



# DISCUSSION GUIDE

#### **Chapter One**

1. The breeze rolled backwards and twisted around him, pushing his hair into his eyes and his breath back into his lungs, until he had the most absurd sensation that the island was opening its arms and enveloping him... Fionn could almost hear the whispering in his ears: a voice he had never heard before, a voice thrumming deep in his blood and in his bones. A voice he was trying very hard to ignore. 'Come here,' it was saying. 'Come home.' p7-8

Arranmore Island feels like a character in The Storm Keeper's Island, not just the setting of the book. Discuss other stories you've read in which the setting feels like another character in the book.

#### **Chapter Three**

2. When Fionn meets Shelby, she tells him about the legend of Arranmore Island. Does the place that you live have any myths or legends related to it? Discuss what you know, or spend some time discussing and creating some new ones.

### **Chapter Five**

3. 'You'd be surprised how few people care about the past, Fionn.' 'I bet I wouldn't.'

Why do you think lots of people don't seem to care about the past? Do you think that knowing about the past is important or not? Discuss.

### Chapter Eight

4. Of Dagda's five gifts, which do you think would be the most useful?

Which would you pick to use?

## **Chapter Twenty**

5. Malachy creates a candle of their picnic. What memory would you create a candle of, if you could?

FREE VERSION OF THE DISCUSSION GUIDE. GET THE FULL VERSION FROM MOOMOOKACHOO.COM/STORM-KEEPERS-ISLAND