

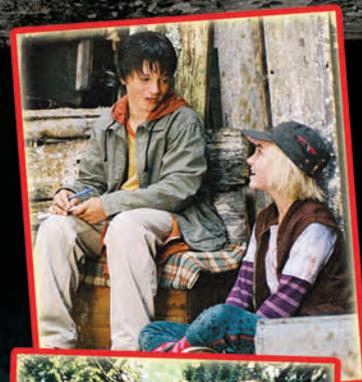
# BRIDGE TO TERABITHIA

THE BELOVED NOVEL COMES TO LIFE FEBRUARY 16

**I**n *Bridge to Terabithia*, rural life for eleven year-old Jess Aarons is permanently altered by his (at first) reluctant friendship with the new girl at Lark Creek Elementary School, a person unlike anyone Jess has ever met before. When Leslie announces to Jess one day, "We need a place, just for us ... a whole secret country, and you and I would be the rulers of it," together they create the fantastic kingdom of Terabithia.

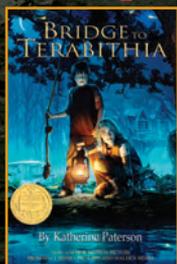
In *Terabithia*, Jess and Leslie magically reign as King and Queen over giants, trolls, and all manner of mythical creatures. In *Terabithia*, imagination and friendship spread their wings, enveloping Jess and Leslie in extraordinary adventures. And *through Terabithia*, Jess will learn that even tragedy can be transformed through insight and understanding – powers of the moral imagination.

*Bridge to Terabithia* will be released nationwide on February 16, 2007.



Read the book from

 HarperCollins Publishers



***Bridge to Terabithia***  
by Katherine Paterson

Paperback (digest) ISBN: 0061227285

Paperback (rack) ISBN: 0061253707

Audiobook ISBN: 0061227544

***Bridge to Terabithia:***  
***The Official Movie Companion***

by David Paterson

ISBN: 0061215317

## HOW TO USE THIS POSTER

The activities on this poster are appropriate for students in grades 5-8. Activities correlate with national standards in English/Language Arts, Character Education and the Visual Arts.



# BRIDGE TO TERABITHIA

THE BELOVED NOVEL COMES TO LIFE FEBRUARY 16

*A Letter from Walden Media*



Among readers, the affection and respect afforded *Bridge to Terabithia*, Katherine Paterson's triumphant novel about the power of imagination, is legendary. When the book was first published in 1977, it offered readers what had not before appeared in children's literature: the simple story of a friendship between a boy and a girl, a friendship so unusual, so engaging, and so timeless that *Bridge to Terabithia* now holds a permanent, revered place in the canon of American Literature for young people. In conversations with educators about this property over the past several years, the mandate to Walden Media couldn't be clearer: the loftiness of *Bridge to Terabithia's* flights of fancy demands a faithful film of weight and depth.

Walden Media's deep respect for Katherine Paterson's writing thus informs our film, as well as our educational program and materials. For guidance and inspiration, we have turned to Paterson's own account, which she has generously shared with us, of the way she created *Bridge to Terabithia*. She reveals the ways that her creative and literary imagination informed her writing of this beloved story. We are thus pleased to offer Katherine Paterson's example as a model - to ourselves, to you, and to your students - for our collective, creative, and literary growth.

Sincerely,  
Cary Granat and Micheal Flaherty  
Co-founders, Walden Media

MEET

KATHERINE PATERSON

Katherine Paterson was born to American missionary parents in China's Jiangsu province in 1932. Her family lived there until they were forced to evacuate to the US during the Japanese invasion of World War II. Due to her parents' work, Paterson moved frequently throughout her childhood and often felt ostracized by her classmates. She found refuge in books and is still an avid reader. Paterson majored in English at King College, Bristol, Tennessee, received her M.A. from the Presbyterian School of Christian Education and her M.R.E. from New York's Union Theological Seminary. Paterson also taught in rural Virginia, Japan, and New Jersey. She married and raised a family of four children. Currently, she maintains her passion for reading and writing at her home in Barre, Vermont.

Katherine Paterson began to write seriously in 1964, but didn't publish her first novel until 1973. *Bridge to Terabithia* was born of Paterson's deep need to make sense of inexplicable tragedy when her young son David's best friend, a girl named Lisa Hill, was killed when she was struck by lightning.

Paterson spent a year writing *Bridge to Terabithia*, which was published in 1977. The novel received the Newbery Medal for outstanding contribution to children's literature in 1978. Paterson received her second Newbery Medal in 1981 for her novel *Jacob Have I Loved*. Katherine Paterson's distinguished writing career has also garnered her the 2006 Astrid Lindgren Memorial Award, given "for life-long work or artistry" in the field of children's literature. *To learn more about this award see: [www.alma.se/page.php](http://www.alma.se/page.php)*



# ACTIVITY ONE

# THE GIANTS IN OUR LIVES



“Leslie liked to make up stories about the giants that threatened the peace of Terabithia, but they both knew that the real giant in their lives was Janice Avery.”  
—*Bridge to Terabithia*, p. 61



We all know people who seem bigger than life. For Katherine Paterson it was Pansy, the seventh grade bully at her school. Explore the character Janice Avery and discover why she seems bigger than life to Jess and Leslie.

## KATHERINE PATERSON: ON HER OWN WORDS

### How the Character Janice Avery Came to Be

One of the criticisms [my editor] made [of the *Bridge to Terabithia* manuscript] was that in the course of the story she could see Jess changing and growing, but she couldn't see much change in Leslie. She said if it's a true friendship, both friends will change. So her idea was that I needed to find something that would show Leslie had changed by knowing Jess. She may have thrown out a few ideas to me, and I said, "No, no, no, no, no."

Suddenly, from the ancient dust of the playground at Calvin H. Wiley School, I remembered Pansy, the seventh grade bully — this huge girl — who would march around the playground and beat everyone up. I would get revenge and put her in my book. Of course, I didn't. I couldn't just take somebody out of life and put her in the book because I didn't know what made Pansy such a bully. So I created Janice Avery. She would become the character who could help Leslie change. Now I have to know why Janice Avery is a bully because she is in my book. And so I start examining Janice Avery...

## ACTIVITY

### BEFORE READING

Make a prediction about why you think Katherine Paterson describes the character Janice Avery as "the real giant in [Jess and Leslie's] lives," and how she might "threaten their peace."

---

---

Make a prediction about how you think Leslie and Jess will deal with Janice Avery.

---

---

### DURING READING

Now read Chapter 5, "The Giant Killers," to find out how Leslie and Jess dealt with Janice. Summarize how they handled the situation.

---

---

### AFTER READING

How did your prediction compare with what happens in the story? Do you agree or disagree with the way Leslie and Jess handled their problem with Janice Avery? Why?

---

---

Who — or what — are the "giants" in your life? What makes them so?

---

---

ACTIVITY  
TWO

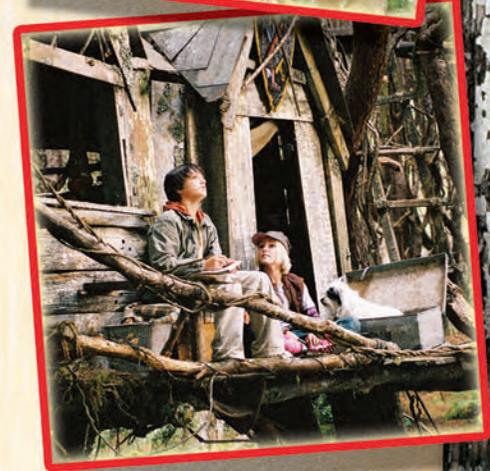
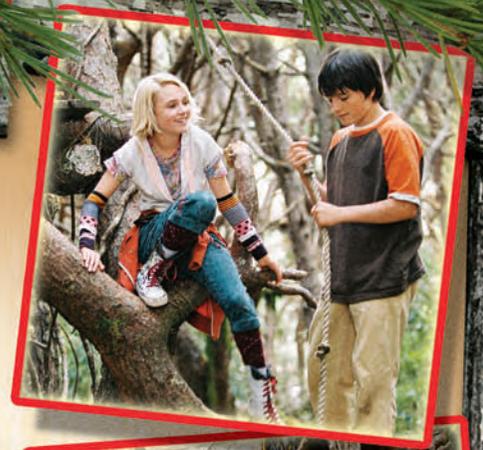
# MY TERABITHIA

COMPLETE THIS ACTIVITY AND ENTER TO WIN A PREVIEW SCREENING OF  
WALT DISNEY PICTURES' AND WALDEN MEDIA'S FORTHCOMING FILM

## BRIDGE TO TERABITHIA

THE BELOVED NOVEL COMES TO LIFE FEBRUARY 16

AND A VISIT FROM NEWBERY-AWARD WINNER KATHERINE PATERSON  
FOR YOUR CLASS OR GROUP



### KATHERINE PATERSON: ON HER OWN WORDS

#### Where the Name 'Terabithia' Came From

At times I ... find myself drawing on my experiences when I am not even conscious of it. I thought I made up the word "Terabithia." I was looking for some polysyllabic, rather romantic sounding word that gave the same feel the name of a country might. After the word "Terabithia" occurred to me, I played around with the spelling. I know at one point it was spelled "Terebithia." I chose the "a" spelling because I was trying to make it as easy to pronounce as I could. Well, at about the time I was to check the final galleys for the book, I happened to reread *The Voyage of the Dawn Treader* in C.S. Lewis' "Chronicles of Narnia." As you might know, there is an island in *The Voyage of the Dawn Treader* named "Terebinthia." T-e-r-e-b-i-n-t-h-i-a. I was appalled. I had pinched the word right out of *Narnia*. At first I thought I would have to change it. I didn't want everyone complaining that I was hanging on to Lewis' coattails. But the thought of finding a word of exactly that length and going through the galleys and making all those corrections spurred me to seek another solution. And my kindly brain supplied the needed justification. Leslie Burke had read the *Narnia* books too. She would very probably come up with a name for her kingdom that closely resembled something she had seen in *The Chronicles of Narnia* and thought she had made it up out of the blue. Besides, Lewis obviously got the name for his island from the terebinth tree in the Old Testament. It wasn't really original with Lewis, either.

#### How Writing *Bridge to Terabithia* Helped Katherine Paterson

I hope you will find, as I have, how writing can nourish and heal and enrich life. I know that in writing *Bridge to Terabithia*, I was able to examine, at a deep level, a painful and frightening experience and emerge on the other side with a new sense of hope and joy.

### ACTIVITY

#### WHAT'S YOUR SPECIAL PLACE?

*Is it real or imaginary?  
Think about it, picture it,  
and write about it!*

#### 1 PICTURE IT!

*Be like Jess and exercise your artistic imagination.*

Draw a picture of your special place. Or take a photograph, make a collage, draw a map, or sketch some of the creatures to be found there. Work by yourself or as a group to show what your special place looks like - to picture it in detail - so that others can "see" it too.

#### 2 DESCRIBE IT!

*Take a cue from Leslie and use words to describe your special place.*

What makes this place special to you? What kind of things can be found in it? What does it look like? What is your role in this place? Your friend's role? Are there favorite books of yours that are important to this place, the way C.S. Lewis' books were important to Leslie Burke? Are there things you can do here you can't do anywhere else? Write about your place in 500 words or less.

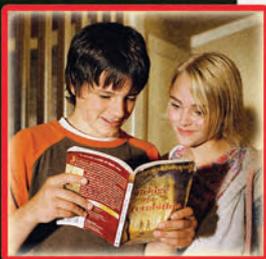
"Leslie named their secret land 'Terabithia,' and she loaned Jess all of her books about Narnia, so he would know how things went in a magic kingdom - how the animals and trees must be protected and how a ruler must behave."  
- *Bridge to Terabithia*, p. 50-51

#### 3 SEND IT IN!

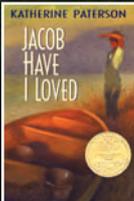
Educators - after reading the contest rules, go to [WALDEN.COM](http://WALDEN.COM) to upload your group's entries.

#### 4 WIN IT!

One winner will receive a preview screening of Walt Disney Pictures' and Walden Media's *Bridge to Terabithia* for their class or group and a visit from author Katherine Paterson.

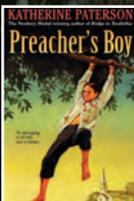


## OTHER BOOKS BY KATHERINE PATERSON



### Jacob Have I Loved

hc 0690040784  
pb 0064403688  
pb rack 0064470598



### Preacher's Boy

pb 0064472357



### The Great Gilly Hopkins

hc 0690038572  
pb 0064402010



### The Same Stuff as Stars

pb 0060557125

For more lists of recommended reading, go to [www.ala.org/yalsa/booklists](http://www.ala.org/yalsa/booklists).



## OFFICIAL RULES MY Terabithia Contest NO PURCHASE NECESSARY

The *MY Terabithia* Contest ("Contest") is sponsored by Walden Media, LLC, 294 Washington Street, 7th Floor, Boston, MA 02108 ("Sponsor"). Contest begins on December 15, 2006, and ends on February 1, 2007.

**1. Eligibility.** Contest is open to legal residents of the 50 United States and the District of Columbia who are, at the time of entry, full-time students in grades 4 through 8. All Contest entrants must have the consent of their parent or legal guardian. Employees, officers, directors, members (and their immediate family members or those with whom they are domiciled) of Sponsor, its parents, subsidiaries, divisions, and affiliates and their respective agencies and agents are ineligible. Contest is void outside of the 50 United States and the District of Columbia and where prohibited by law.

**2. How to Enter. No Purchase Necessary.** To enter, complete the *MY Terabithia* Activity by (1) creating an artistic representation of your real or imagined special place and (2) describing that place in 500 written words or less (collectively the "Entry"). There is a limit of one Entry per eligible student or student group, and groups of students may team up to submit a joint Entry. All Entries must be the original work of the entrant(s), created solely for the purpose of entering the Contest, and must not violate the rights of any third parties, including copyright and trademark rights. Designate an adult (such as a teacher or parent or guardian) (the "Submitter") who will submit the Entry to the web site, [www.walden.com](http://www.walden.com) (the "Web Site"), according to the instructions and procedures described on the Web Site, which will include scanning the Entry for submission purposes. The Submitter must supply all information as required when submitting the Entry. Required information shall include the Entry, as well as the name, e-mail address, mailing address, and telephone number of the Submitter, and the entrant's first name and last initial. All Entries must be received by 11:59 PM EST on February 1, 2007.

**3. Judging Criteria.** Eligible Entries will be judged on the basis of originality (50%) and writing skill (50%). Applying the judging criteria, Sponsor will review all eligible Entries received to select the winner(s). All decisions of the judges with respect to the selection of the winners shall be final and binding. Odds of winning a prize depend on the nature, quality and number of eligible Entries received.

**4. Notification of Winners.** On or about February 7, 2007, Submitters who submitted an Entry that was selected as a winner will be notified by mail or telephone ("Notification Date"). Sponsor will use reasonable efforts to contact Submitters, but Sponsor is under no obligation to make repeated efforts at contacting a Submitter. If a Submitter cannot be contacted, the prize will be forfeited and an alternate winner will be selected. When a

Submitter is contacted, the Submitter will be asked to notify the selected winning student(s) (and the student's parent or legal guardian) of his or her selection as a winner. Sponsor will coordinate prize with Submitter. All winners (and their parents or legal guardians) and Submitters will be required to sign an Affidavit of Eligibility and Publicity/Liability Release. If a selected winner (and his/her parent or legal guardian) and Submitter fail to return a signed Affidavit of Eligibility and Publicity/Liability Release within ten (10) days of the Notification Date, the prize may be forfeited and an alternate winner may be selected.

**5. Prizes.** A total of one Grand Prize will be awarded. The Grand Prize will include a screening for your class or group of the motion picture *Bridge to Terabithia* (the "Film"), and a school visit from Katherine Paterson or an alternate representative of the Film. Approximate retail value of the Grand Prize is \$2,500. No substitution, transfer or assignment of the prize is allowed, except at Sponsor's discretion, in which case a prize of comparable retail value will be awarded. All prizes will be awarded within sixty (60) days of the Notification Date.

**6. Conditions.** Contest is subject to these complete Official Rules. By participating, entrants and Submitters agree (a) to be bound by these Official Rules and the decisions of Sponsor and judges, which shall be final and binding, and (b) to waive any right to claim ambiguity in the Contest or these Official Rules. Any Entries that are determined by Sponsor, in its sole discretion, to be offensive or defamatory may be disqualified. In addition, Sponsor reserves the right to disqualify any entrant or Submitter that Sponsor believes is tampering with the entry process or the operation of the Contest, or violating these Official Rules. All federal, state and local laws apply. Applicable federal, state, and local taxes are responsibility of winners. By entering, all participants assign and transfer to Sponsor all rights, title and interest in their entries. All Entries become the property of Sponsor and will not be returned. Each entrant grants to Sponsor the right to copy, edit, publish, promote, broadcast, and otherwise use, in whole or in part, their Entries, copyrighted or copyrightable materials, in any manner, and in all forms and media now known or hereafter developed, without further permission, notice, or compensation. Each entrant (and his/her parent or legal guardian) grants Sponsor permission to use his/her name and likeness for publicity purposes without further compensation (except where prohibited by law). In the event computer viruses, unauthorized human intervention or other causes beyond the Sponsor's reasonable control, including but not limited to Acts of God, acts or regulations of any governmental or supra-national authority, war, national emergency, accident, fire, riot, strikes, lock-outs, industrial disputes or acts of terrorism, corrupt,

prevent or impair the administration, security, fairness or proper play of this Contest, so that it cannot be conducted as originally planned, the Sponsor has the right to cancel, terminate, or suspend the Contest, and in such event to select a winner from among all eligible Entries received up to such time of cancellation, termination, or suspension. Sponsor assumes no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction or unauthorized access to, or alteration of, Entries. Sponsor is not responsible for any problems or technical malfunctions of any telephone network or telephone lines, computer on-line systems, servers, or providers, computer equipment, software, failure of any e-mail or Entry to be received by the Sponsor due to technical problems, human error or traffic congestion on the Internet or at any web site, or any combination thereof, including any injury or damage to participants or any other person's computer relating to or resulting from participating in this Contest. SPONSOR IS NOT RESPONSIBLE FOR INCOMPATIBILITY OF ENTRANT'S HARDWARE, SOFTWARE OR BROWSER TECHNOLOGY WITH SPONSOR'S HARDWARE, SOFTWARE OR BROWSER TECHNOLOGY. ANY ATTEMPT BY AN ENTRANT TO DELIBERATELY DAMAGE THE WEB SITE OR UNDERMINE THE OPERATION OF THE CONTEST MAY BE IN VIOLATION OF CRIMINAL AND CIVIL LAWS, AND, IN SUCH EVENT, SPONSOR RESERVES THE RIGHT TO PURSUE ITS REMEDIES AND DAMAGES (INCLUDING COSTS AND ATTORNEY'S FEES) TO THE FULLEST EXTENT OF THE LAW. Sponsor is not responsible for late, lost, stolen, damaged, incomplete, undelivered, mutilated, illegible, or misdirected entries; or for typographical errors in an entry; these Official Rules or any other materials associated with the Contest. Entries are void and will be disqualified if they are, in whole or in part, illegible, incomplete, damaged, or do not comply with these Official Rules. By entering, each entrant releases Sponsor and its subsidiaries, affiliates, divisions, advertising, production and promotion agencies from any and all liability for any loss, harm, damages, costs or expenses, including without limitation property damages, personal injury and/or death, arising out of participating in this Contest, the acceptance, possession, use or misuse of any prize, claims based on publicity rights, defamation or invasion of privacy, merchandise delivery or the violation of any intellectual property rights.

**7. Winners List.** For names of grand prize winners (available after February 16, 2007), send a self-addressed, stamped envelope to: Winner's List, *MY Terabithia* Contest, c/o Walden Media, LLC, 294 Washington Street, 7th Floor, Boston, MA 02108. Requests must be received by December 31, 2007.

### ENTER FOR THE CHANCE TO WIN A TRIP TO THE PREMIERE OF *BRIDGE TO TERABITHIA!*

Only registered Walden.com members are eligible for this sweepstakes. For details, become a Walden.com member, and register for a chance at this once-in-a-lifetime experience go to [www.walden.com/terabithiapremiere/poster](http://www.walden.com/terabithiapremiere/poster). For Official Rules, please visit [www.walden.com/terabithiapremiere/rules](http://www.walden.com/terabithiapremiere/rules). No purchase necessary.

*SWEESTAKES  
FOR EDUCATORS!*

This poster was developed and produced by: Walden Media, LLC., 294 Washington Street/7th floor, Boston, MA 02108 [www.walden.com](http://www.walden.com). We are grateful to Katherine Paterson for sharing her thoughts on the creation of *Bridge to Terabithia*.

The activities in this guide were developed by Walden Media, LLC., and may be reproduced for educational purposes only. Katherine Paterson photo © Samantha Loomis Paterson, used by permission of Katherine Paterson. Excerpts from *The Gates of Excellence: On Reading and Writing Books for Children* by Katherine Paterson, © 1981 by Katherine Paterson, reprinted by permission of the author. *The Chronicles of Narnia*® and all book titles, characters and locales original to *The Chronicles of Narnia* are trademarks of C.S. Lewis Pte. Ltd. Use without permission is strictly prohibited. *Bridge to Terabithia* cover art © 2003 by Chris Sheban. *Jacob Have I Loved*, *The Great Gilly Hopkins*, and *The Same Stuff as Stars* cover art © 2004 by Chris Sheban. *Preacher's Boy* cover art © 2001 by Nenad Jaksevic. All book cover art used by permission of HarperCollins Children's Books. Text, photos and design © 2006 Walden Media, LLC. Walden Media and its logo are registered trademarks of Walden Media, LLC. All other trademarks and logos are the property of their respective owners. All rights reserved.