



RICK RIORDAN PRESENTS

# SERWA BOATENG'S GUIDE TO VAMPIRE HUNTING



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Disney·HYPERION

**EVENT KIT**



# SERWA BOATENG'S GUIDE TO VAMPIRE HUNTING

## DECOR

To prepare for your event celebrating the arrival of *Serwa Boateng's Guide to Vampire Hunting*, use the book's cover and the epic adventures in the novel as inspiration. Using butcher paper, re-create the school scenes from *Serwa Boateng's Guide to Vampire Hunting* (lockers or even an interior classroom sketch), and somewhere in your space, add an image of the elusive Midnight Drum! For added fun, add a mural area where party attendees can create their own art during the celebration of the novel's release similar to the one worked on by Serwa, Mateo, Gavin, Roxy, and Eunju. For a finishing touch, consider adding a forest scene in a corner, and to add a spookier tone overall, cut out full-sized adze and suspend them from the ceiling of your event space.

## FOODS

What's a party without snacks? Your event attendees are sure to be hungry after joining Serwa, Mateo, Gavin, Roxy, and Eunju on their adze-hunting adventures, so be sure to offer *Serwa Boateng's Guide to Vampire Hunting* Ghanaian-inspired refreshments.

Besides including reader favorites like chips, popcorn, veggies, dips, and assorted sweet treats, consider using online resources to prepare and offer attendees

Ghanaian sweet and savory snacks such as:

- Fried kelewele (plantains)
- Ofam cake (ginger plantain cake)
- Kube cake (caramel coconut balls)
- Bofrot (Ghanaian drop doughnuts)
- Fresh fruits like bananas, oranges, tangerines, mango, pineapple, and Ghanaian favorites such as alasa (African star apple), sisibi, and soursop
- Vampire hunters (and possibly some very sneaky adze disguised as readers) are bound to be thirsty, so be sure to stock your party with water and "blood" punch (red fruit punch or red food coloring added to your punch of choice)





## **SERWA BOATENG'S GUIDE TO VAMPIRE HUNTING— INSPIRED ACTIVITIES AND CRAFTS TO GET THE PARTY STARTED!**

Use the following ice breakers/interactive activities and crafts to help attendees connect with others at your event and get into the *Serwa Boateng's Guide to Vampire Hunting* adaze-fighting team spirit.

### **ICE BREAKER ACTIVITY HI, HOWDY, AND A HOW-TO!**

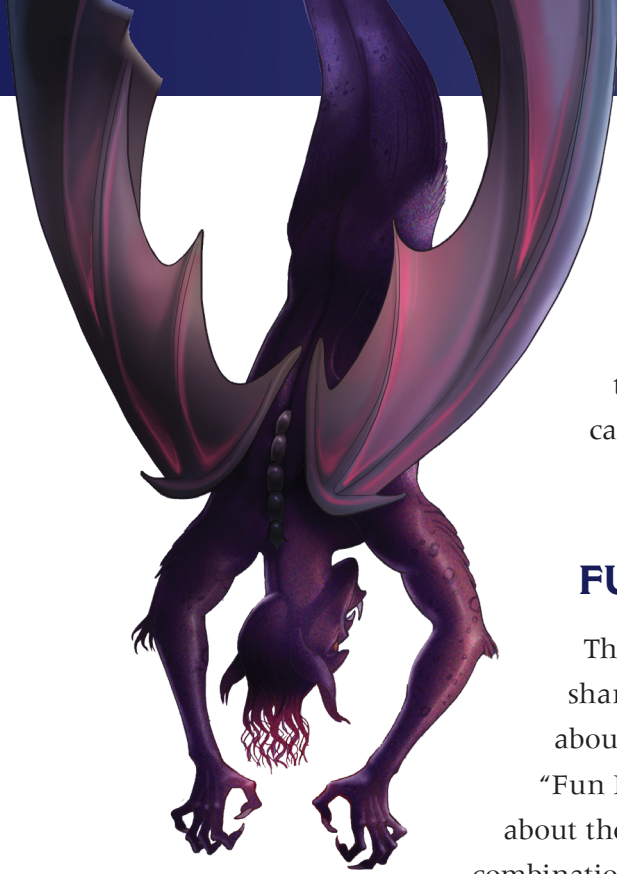
Each chapter title of *Serwa Boateng's Guide to Vampire Hunting* begins with “How to . . .” Whether it’s “How to Learn the Truth,” “How to Fight Your Friend,” or even “How to Make a Mistake,” the characters learn a great deal from each other’s knowledge and experiences, and they ultimately grow through the process.

Ask attendees to make a quick mental list of three simple things they are either good at doing or maybe things they could use some help with to become better. After making their lists, divide the group in half, with one group being the “demonstrator/teacher” and the other the “witness/learner.” Have those in the “learner” role rotate going person to person to meet each other and to see if there’s a new skill they can learn from each other or if they can offer tips on helping the other improve upon something.

### **ICE BREAKER ACTIVITY WHAT'S IN A NAME? CREATE A NAME INTRODUCTION PLATE**

Throughout *Serwa Boateng's Guide to Vampire Hunting*, Serwa shares her family’s names, roles, and snapshots of Ghanaian culture throughout the novel. Names hold important significance for all people, regardless of their specific communities or cultures, so offer attendees a chance to share about their own. Place event participants in small groups and allow them to discuss the following questions:

- Did a particular person name you, and do you know why you were given your name?
- What do you personally think of your name? What hopes and dreams does your name hold for the people who gave you your name?
- Do you know anyone with the same name? Is it an easy name to pronounce? Is it difficult?
- Are you the only one in your school with this name? If so, how does this make you feel?
- Have you ever heard or witnessed someone being teased because of their name? If you have, what did you do about it or would/could you do in the future if it happened again?



At the conclusion of this activity, allow attendees to share something they enjoyed learning about another person's name with the larger group. Next and after finishing the discussion and sharing, provide cardstock and art supplies that can be folded to create and design a name tag or plate that can be displayed to help others learn each other's names.

## **FUN AND FUNKY FACTS!**

Throughout *Serwa Boateng's Guide to Vampire Hunting*, Serwa shares facts about herself with readers that offer them more insight about who she is and her vulnerabilities. Create and distribute "Fun Facts" forms and allow readers to craft a list of fun facts about themselves worth sharing. Remind them that the list can be a combination of actual fun facts (for example, "I can wiggle my ears!")

as well as a list of other facts worth sharing (for example, "I have # of siblings," "I have lived in three states," "I am allergic to strawberries," or "I am afraid of spiders"). After everyone finishes, ask attendees to share their facts or alternatively, have a "fun facts" area to post the forms for display.

## **WICKED WEAPONS!**

In *Serwa Boateng's Guide to Vampire Hunting*, Serwa's mom's sword (Nokware) transforms into a bracelet that she gives Serwa to wear for protection but also as a reminder to be brave and a warrior and to protect herself and those for whom she cares. After discussing the uses of Nokware in all its evolutions with readers, ask them to consider the following: If you had a chance to take an ordinary object and turn it into a weapon that you could yield to protect yourself and others, what might you choose? Provide paper and other art supplies for readers to sketch or create a design of their weapon of choice. After everyone has had a chance to draft an original creation, ask for volunteers to share their ideas and designs.



## ADINKRA SYMBOLS—WISDOM WITHOUT WORDS



Throughout the novel, Serwa uses adinkra symbols to both protect and fight off the adze that threaten her and her new community.

Using the adinkra symbols as inspiration, think about what messages or symbols make you feel empowered and willing to fight the things that frighten you. Use a blank sheet of paper to design your own symbol and explain what it stands for—why is this symbol meaningful to you, and how do you think it will inspire you as you move forward to face life’s challenges?

## WHAT DO YOU STAND FOR? YOUR SYMBOLS T-SHIRT DESIGN

**Preparation:** Set up a T-shirt decorating station with paints and other art supplies, as well as inexpensive shirts.

In *Serwa Boateng’s Guide to Vampire Hunting*, Serwa, Mateo, Gavin, Roxy, and Eunju are challenged to discover what matters most to them and what they stand for. Ask each of your event attendees to select a favorite character from the novel. Lead a discussion about what character traits they admire about their chosen character, as well examining what the character’s greatest challenges are.

Next, put attendees into small groups and ask them to discuss what have been their biggest challenges they’ve personally faced so far in life. After considering those things, have them think about what are the things in their personal lives that are most important—what are they willing to fight or stand their ground for?

Lead another discussion about what pictures and symbols represent, and after the discussion, ask them to think more personally about what messages or symbols make them feel empowered and courageous. Remind them symbols can be artistic, but they can also highlight singular words that are important to them—have them consider the following: Why is this symbol meaningful to you, and how do you think it will inspire you as you move forward to face life’s challenges? Allow event attendees to work their way through the T-shirt station, creating an original T-shirt that captures what matters most to them. Alternatively, let readers choose to make a T-shirt for their favorite character from *Serwa Boateng’s Guide to Vampire Hunting* by following the same prompts.





## GET YOURSELF INTO WARRIOR MODE!

Before departing for their mission, Serwa’s mom tells her, “Sometimes, being a warrior means doing the things you don’t want to do so the people you love don’t have to.” Distribute paper and give the following prompt: **What are the things you do for those you love or care about that makes you a warrior? What are specific things your family does for you that proves them to be a warrior?**

## CREATE YOUR OWN CREEPY CRYPTID

While the adze, fireflies that shape-shift into vampires, have plagued the forests of southeastern Ghana and now Maryland, forcing Slayers like Serwa and her parents to protect mankind from their threats, in countries throughout the world, other cryptids like Big Foot, Baba Yaga, Chupacabra, and the Loch Ness Monster have created legends and terror of their own.

**Ask readers to consider the following:** If you had the chance, which kind of cryptid would you want to create? What would be the coolest/scariest thing about having such a creature exist? Next, give each participant a variety of supplies to create, design, and decorate their own cryptid—include paper, markers, pens, pencils, but also offer fast-hardening clay and have them sculpt their creature with their own hands. After drying, provide a craft station with paint, glue, feather, beads, and other decorative options to enhance their creation. For added fun, distribute paper and encourage attendees to create an original backstory as a means of launching a legend for their cryptid. Upon completion, offer participants an opportunity to share and showcase their original cryptid and their origin stories.