

# ACTIVITY KIT



# A DELICIOUSLY CLEVER TALE!

In DOUGH KNIGHTS AND DRAGONS, a curious knight and an amiable dragon bond over their shared love of baking. But in the kingdom where they live, friendship between dragons and knights is outlawed, and the two are required to duel in an upcoming tournament. Can the unlikely pair cook up a way to save their secret friendship?

This packet includes a variety of fun reproducible activity sheets.

There are things to draw, games to play, puzzles to solve, writing prompts, and songs to sing. Choose the pages that are suitable for your skill level and have a scrumptious time!

- **■** A-MAZE-ING ARENA (Maze)
- **COUNT THE DOUGHNUTS (Math)**
- **♥** CREATE A COAT OF ARMS (Art)
- **Ψ CROSSWORD FUN** (Vocabulary)
- **⋓** DESIGN A DOUGHNUT (Art)
- **★ HAPPILY EVER AFTER** (Alphabetical Order)
- **♥** ONCE UPON A RHYME TIME (Rhyming)
- SIMMERING SEARCH (Vocabulary Word Search)
- **♥** STORY SONGS (Music)
- **\*** KEYS TO THE KINGDOM (Answer Key)











### A-maze-ing Arena

Help the two friends get from the center of the arena to the edge so they can present their treats to the kings.





### Count the Doughnuts

Help the dragon and knight count the doughnuts. Draw lines to match the numbers to the doughnuts.





### Create a Coat of Arms

On the shield, draw four different things that are important to you.

Add a crown, helmet or other object at the top.

Draw animals on the sides to support the shield.



### Crossword Fun

Read the clues. Then fill in the puzzle with words from the story.



#### ACROSS

4. joyful; merry

6. onlooker; observer

7. a cooking pot

9. mythical animal with one horn

10. odor; fragrance; smell

#### DOWN

1. instructions for preparing food

2. competition

3. decree; proclamation

5. tasty; delightful

8. a flag or sign







### Design a Doughnut

- 1. Give your doughnut a creative name:
- 2. What secret ingredient makes it special and why?
- 3. What toppings will you put on it?
- 4. What special creature or person would like it?
- 5. Draw your doughnut below. Color it or decorate it with tissue paper, string, glitter, sequins, cotton, or other materials.

### Once Upon a Rhyme Time

DOUGH KNIGHTS and DRAGONS is told in rhyme.

Match the rhyming words from the story.

1.	east	 A.	rice
2.	oil	 B.	stress
3.	fight	 C.	den
4.	mess	 D.	boil
5.	steel	 E.	fare
6.	rolled	 F.	beast
7.	glen	 G.	that
8.	vat	 H.	fast
9.	fear	 I.	year
10.	bake	 J.	kings
11.	last	 K.	mold
12.	new	 L.	stew
13.	spice	 M.	cake
14.	field	 N.	knight
15.	taste	 O.	shield
16.	air	 P.	do
17.	fire	 Q.	real
18.	banned	 R.	waste
19.	wings	 S.	sire
20.	view	 T.	land

Create your own two-line rhyme (couplet) about a dragon or a knight.









### Story Songs

Have fun singing these songs about the story, DOUGH KNIGHTS and DRAGONS.

#### Food words from the book are hidden on the kettle. Find and circle them.

Then use at least five of the vocabulary words to write your own story.

Simmering Search

BOIL FLOUR MIXED SPICE	
CAKE HERBS OIL STEW	
COOKIES INGREDIENTS RICE SUGAR	
DESSERT KNEADED ROLLED YEAST	

OKIE	S		IN	GREI	DIEN'	TS	RI	CE			SI	UGAF	2
SSER	Γ		KN	IEAD	DED		RO	OLLE	D		Y	EAST	
I	С	А	K	Е	K	S	X	V	F	D	W	Р	
Ν	R	Α	G	U	S	Т	L	D	Υ	Ε	В	S	
G	Q	Ε	Υ	Μ	S	S	Ε	Ε	S	D	Н	А	
R	S	Т	Ε	W	Ε	Α	G	S	В	Α	Т	D	
Ε	U	С	I	0	1	Ε	Ν	S	0	Ε	S	Ε	
D	Χ	0	I	L	K	Υ	I	Ε	I	Ν	Р	L	
1	0	K	L	R	0	L	Ν	R	L	K	I	L	
Ε	L	U	U	F	0	Μ	Ε	Т	С	I	С	0	
Ν	0	Α	G	R	С	I	Т	L	Z	F	Ε	R	
Т	F	F	М	Н	U	X	R	Υ	Χ	В	С	I	
S	S	В	R	Е	Н	Е	0	U	D	А	С	С	
Υ	K	Χ	W	U	Α	D	Н	W	Μ	K	R	Е	
W	0	I	L	V	L	L	S	S	В	Ε	Α	S	

#### **UP! WOKE THE DRAGON**

(Sung to the tune of "Pop, Goes the Weasel")

A little of this, a little of that. The knight kept addin' and addin'. The simmerin' soup made a wonderful scent. Up! Woke the dragon.

#### WHAT WILL WE DO?

(Sung to the tune of "Skip to My Lou")

We have to battle. What'll we do? We have to battle. What'll we do? We have to battle. What'll we do? What'll we do, dear dragon?

Mix and measure and make something new. Mix and measure and make something new. Mix and measure and make something new. That's what we'll do, dear dragon.

Teach the others of friendship true. Teach the others of friendship true. Teach the others of friendship true. That's what we'll do, dear dragon.

#### D-O-N-U-T

(Sung to the tune of "B-I-N-G-O")

A knight and dragon loved to bake and they dreamed up the donut. D-O-N-U-T, D-O-N-U-T, D-O-N-U-T, and they dreamed up the donut.

A knight and dragon loved to bake and they dreamed up the donut. (clap)-O-N-U-T, (clap)-O-N-U-T, (clap)-O-N-U-T, and they dreamed up the donut.

(Continue taking out one more letter and adding one more clap in its place for the remaining verses.)

#### KNIGHTS AND DRAGONS CAN'T BE FRIENDS

(Sung to the tune of "Head, Shoulders, Knees, and Toes")

Knights and dragons can't be friends, can't be friends. Knights and dragons can't be friends, can't be friends. That is how the Dough Knight tale begins. Knights and dragons can't be friends, can't be friends.

Knights and dragons always fought, always fought. Knights and dragons always fought, always fought. That is what they always had been taught. Knights and dragons always fought, always fought.

There was a friendly knight and beast, knight and beast. There was a friendly knight and beast, knight and beast. They both bonded over dough and yeast. There was a friendly knight and beast, knight and beast.

The two concocted a fine plot, a fine plot. The two concocted a fine plot, a fine plot. It involved some oil and a pot. The two concocted a fine plot, a fine plot.

Knights and dragons CAN be friends, can be friends. Knights and dragons CAN be friends, can be friends. That is how the Dough Knight story ends. Knights and dragons CAN be friends, can be friends.

#### A KNIGHT FOUND A DEN

(Sung to the tune of "The Farmer in the Dell")

A knight found a den. A knight found a den. Hi-ho, a dragon...oh! A knight found a den.

Follow the pattern with these additional verses: The knight made some soup... The dragon smelled the meal... The knight jumped in fright... The two became best friends... The law said they must fight... They came up with a plan... The story ended well...

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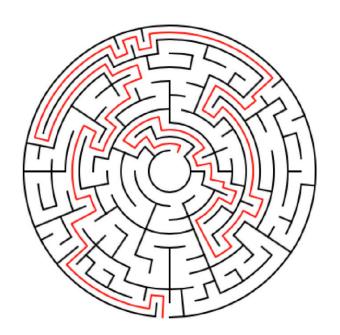




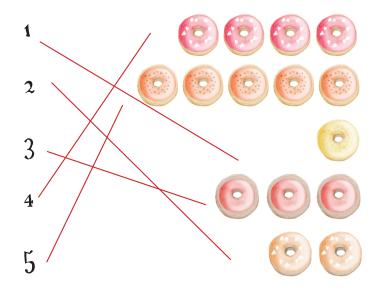
# TO

### Keys to the Kingdom

#### A-maze-ing Arena



#### Count the Doughnuts



### Once Upon a Rhyme Time

3.       fight       B       C. den         4.       mess       N       D. boil         5.       steel       Q       E. fare         6.       rolled       K       F. beas         7.       glen       C       G. that         8.       vat       G       H. fast         9.       fear       I       I. year         10.       bake       M       J. king         11.       last       H       K. mol         12.       new       L       L.stew         13.       spice       A       M.cake         14.       field       O       N.knig         15.       taste       R       O.shiel         16.       air       E       P.do         17.       fire       S       O.real         18.       banned       T       R.wast         19.       wings       J       S.sire         11.       J. view       P       T.land
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#### Simmering Search

	C	Α	K	E	K	S	Χ	٧	F	D	W	Р
N	R	Α	G	U	S	T	L	D	Υ	E	В	S
G	Q	Ε	Υ	М	S	s	Ε	E	S	D	Н	Α
R	S	Т	Е	W	E	Α	G	s	В	Α	Т	D
E	V	C	1	0	ı	E	N	s	0	E	S	Е
	\x	0	1	L	K	Y	ı	E	1	N	Р	L
1	0	K	/r/	R	0	L	N	R	L	K	1	L
E	L	U	U	F	0	M	Ε	T	С	1	С	0
N	0	Α	G	R	С	1	Т	L	Z	F	E	R
Т	F	F	M	H	U	X	R	Υ	X	В	С	1
s	S	В	R	E	H	E	0	U	D	Α	С	С
Υ	K	Χ	W	U	A	D	н	W	М	K	R	E
W	0	I	L	٧	L	Ĭ)	S	S	В	E	Α	S

#### Crossword Fun

