**Activities for…
Timesmith by Niel Bushnell**

**Activity 1**

Decorate your meeting room or classroom like Ealdwyc, as Jack first saw it. Remember the flags with crests and lanterns to represent the fires.

**Activity 2**

Inside the book there is a page of code that Jack has written to himself as a message from his time travels. Write some letters to each other in code and then try to decipher other messages from your group members. Or, you could write yourself a letter and open it up at the end of the school year. You might want to talk about where you hope to go on holiday, what trophies you’ll win this year or even what adventures you’ll have with your friends.

**Activity 3**

Hilda helps Jack control the emotions that the Rose of Annwn make him feel. She has a calming effect on him. In your group, think of ways to practice being calm and peaceful. You might want to try yoga, meditation, walking, running, or you could draw, paint and write stories. Decide as a group and see if it works.

**Activity 4**

Congratulations you’re a Timesmith and you need to chronicle one of your adventures! Think about how you travelled, where you went and why and perhaps, who with. Have fun and don’t forget to share your adventure with the group.