**Activities for…
A Wizard of Earthsea by Ursula Le Guin**

1. The Runes is an ancient language. Research the origin and history of the Runes. A useful site on the internet is [**www.sunnyway.com/runes**](http://www.sunnyway.com/runes). If you go to the website, [**www.pbs.org/wgbh/nova/ancient/write-your-name-in-runes.html**](http://www.pbs.org/wgbh/nova/ancient/write-your-name-in-runes.html)you can find out how your name would be written in this language.
2. The book ends with us finding out that Ged has more adventures. Write a story about one of these adventures, including what you have already found out about the Earthsea world.
3. If you were to make a spell what would it be and why would you make it?
4. Earthsea is a series of islands. Design your own island, putting on it what you would want to be there.