

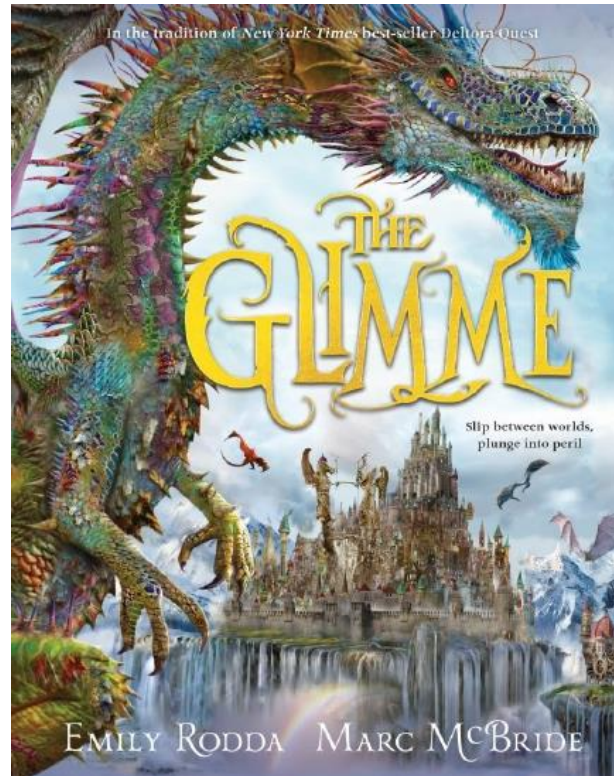
# The Glimme

Author

**Emily Rodda**

Illustrator

**Marc McBride**



## Synopsis

The thing Finn loves most in the whole world is drawing. Every chance he gets, he sneaks away to the shoreline and draws; he draws the hills, the sky, and the fantastic creatures he can see in his mind's eye in the late afternoon as the light is fading and magical. But Finn's grandfather is not so happy about his drawing, and when he finds that Finn has once again dodged his chores in favour of drawing, in his rage he accepts the offer of a handful of golden coins in return for Finn. Suddenly Finn finds himself living in the mysterious Edge House, under the strict supervision of The Housekeeper. The Housekeeper informs Finn that his sole task is to create copies of the wondrous paintings of a magical world called The Glimme which cover one wall of a glass-roofed room at the very top of the house. Every day Finn does his best, and every day The Housekeeper tells him he needs to look deeper. Unhappy and lonely, Finn determines to run away, but stopping for one last look at the magnificent artwork, he finds himself being drawn into the intriguing scenes, and looking deeper and deeper he loses consciousness only to awaken in the middle of the world that the paintings depict. The world however is not the peaceful place that the paintings show, and Finn finds himself in the middle of a battle between vast fire-breathing dragons and the large array of magnificent and fantastic beings who populated the paintings of The Glimme. Finn has been cast not just into a new world, but into a life of danger and adventure. The dragons are waging war in an attempt to force the other people of The Glimme to return to them their missing queen, and Finn finds himself setting out with the party tasked with locating her. Carried by the magical ship of the vanished Rune, who was the last person seen with the dragon queen, they must journey through valleys and across oceans filled with monsters. Their task is to somehow discover the whereabouts of the dragon queen and what has happened to her, and then return her to her people before the month is up. How Finn discovers not only many of the secrets of the Glimme, but also the depth of his love for home, and the fate of the others who have vanished into the paintings of Edge House over the years, makes for a gripping tale of courage, magic, and adventure that is sure to delight.

### About the Author

**Emily Rodda** is one of Australia's best-loved authors for younger readers, and her long-running *Deltora Quest* series amply deserves the many accolades and awards it has received since its inception in 2000.

### About the Illustrator

**Marc McBride** is an Australian illustrator who has illustrated over two hundred book covers and picture books. He is best known for his art for the world of *Deltora Quest*. Marc has won Aurealis Awards for his *Deltora* illustrations and for *World of Monsters*, which he wrote and illustrated.

### Themes

Key themes include: Friendship; magic; family; war; misunderstanding; compassion; evil; hope; home; art; mystery; adventure; quests; wonder.

### Writing Style

Written in the third person throughout, the viewpoint faithfully follows that of the young protagonist, Finn. Rodda's scene-setting, especially when experienced in conjunction with McBride's artwork, is superb, and the reader is quickly drawn into Finn's life and his world. The language used is clear and comprehensible, and Rodda makes good use of such literary devices as foreshadowing, metaphor, and vivid imagery within the text. The vocabulary choices are appropriate to the youthful readership, and convey an aura of magic and mystery fitting to a fantasy adventure quest whilst simultaneously being modern and relevant enough for a young audience to readily understand the action. The novel is fast-paced, action packed and exciting, yet danger and death are presented at a fitting remove, ensuring that the story is suitable for reading aloud to a younger audience as well as being engaging enough to maintain the interest of older independent readers. Plot tension is maintained throughout with a series of interrelated revelations, and understandings by the protagonist, and the elements of mystery continue to unfold to the very end. The denouement is satisfyingly complex and complete, yet as always Rodda leaves enough possibility open to enthuse any reader with the desire to find out what might happen next.

### Illustration Style

Created in gorgeous full colour, Marc McBride's artwork is a series of intricate and meticulously rendered fantastic vistas. Figures are presented in exquisite detail, and the wide variety of sentient creatures are true to Rodda's descriptions and realistic in style. McBride has used a varied palette of deep natural tones and contrasting jewel like hues and highlights. The visual narrative is interspersed throughout the text, and consistently parallels the textual narrative. The wealth of detail contained within each scene both enhances and complements the details present within Rodda's text, and tempts the reader to examine each illustration at length. McBride's artwork consists of a sizeable selection of double and single page spreads, as well as several multi-panel scenes illuminating the overall story progression. Emotive and engaging, the visual and textual narratives create a seamlessly integrated fantasy adventure experience for all readers.

## TEACHER NOTES

### Before Reading the Novel

- 1) Before reading the story, as a class look closely at the cover and title, and discuss what you can learn from them. Some things to include in your discussion might be:
  - What does the picture on the cover show?
  - What do you think a Glimme could be? What about the word Glimme makes you think this?
  - What genre do you think this novel might be, and why?
  - What other books of Emily Rodda's have you read? What genre were they and what happened in them?
  - What can you see happening in the cover artwork, and what do you think it tells us about what might happen in the story?
- 2) Before reading the novel, look carefully at the artwork on the first few pages. What can you see in these pictures? What does this artwork tell you about the novel and what is likely to happen? Do you think that you were right in the conclusions you came to and the predictions you made after only seeing the cover and title? Why/why not?
- 3) What is the distinction between a picture book, an illustrated novel, and a graphic novel? Which of these categories do you think that *The Glimme* best fits, and why?

### Chapters 1 to 6

- 4) Finn's home is called Wichant. Why is it called this, and what types of events might have happened there to give it this name?
- 5) Why do you think Edge House might be called this? What other names can you think of that might be suitable for such a place?
- 6) How do you think Finn might have felt when he first started living at Edge House? Why do you think he felt this way? What evidence in the book can you find to support your conclusions?
- 7) What does the fact that Finn is given carrots for breakfast every day tell you about the nature of The Housekeeper?
- 8) Why do you think that Finn's grandfather was willing to sell him to the Housekeeper for a handful of gold coins?
- 9) The people living in the world of *The Glimme* do not share their real names with each other, but instead choose use-names that they feel say something about who they are. Finn's use-name is Penn, because he likes to draw so much. If you could choose a use-name to be known by for yourself, what would it be? Write a paragraph sharing the name you chose for yourself and why you chose it.
- 10) On page 114, Teller describes Rune as a man who loves to break rules...Who believes his cleverness and his magic will protect him from all ill-fortune. Do you think that Teller is correct about Rune? Why/why not? Find three facts from the novel that support your argument.

**Chapters 7 to 20**

- 11) Why did the travellers run into the bogwights, and why did the bogwights then attack the travellers? Think about what Lone Annie has to say on the topic!
- 12) Before seeing a real battle, Finn thought that they were exciting. How does he feel about battles after watching the Battle of Leon? Why does he now feel this way?
- 13) In Chapter 12 Finn realises that Lone Annie puzzles him. Has his opinion of her changed since they first met, and if so how and why?
- 14) How do you think that Finn's Grandfather must have felt about giving up the sea and working as a minor repairman? Why do you think that he might have felt like this? What effect might his feelings about this have had on his daily behaviour?
- 15) Why did The Sea Witch turn and take the travellers to the isle of Hinde, and why did it then stop and not seem to know where to go at all?
- 16) The Giants on the island of Hinde are very different from how Finn and the others had thought they would be. What are three ways in which the Giants are different from Finn's expectations, and three ways in which they meet his preconceptions?
- 17) In chapter 17 it is revealed that Bravo has been plotting to ensure that all the dragons will die. Why does he want them all dead? Why do the chieftains not agree to kill them all immediately even though the dragons have been attacking them and their people?

**After Reading the Novel**

- 18) Is Lone Annie actually as crazy as she seems? Why or why not? Write a paragraph sharing your thoughts about this, and be sure to include evidence from the text to support your conclusions.
- 19) Having read the whole novel, why do you think that Finn's grandfather traded him to The Housekeeper? Has your answer to this changed since you read chapter 2? Why/why not?
- 20) Does Finn's opinion of his home and family change over the course of the novel? Why or why not, and if so, how?
- 21) At the end of the story, it is revealed that several of the people who Finn met in the Glimme, and who travelled with him, were actually originally from Wichant like he is. Were you surprised to find out who else was from Wichant, and how they were connected to Finn? Were there any characters who you suspected might be from Wichant earlier, and if so why did you suspect this? What clues did the author place earlier in the novel which could have given you a hint that these people were more than they initially seemed?
- 22) The artwork in the novel consistently shows the events that are described in Rodda's text, but adds a level of detail to each scene that expands upon the details contained in the words. In small groups, discuss the impact that the illustrations had on your understanding of the events and characters within the story. Some things to include in your discussion might be:
  - Is there any information about characters and events that you learnt first from the illustrations? If so, what was it?
  - Why do you think that the illustrations contain more detail about individual scenes than the text does?

- Which is your favourite illustration and why?
- How important are the illustrations to your understanding of the story overall?

23) What is the event that surprised you most in the novel? Why did it surprise you, and how did you feel when it happened? Were there any clues given earlier in the text or illustrations that you only realised were important later on, and if so what were they? Write a short paragraph sharing your opinion and understandings around this.

### Creative Activities

24) Finn can see the shapes of ogres and giants in the rocks, and in the rugged face of the cliff (p4) Go for a nature walk and take photos of natural features in your local area. You might choose, hills, trees, waterways, or even small rocks and grass in the playground. When you return to the classroom, choose one of your photographs, and use it as inspiration for a drawing of a fantasy creature or world like the drawings Finn does. You might turn a tree into a giant, a hill into an ogre, or even turn twigs and leaves into fairies or elves. Be as imaginative and inventive as you can. Once your picture is finished, print out your photo, and mount the photo and artwork together on a piece of card with a short explanation of what you drew, what about the photo inspired you, and why you chose this fantasy creature to draw.

25) Visit Marc McBride's website, and draw a fantasy picture with the help of one of his drawing tutorials.

26) In the Author and Illustrator comments at the end of the book, Emily Rodda shares the fact that she was inspired to write *The Glimme* after seeing Marc McBride's amazing fantasy artworks. Choose one of your favourite illustrations in the novel, and write a short fantasy story set in a world of your own based around the picture. Remember, you do not need to write about Rodda's characters in the novel. Instead, you can create unique characters of your own who fit the illustrations!

27) Working in pairs, create a Glimme-themed diorama in an old shoebox. You will want to look carefully at the illustrations for inspiration for both your colour choices and the overall design. Carefully paint the interior of the box with a landscape scene from the story, and then furnish your diorama with characters and foreground details. You might want to suspend small flying painted cardboard dragons (or bogwights!) on strings, or you might choose to populate the diorama with plasticine models of giants, Leons, Finn and the travellers, or any of the other peoples of *The Glimme*. Caption your finished diorama with an appropriate quote from the novel.