



**TEACHER GUIDE**

**GRADES 3-5**

COMPREHENSIVE CURRICULUM BASED LESSON PLANS

# Prince Caspian

C. S. Lewis



**READ, WRITE, THINK, DISCUSS AND CONNECT**

# Prince Caspian

C. S. Lewis

## TEACHER GUIDE

**NOTE:**

The trade book edition of the novel used to prepare this guide is found in the Novel Units catalog and on the Novel Units website. Using other editions may have varied page references.

Please note: We have assigned Interest Levels based on our knowledge of the themes and ideas of the books included in the Novel Units sets, however, please assess the appropriateness of this novel or trade book for the age level and maturity of your students prior to reading with them. You know your students best!

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3901 Union Blvd., Suite 155

St. Louis, MO 63115

[sales@novelunits.com](mailto:sales@novelunits.com)

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## Skills and Strategies

### Thinking

Analysis, brainstorming,  
compare/contrast, inferring,  
decision-making, research

### Comprehension

Predicting, cause/effect,  
summarizing, plot

### Literary Elements

Characterization, setting,  
point of view, theme, genre,  
symbolism

### Listening/Speaking

Discussion, performance,  
presentation, review

### Writing

Essay, short story, poetry, letter,  
script, journal

### Vocabulary

Definitions, application,  
context clues

### Across the Curriculum

Social Studies—cartography;  
Music—appropriate background  
selections; Art—sculpture,  
drawing, painting, model, poster

**Genre:** fantasy; young-adult fiction

**Setting:** the Kingdom of Narnia

**Themes:** Christian faith, humility, responsibility, loyalty, bravery, leadership

**Conflict:** person vs. person, person vs. self, person vs. society

**Style:** narrative

**Tone:** primarily serious; adventurous

**Date of First Publication:** 1951

## Summary

The Pevensie children—Peter, Susan, Edmund, and Lucy—are called back to the land of Narnia when Prince Caspian the Tenth blows Susan's misplaced Horn. Though the Pevensies have only been away from Narnia for one year of their own reality, they are shocked to find that a great deal of time has passed in Narnia since their reign. During their absence, many of Narnia's magical creatures have been killed or driven into hiding by a race of humans called the Telmarines. "New Narnia" is ruled by Caspian's cruel uncle, King Miraz, while the remaining magical creatures surreptitiously comprise "Old Narnia." Caspian enlists the help of the Pevensies, Aslan the Lion, and the Old Narnians in an effort to claim his rightful place as the true King of Narnia. The Pevensies' journey across Narnia to meet with Caspian is harrowing, testing their faith in each other and in Aslan. Shortly after arriving at Aslan's How, Caspian and Peter decide that Peter should face Miraz in a duel to decide the victor of the war between the Old and New Narnians. Miraz accepts the challenge, but the hard-fought duel is cut short when Miraz is killed by one of his own men. The two armies face off, and with Aslan's help the Old Narnians emerge victorious. Prince Caspian is declared King of Narnia, and everyone who agrees to obey Caspian is allowed to stay. Those Telmarines who wish to leave are sent to an island in the Pacific, from where, long ago, their ancestors entered Narnia. Aslan tells Susan and Peter that this is their last visit to Narnia since they are "getting too old," and the four children are sent back to England.

## About the Author

Clive Staples (C.S.) Lewis, known as "Jack" to his friends, was born in Belfast, Ireland in 1898 and enjoyed a happy childhood until the death of his mother in 1908. He and his brother, Warren, were sent to boarding school in England, and there Lewis discovered the writings of Virgil and Homer and nurtured an interest in German, Italian, and French. Lewis fought for the British in World War I and graduated with top honors from University College at Oxford. He taught English at Magdalen College at Oxford and Magdalene College at Cambridge and had a special interest in the Middle Ages, which is reflected in a number of his writings. Though Lewis was raised a Christian and attended the Church of Ireland as a boy, he had become an atheist in his teens. Under the influence of his good friend, J.R.R. Tolkien, Lewis rediscovered Christianity at the age of 33 and became a member of the Church of England. He married Joy Gresham in 1956, but her life was claimed by cancer in 1960. He continued raising her two sons from a previous marriage until his death on November 22, 1963, the same day as President John F. Kennedy's assassination. C.S. Lewis' works include *The Pilgrim's Regress* (a fictional account of his return to Christianity), *The Screwtape Letters* (a satirical novel in which a demon plots to claim a man's soul), *Out of the Silent Planet* (part of a science fiction trilogy), and the seven books in *The Chronicles of Narnia* (the last of which won the Carnegie Medal).

## Supplementary Activities

1. Writing: At the end of the first chapter, the open space the children step into is described as a “bright, secret, quiet place, and rather sad” (p. 12). Write a short paragraph explaining why this place is sad. What clues does the author give in describing this area?
2. Drama: In small groups, act out the scene in which the children rescue and meet the Dwarf.
3. Literary Devices: The author uses many phrases and words that indicate the children are from England. Which words or phrases found in this section are probably only used in England? Keep a list of unfamiliar words and phrases that are not used in American English (examples: “by Jove,” “electric torch,” “jolly nearly,” etc.), and write down their meanings.
4. Prediction: Have students begin a prediction chart (see page 23 of this guide) to use as they read the novel.

## Chapters 4–7

The Dwarf (Trumpkin) explains how Caspian the Tenth, the rightful heir to Narnia, had to run away from his castle to escape his uncle, the cruel King Miraz, who killed Caspian’s father and wishes to kill Caspian. In the years since the Pevensies wandered back into England, human beings from Telmar have killed many of Narnia’s magical creatures. Those that remain have been driven into hiding. Caspian’s tutor, Doctor Cornelius, gave Caspian Queen Susan’s Horn and told him Narnia’s true history, which is unknown to or denied by most Telmarines. Caspian was injured in his flight from the castle, but the Old Narnians rescued him and accepted him as their new king. Miraz discovered Old Narnia’s location, and Caspian and his new friends began a largely unsuccessful war against Miraz. Caspian eventually decided to use the Horn, and two messengers (one of whom is Trumpkin) were sent to look for the Pevensies and/or Aslan.

### Vocabulary

ancestor  
shod  
virtue  
rhetoric  
victuals  
satchel  
fervent  
traitor  
solemn  
subterranean  
ravine  
barbarians  
entrenchments  
lair  
bivouac

### Discussion Questions

1. Describe the “old days” for which Caspian wishes. (*All the animals could talk, and there were magical creatures that lived in the streams and trees. There were Dwarfs and Fauns in the woods. There were wonderful adventures and the Kings and Queens, Peter, Susan, Edmund, and Lucy.*)
2. Who are the Telmarines? (*They are human beings from Telmar who conquered Narnia many generations before this story takes place.*)
3. Why did Doctor Cornelius tell Caspian the true story of Narnia? Why do you think Doctor Cornelius called his stories of Old Narnia Astronomy lessons, and what do you think is remarkable about Caspian’s belief in Old Narnia at this stage? (*Cornelius wanted to be able to share Narnia’s true history with someone and hoped that when Caspian became King he would help the Dwarfs and other creatures. Answers will vary. Though it was a good excuse to discuss Old Narnia at his preferred location, the Doctor may have also chosen this term for his lessons because he was teaching Caspian about things that were distant and/or essentially unseen. What is perhaps most remarkable about Caspian’s belief in Old Narnia is that he believed in even the most fantastic aspects of Old Narnia with little proof to substantiate the stories.*)

4. When was the Golden Age of Narnia? (*The Golden Age was the period when the Pevensies ruled the land.*)
5. Why do the Telmarines fear the sea? Why do many of them say that Old Narnia never existed? (*The Telmarines fear the sea because the old stories say that Aslan lives across the sea with his father, the Emperor. If this is true, the Telmarines might have to be accountable for their actions. To many Telmarines, Old Narnia seems like an imaginary place because in Old Narnia many magical and extraordinary creatures and events were readily apparent. The Telmarines' fear, selfish ways, and disharmony with nature has left them unable to perceive the miracles in their world. They do not have Caspian's gift of faith, but some of them probably would not want it because of the moral demands it would place upon them.*)
6. Why did Miraz decide that Caspian must die? (*Miraz's wife had a baby boy, and Miraz wants his son to be the heir to the throne.*)
7. Why did all of the Dwarfs and creatures accept Caspian as king? (*As well as being a Human, he is Miraz's enemy. His story coupled with Trufflehunter's support was enough to convince the other creatures that he can set things right in Narnia.*)
8. Which of the creatures that Caspian met do you like the most? Are there any that you would not trust? Why? (*Answers will vary.*)
9. How did King Miraz find Caspian, and why did he come? (*Caspian's horse, Destrier, came home and led the King's men to him. The King found out that Old Narnia is not dead.*)
10. What kind of place is Aslan's How, and why did Doctor Cornelius tell Caspian to go there? (*It is a mound that has been hollowed out and contains rooms and caves. The central cave contains the Stone Table on which Aslan died and was resurrected. Aslan's How is near the sea, and the Telmarines are afraid to go there.*)
11. **Prediction:** Will Trumpkin come to believe in Aslan and the Kings and Queens of the Golden Age?

### Supplementary Activities

1. Art: Sculpt, paint, or draw a Narnian creature of your choosing.
2. Literary Analysis: Find ten adjectives Lewis uses to describe the characters of Old Narnia. Look up the meanings of the adjectives in a dictionary, and complete the T-chart on page 24 of this guide. (Example: "lovely" as used to describe the fauns might mean "pleasing to look at or kindness of spirit")
3. Drama: In small groups, choose characters from the meeting in Chapter 7. Act out the character's part in the decision-making process at the meeting. Take turns guessing which character is being portrayed.

## Prediction Chart

What characters have we met so far?	What is the conflict in the story?	What are your predictions?	Why did you make these predictions?
<p>SAMPLE</p>			

## Cause and Effect

**Directions:** Write four events from the story, and then list the effect of each event.

Cause

Effect

Cause

Effect

Cause

Effect

Cause

Effect