for first she must somehow survive the perilous swamplands where she had never intended to venture, and where she will come face to face with a danger that is as mysterious and full of wonder as it is challenging.

## About the Author

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Emily Rodda's real name is Jennifer Rowe. She was born in Sydney and completed an MA (Hons) in English Literature at Sydney University in 1973. She worked in publishing for many years, as an editor and then publisher at Angus & Robertson, before becoming the editor of the Australian Women's Weekly magazine in 1988.

Always a keen reader and writer, Emily began writing children's stories in her spare time to entertain her young daughter Kate. She submitted her first manuscript to Angus & Robertson using a pseudonym – her grandmother's name, Emily Rodda – to make sure that she got an honest opinion of her work from her colleagues. This book, *Something Special*, won the Children's Book Council of Australia Book of the Year Award, as did four other of her books in subsequent years: *Pigs Might Fly*, *The Best-Kept Secret*, *Finders Keepers*, and *Rowan of Rin*. A full-time writer since 1992, Emily Rodda has published over 90 books. In recent times she is best known for the popular *Deltora Quest* fantasy series which has sold more than any other Australian series (15 million copies worldwide), has been made into a successful animated TV series in Japan, and is published in over thirty countries around the world.

In 1995 Emily Rodda won the prestigious Dromkeen Medal. The judges of the award said of her that she 'maintains a prolific writing schedule, continues to provide a role model in promoting children's

literature, and still spends many hours sharing her love of books with children and educators'. She has also won many different Kids' Choice Awards across Australia. She has won two Aurealis Awards, for *Deltora Quest Series 1* and also *Deltora Book of Monsters* with Marc McBride in 2002, and for *The Wizard of Rondo*, the second book in her *Rondo* trilogy, in 2008.

Emily has also written eight mysteries for adults under her real name, Jennifer Rowe. She has four children, and lives in the Blue Mountains west of Sydney. For further information please consult Emily Rodda's online biography at <http://www.emilyrodda.com>

## Writing Style

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*Star of Deltora: Two Moons* is part of the fantasy-quest genre. The language and storyline are aimed at a readership in the 8 to 12 year old range, and the book is a junior novel written in chapter format. The themes of *Star of Deltora: Two Moons* include friendship, self-determination, cross-cultural communication, magic, mystery, rumour, quest, individuality, stereotyping, deception, evil, personal preconceptions, responsibility to others, and adventure.

## Before Reading the Text

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*Star of Deltora: Two Moons* is the continuation of an adventure begun in *Star of Deltora: Shadows of the Master*, and is set in the same fantasy world as several other of Emily Rodda's series. Rodda's *Deltora Quest*, *Rowan of Rin*, and *Three Doors* series are all set on various islands in the world of the Nine Seas where the *Star of Deltora* sails and trades.

Although *Two Moons* does not depend on the reader having prior knowledge of the events contained in other books set in the world of the nine seas, the action follows on immediately from the events that occurred in *Shadows of the Master*. It is not completely necessary to have read the first book in the series to enjoy this next chapter in Britta's story, but having done so will provide the reader with an understanding of what has already occurred and why Britta thinks and feels as she does, which will greatly enhance reader enjoyment of an engrossing story.

Before reading the book, it would be valuable to talk through with the class the main events that occurred in *Shadows of the Master*, as well as discussing which other books set in the world of the nine seas students may already have read, and to ask them to share their recollections of the stories, and knowledge of the fantasy universe that Rodda has created. Students who have read some of Rodda's other novels might wish to share their predictions and ideas about possible characters, actions and settings. Topics to address include how the setting/location of a novel affects our understanding of a fictional society, and how what readers already know about Emily Rodda's fantasy universe could influence their interpretation of events.

A more general discussion regarding the nature of the fantasy adventure/quest genre would also be worthwhile, with students being asked to consider what defines a fantasy novel, and what an author might need to keep in mind when creating a universe that several disparate series of stories all share.

## Reading the Text

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*Star of Deltora: Two Moons* readily lends itself to being read and studied as a whole-class activity. The language is pitched at a level for most children in Years 3 to 6 to be able to read it independently, but it is a fast-paced and engrossing adventure that is also ideally suited for being read aloud to a class. If a class set of the books is available, then alternating between independent reading followed by group discussions and whole-class reading of select passages would be a worthwhile method of presentation.

## Questions about the Text

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These comprehension questions can be used either as starters for whole-class discussions during the course of reading the book, or can be handed out as a written task to be completed by individuals or pairs. Some of the later questions contain information that might spoil the story so it is important not to hand out any questions until all students have completed the relevant chapters.

### Chapter 1

- Who is the girl in the King's thoughts?  
A) The King is thinking of Britta.
- How did the King feel about the Rosalyn Fleet competition being open only to girls?  
A) He was angry, and bitterly resented not being allowed to compete.
- What is attracting the wraiths to Britta?  
A) They are attracted to her because she is Dare Larsett's daughter and because they feel her bond with the Staff of Tier.
- What do the wraiths call Britta?  
A) They call her *Child of the staff*.
- How does the Hungry Isle trap birds?  
A) The orchids give off a vapour when warmed by the sun that stuns the birds and makes them fall to the ground.
- Why will there be no news from home during the voyage?  
A) News is carried by messenger bird, and the birds do not fly over the sea.

- Why does Britta think one of the other contestants was responsible for the attack on her in *Shadows of the Master*?  
A) She thinks it was another of the contestants because she was not hurt and nothing was stolen – she was just delayed and was nearly disqualified for not returning in time.
- Why doesn't Britta want to share a cabin with one of the other contestants?  
A) She does not trust them, and fears that whoever attacked her in Del might do so again.

### Chapters 2–3

- What advantage does Britta have when choosing which cabin to sleep in?  
A) She has studied Captain Gripp's model of the ship, and knows which is the largest.
- What are the three ports that the *Star of Deltora* will be travelling to?  
A) Maris, Two Moons, and Illica.
- Why is Mab angry at Jewel for attacking Vashti, and does not care that Vashti provoked her?  
A) Mab does not see being provoked as an excuse for losing one's temper, because traders must always remain calm or they can find themselves in danger.
- Why does Britta not want to go to Two Moons?  
A) Two Moons was the last place her father and *Star of Deltora* were seen before he vanished and the ship was found empty and adrift.
- Where do the wraiths go after reporting to the King of Tier, and why?  
A) They return to Britta, because the King of Tier forgot to specifically forbid them to return to her and, wanting them to stop flocking around him, he told them *go*.
- Why does Maris not need a harbour?  
A) The Keeper has magic that ensures all ships calling at Maris are safe.
- For students who have read other books set in the world of Deltora – Which main character in a Deltora series lives on Maris?  
A) Rowan of Rin. Readers of the Rowan series might also remember that the messenger Perlain appeared in *Rowan and the Keeper of the Crystal*.
- Which sea is the island of Deltora in, and which sea does the ship sail into?  
A) Deltora is in the Ocean of the South, and the *Star of Deltora* sails into the Silver Sea.

### Chapters 4–7

- Why does Britta decide that it is good that the Cladda book is missing?  
A) Because she needs to focus on researching information about trading, and the book would only have distracted her.

- Why does the Keeper of Maris not want the ship to come close, or for the people aboard to come ashore?  
A) The Keeper senses that there is evil aboard the ship, but cannot tell if it is an illness or something worse, just that there is death at the heart of it.
- What is causing the evil that the Keeper has sensed?  
A) The evil that the Keeper senses is caused by the wraiths that are following Britta.
- What colour is Perlain's skin, and what is odd about his hands?  
A) Perlain's skin is blue-grey, and he has webbing between his fingers.
- Why does Mab ask the contestants to not talk about Perlain and Maris, and why the *Star of Deltora* will be leaving without trading?  
A) Mab does not want the contestants to talk about what they heard Perlain say, because she is concerned that the crew are superstitious and will become unsettled.
- Why are sunrise pearls so rare and valuable?  
A) Sunrise pearls are rare and valuable because they are only found in the swamps on the island of Two Moons. The swamp dwellers keep the secret of how they are collected, but it is rumoured to be very dangerous.
- What does Jewel accuse Vashti of being scared of?  
A) Jewel accuses Vashti of being scared of not being able to win the competition fairly.
- When Britta first sees Two Moons, what is it about the island that surprises her?  
A) Britta is surprised at just how beautiful Two Moons is in the light of sunrise.
- What is the unexpected feeling that overtakes Britta when she sees the island of Two Moons?  
A) When Britta sees the island of Two Moons, she is overtaken by a feeling of belonging, and of coming home.

## Chapters 8–12

- Why do the chief traders of Two Moons need to keep the Turtle People happy?  
A) Only the Turtle People can collect the famous and incredibly valuable sunrise pearls.
- What compromise does Mab reach with the Two Moons traders?  
A) Mab promises that if the *Star of Deltora* is allowed to dock, and the people aboard go ashore to trade, then they will leave before sunset that same day. In return the Two Moons traders promise that the contestants will not be harassed or have their goods stolen.
- Where does Britta go first when she leaves the ship, and why?

A) Britta goes straight to the back streets, avoiding the large shops near the harbour, because she hopes to find something different and unusual to buy.

- Why is Britta so attracted to the Two Moons Treasure House?  
A) The Two Moons Treasure House is the shop that issued the receipt to Dare Larsett for the Cladda book that Britta found in the ship's reading room.
- Why does Mull not want to serve Britta?  
A) Mull can see the wraiths that follow Britta and wants them gone from his store as soon as possible.
- What does *kaja* mean?  
A) *Kaja* means unusual and interesting – and potentially powerful.
- How is Britta affected by the sight of the wall hanging Mull shows her?  
A) Britta is amazed by the beauty of the wall hanging and longs to own it.
- Why is Britta frightened of trying to leave the swamp sled?  
A) She knows that the swamp people don't like strangers, and she has no idea how to get back to the town without their help.
- Which two precious things does Britta choose to abandon in order to rescue Stassi?  
A) Britta lets her bag with the wall hanging in it sink into the swamp, and keeps hold of Stassi's wrist instead of reaching for the sunrise pearl she can see.

### Chapters 13–17

- What is painted on the old woman's door in the swamp?  
A) There is a painting of a turtle on the old woman's door.
- What does Britta realise that the door painting means?  
A) Britta realises that the turtle painted on Thurl's door means that the old woman is the leader of the Turtle People, and the heir to Tier's magic.
- What does Britta see in Thurl's eyes?  
A) When the old woman looks at her, Britta sees fear in her eyes.
- What does the old woman offer Britta as payment for saving Stassi?  
A) Britta is offered the sky sphere that was once her father's.
- Why does Britta refuse to take the first treasure the old woman offers her?  
A) Britta refuses to accept the sky sphere because she is scared that once people start to associate her with Dare Larsett, they will soon realise that he is her father.

- What makes Britta's coin purse *kaja*?  
A) Her purse is *kaja* because it is one of a kind, and was stitched with love for her by her sister.
- What does Britta trade for Sky's life?  
A) Two gold coins and her purse.
- What is Sky's secret?  
A) Sky is male.
- Why does Britta think that Sky's disguise worked so well for so long?  
A) Britta believes that Sky's disguise worked because people saw what they expected to see. Everyone knew that only girls could enter the competition: Sky had entered the competition and therefore people saw Sky as a girl.
- What did the goozli doll find in Britta's hair, and why can't she use the found item to help her win the competition?  
A) The goozli finds a sunrise pearl in Britta's hair, but she can't use it in the competition because she doesn't have a receipt for it.

## Creative Activities

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- *Star of Deltora: Two Moons* is written mostly from the point of view of Britta. Choose one of the other characters in the novel and write a brief passage describing some of the events from their point of view. Some of the characters whose viewpoint might be interesting to think about are Thurl, Jewel, Sky, Mab, Stassi, Mull and Vashti.
- On Thurl's door is painted a stylised turtle. At first Britta sees it only as a pattern of ovals and hexagons, but once she realises it is meant to be a turtle the design is clear to her. Stylised drawings of totemic animals and objects are used in many different real-life cultures. Research, either online or in the library, animal emblems, and then use the information you have gathered to design a stylised pattern that symbolises an animal of your choosing. Try to use as few different lines and shapes as possible in your design – remember the turtle on Thurl's door was created using only two shapes! Create an artwork showcasing your stylised animal pattern and share it with the class.
- Mab plans to sail the *Star of Deltora* to only three islands for the competitors to trade. The secret to successful trading is to buy things cheaply in one place that you can sell for a lot more money in another place. If you could take a ship to three different ports in our world, which ones would you choose? Plan a trading voyage and draw an illustrated map showing all your ports of call. Write an accompanying piece explaining where you have chosen to go, what you would like to buy there, and why.



- Reread the description of the wall hanging on page 93. Use this description to create a wall hanging of your own. Think about what materials you should use to make it look as similar to the described artwork as possible – you are probably not going to be able to embroider it in silk, so you will need to choose your type of paint and the paper, card, or cloth you use carefully. You might want to add some very fine glitter to acrylic paint, or use metallic paints or pastels. Alternately you can spray your artwork with a high-gloss varnish after you have finished.
- Britta is looking forward to visiting Maris, but she never gets the chance to set foot on the island, and as a result only knows what has been written in the trader’s books she has read. Maris is home to Rowan, another of Emily Rodda’s characters, and his story contains a lot of information about the island. Read, or reread, one of the books in the *Rowan of Rin* series (the five titles in this series are listed at the front of *Two Moons*.) Make notes as you read about the island of Maris, and use these notes to write a traders’ and travellers’ guide to the island that might have been useful to Britta if she’d been allowed to land.
- Make your very own goozli. You can use modelling clay, plasticine, or an air-drying craft clay. For a challenge you might even try to use clay that you can find in the ground near your home or school! Reread the descriptions of the goozli on pages 131–133, and page 162, and use them as a guide for your crafting. You may not be able to make your goozli the same magical amber colour as the Two Moons mud, but you should be able to make one the right size and shape that can stand up by itself.
- If you live near the coast, go on an excursion to the port nearest you. Some questions to answer while on your excursion, or to research once you return to class are:
  - What sorts of ships and boats can you see?
  - How many watercraft can you see?
  - What different purposes are the different types of craft likely to have?
  - Can you see ocean-going ships as well as ones suitable for shorter coastal voyages?
  - Where have the ships you see come from?
  - Where are the ships you see going?
  - What goods are the ships carrying?
  - How and where are goods loaded and unloaded?

Once you return to class, write up a report on your visit. Include the answers to the questions above, as well as anything that you know or can find out about the history of your local port.

- Using the descriptions in the book, draw a map of the island of Two Moons. Put as much detail on your map as you can manage, and use a key to indicate important places and places where Britta spent time or visited. Use different colours on your map to indicate features such as swamp, town, and fields, and remember to include a compass rose indicating north. Draw a border around your page and frame your map with small pictures of some of the animals, vegetation, and other things found on Two Moons.

- Write a short story about a fictional sailing trip that you would like to go on. It can be set in our world, in the world of the nine seas where Britta is sailing, or in a fantasy world of your own invention.
  
- The swamp on Two Moons is an exotic and deadly place, with giant slugs that attack each other, the magical amber mud, sunrise pearls, and mudholes that will suck the unwary traveller under to their death. Swamps and wetlands in Australia aren't quite as exotic and magical, but they are still fascinating in their own way and can contain a variety of plants, insects, and animals that are often not found anywhere else. In pairs or small groups research Australian swamps and wetlands online or in the library. Choose one specific swampland to focus on, and create a powerpoint presentation, poster, or other visual display to showcase your findings about the flora and fauna found there. Share your report with the class. Some things to include in your presentation are: What animals live in the swamp? What insects and birds live in the swamp? What plants grow in the swamp? What uses do people have for swamp creatures and plants? Where does the swamp water come from, and why does it remain there? What roles do swamps play in the wider ecosystem? How are swamps important for flood control and water management?
  
- On Two Moons Britta hears many words that are foreign to her and that she does not understand. Individually or in pairs, make a list of the words from the Two Moons language used in the story. Next to each word write down your best guess as to the meaning. As a class discuss your work. Some things to consider in your discussion are:
  - Does everyone have the same or similar meanings for their words?
  - If two students guessed very different meanings for one word, why did this happen?
  - What information did you use to help you guess the word meanings?
  - Can you think of sentences where it would be almost impossible to guess what a foreign word used instead of an English word means? Can you think of sentences where it would be easy? (e.g. *I have a good kuri*, as compared to *I have a good kuri who never barks or growls at me, and stays by my side without a leash*. Note: *kuri* is the Māori word for *dog*.)
  
- When Britta arrives on Two Moons she knows nothing of their language, but by the time she leaves she has an understanding of several of their words such as *goozli*, *kaja*, *atta* and *nak*. Even when someone doesn't speak any language other than their mother tongue, it is still fairly common to know at least some words in a foreign language. As a class discuss the students' collective knowledge of languages other than English. Some things you can include in your discussion are:
  - How many class members speak or understand a language that is not English?
  - How many people in the class speak only English, but know some words from other languages? Where and how did you learn the words, and what are they?
  - What words can people think of that are now common English words that have been introduced from other languages? Which language did they come from, and have these words changed from their original meaning?

- When Britta has to trade with Thurl, it is very difficult for both of them because they only know one or two words of each other's language. They have to use mime and try to guess what the other one is meaning. Britta is very lucky that it all works out for her in the end, but she certainly didn't expect to get a goozli doll out of the bargain – even though Thurl thought that Britta was asking for exactly that!
  - In pairs or small groups, try trading with each other using only gestures or mime to indicate what you are asking for.
  - Have someone else – either the teacher or another student – tell you a trade item to ask for, keeping it a secret from your trading partner. Have the same person tell your partner an item that they should ask you for. If you don't actually have the items in your classroom, you can draw a picture of it, or write its name on a piece of paper to give to your trading partner once you guess what it is.
  - For a challenge, try engaging in multiple trades as a whole-class activity. Every student is given a piece of paper with a trade item that is theirs to start with written on it. They are also given a second piece of paper telling them what they have to try to trade their goods for and acquire. For example, a student may get a pen as a starting trade item, and have to try and end up with a cup of water. They might trade the pen for a book, the book for some coins, and the coins for a cup of water ... all without using spoken language!
  - As a class discuss the activity. How easy or difficult was it? What sorts of miscommunications occurred? What items or concepts were easy to mime, and which were very challenging or impossible? Can you think of any other ways you could communicate with someone when you don't share a language?

## Further Reading

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If you liked *Star of Deltora: Two Moons*, then there are several other fantasy books by Emily Rodda that you can read. You might enjoy the Rowan of Rin, Deltora Quest, or Three Doors series which are all set in the world of the nine seas, or you could try the Rondo series and read about a fantasy world that is connected to our own everyday one as well.