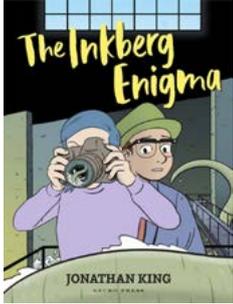




# Walker Books Classroom Ideas



## The Inkberg Enigma

Jonathan King  
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\*Notes may be downloaded and printed for regular classroom use only.

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## Outline:

Miro and Zia live in Aurora, a fishing town nestled in the shadow of an ancient castle. Miro lives in his books; Zia is never without her camera. The day they meet, they uncover a secret. The fishing works, the castle, the town council: all are linked to an ill-fated 1930s Antarctic expedition. But the diary of that journey has been hidden and the sea is stirring up unusual creatures. Something has a powerful hold over the town. With Zia determined to find out more, Miro finds himself putting aside his books for a real adventure. *The Inkberg Enigma* is an exciting adventure with a strong filmic narrative.

## Author/Illustrator Information:

Jonathan King's comics have featured online and in anthologies. King is a prominent filmmaker whose debut feature *Black Sheep* remains one of New Zealand's biggest-selling feature films. Its international awards include the Audience Award at the Gérardmer Fantastic Film Festival, the Silver Raven at the Brussels Fantastic Film Festival and the Sir Julius Vogel Award for Best Dramatic Presentation. King co-wrote, produced and directed a film adaptation of New Zealand children's classic *Under the Mountain* by Maurice Gee, starring Sam Neill, which has been released worldwide. *The Inkberg Enigma* is his first children's book.

## How to Use These Notes:

This story works on many levels. The suggested activities are therefore for a wide age and ability range. Please select accordingly.

### These notes are for:

- Primary 5-6
- Ages 10+

### Key Learning Areas:

- English

### Example of:

- Graphic Novel

### Themes/Ideas:

- Adventure
- Friendship
- Mystery

