

Harry Potter

Midnight Party Activity Guide



Promoting Your Event

Print out and make copies of the invitation reproducible (included in the PDF labeled “Harry Potter Midnight Party Activities”). Hand out the invitations with purchases or keep them next to the register. Set up a window display and post signs in your store or library to advertise the event as well.

You can also use social media to build awareness. Consider using these suggested social media posts—and get creative! Post your first messages one or two weeks before the event, and when it’s over, be sure to post photos of the event.

Suggested posts:

- Join us for a #HPMidnightParty on (insert date and time) at our store!
- The magic is back on July 31! Join us for a #HPMidnightParty!

Hosting Tips & Tricks: A week before the event, photocopy a supply of all the activity sheets and gather plenty of pencils, pens, markers, and any other necessary supplies for the games and activities you decide to do. You will also need to have permanent markers available to use for the Muggle Wall.

Transform Your Space

You might not have moving staircases, portraits that talk, or ghosts flitting through walls, but there are still plenty of ways you can capture the magic of Hogwarts in your store or library. Here are a few ideas:

- Place a Platform 9 $\frac{3}{4}$ sign near the door or entryway to your event space.
- Hang up banners with the house names: Hufflepuff (yellow and black), Ravenclaw (blue and bronze), Slytherin (emerald green and silver), and Gryffindor (scarlet and gold).
- Fill glass bottles with water, label them as various potions—such as Veritaserum, Elixir of Life, Wolfsbane Potion, Amortentia, Draught of Living Death—and use them as decorations throughout.
- Create arrow-shaped directional signs to wizarding locales like Hogsmeade, Diagon Alley, Hagrid’s Hut, the Forbidden Forest, the Quidditch Pitch, the Owlery, Hogwarts Library, and the Whomping Willow and then hang them around your event space.
- Hang up stars to create the night ceiling of the Great Hall—or make floating candles out of paper-towel rolls painted white and flameless tea lights and suspend them from the ceiling using clear thread or fishing line.
- Have your staff dress up as their favorite Hogwarts staff members.

Hosting Tips & Tricks: Make arrangements to have extra help available to ensure that the event runs smoothly.

Let the Wizarding Fun Begin!

Get Sorted

When witches and wizards arrive at Hogwarts, they are sorted into one of the four Hogwarts houses—and a Sorting Ceremony is the perfect way to start your event. First read the Sorting Hat's song from Chapter Seven of *Harry Potter and the Sorcerer's Stone* to get your guests in a magical mood. Write the names of the four houses—Gryffindor, Ravenclaw, Hufflepuff, and Slytherin—on pieces of paper and place them in a wizard or other magical-looking hat. Then, let each guest pick out their house. You can also sort guests online at pottermore.com, using the Sorting Ceremony Quiz designed by J.K. Rowling.

Activities

Use the following activities for a fantastic event filled with fun and magic! There are a total of 17 activities included in this kit—some are perfect for younger fans and others are challenging enough for readers who have been fans since the very beginning!

Hosting Tips & Tricks: If you have a large number of guests, you may want to split up participants into groups—such as the four Hogwarts houses—and run several activities at once.

Reproducible #1: Welcome to Hogwarts Word Search

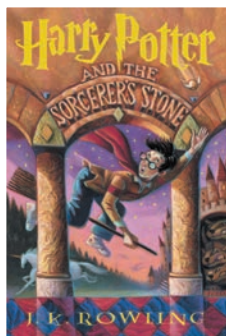
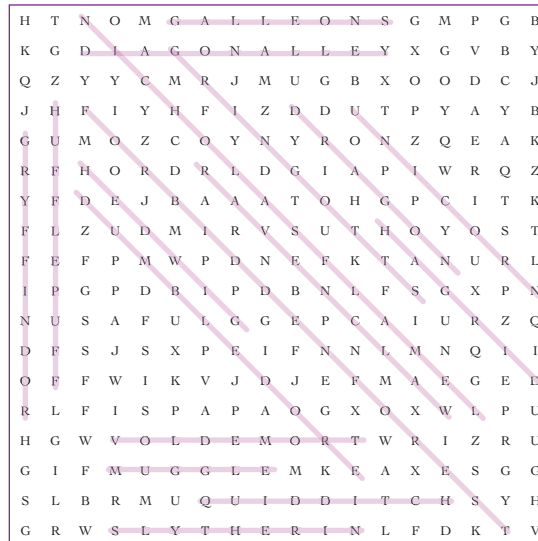
In *Harry Potter and the Sorcerer's Stone*, Harry enters his first year at Hogwarts and spends his time meeting new friends, exploring Hogwarts Castle—and discovering an entirely new world! See if your guests can find the words from the wizarding world in this Welcome to Hogwarts Word Search.

Prepare Ahead:

1. Photocopy one handout per participant.
2. Have pens or pencils on hand.

During the Activity:

1. The activity can be done individually or in pairs.
2. Offer help as needed.



Reproducible #2: House Cup Challenge

The four Hogwarts houses have different colors, qualities, symbols, and more. How well do your guests know their Hogwarts houses? Test them with this quick quiz activity!

Prepare Ahead:

1. Photocopy one worksheet per guest.
2. Be sure to have plenty of pencils or pens on hand.

During the Activity:

1. Hand out the worksheets to everyone present.
2. When everyone is finished, read out the answers so everyone can see how many they got correct!

Answer Key:

- | | | | |
|---------------|---------------|--------------|----------------|
| 1. Gryffindor | 4. Slytherin | 7. Slytherin | 10. Gryffindor |
| 2. Ravenclaw | 5. Hufflepuff | 8. Ravenclaw | 11. Hufflepuff |
| 3. Hufflepuff | 6. Gryffindor | 9. Ravenclaw | 12. Slytherin |

Reproducible #3: King's Crossword Puzzle

Test your guests' knowledge of Harry Potter's first year at Hogwarts.

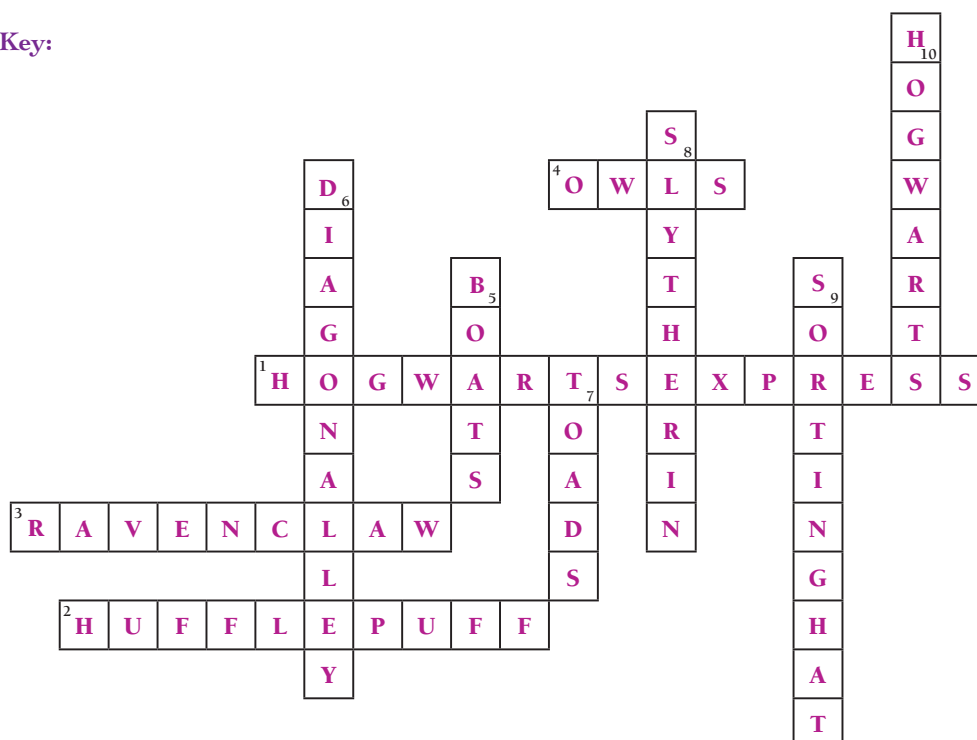
Prepare Ahead:

1. Photocopy one handout per participant.
2. Have pens or pencils on hand.

During the Activity:

1. The activity can be done individually or in pairs.
2. Offer help as needed.

Answer Key:



Reproducible #4: Unscramble the Anagrams

See if your guests can unscramble these anagrams of characters and places from *Harry Potter and the Chamber of Secrets*.

Prepare Ahead:

1. Photocopy one worksheet per attendee.
2. Have pens or pencils on hand.

During the Activity:

1. Be ready to explain the concept of anagrams and provide examples and assistance to participants as needed.
2. When everyone is finished, read out the answers so everyone can see how many they got correct!

Answer Key:

- | | |
|---|--|
| 1. Scratches from Bee: Chamber of Secrets | 6. Easy New Lying: Ginny Weasley |
| 2. Bearded Bull Sumo: Albus Dumbledore | 7. Regally Thick Odor: Gilderoy Lockhart |
| 3. Hen Echoes Not: The Chosen One | 8. Nose Lawyer: Ron Weasley |
| 4. Bushier Guard: Rubeus Hagrid | 9. Either Rhinos Fly: Heir of Slytherin |
| 5. Thor, a Greased Pig: Aragog the Spider | 10. Greenhorn Mirage: Hermione Granger |

Reproducible #5: Who Said That?

See how closely your guests read *Harry Potter and the Chamber of Secrets* with this fun fill-in activity!

Prepare Ahead:

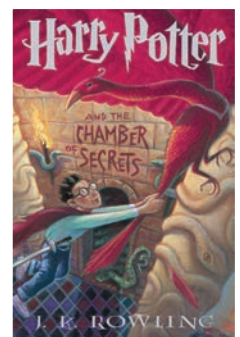
1. Photocopy one worksheet per guest.
2. Be sure to have plenty of pencils or pens on hand.

During the Activity:

1. Hand out the worksheets to everyone present.
2. When your guests are finished, read out the answers so everyone can see how many they got correct!

Answer Key:

- | | | |
|--------------------------------|--------------------------------|--------------------------|
| Quote #1: Hermione Granger | Quote #5: Nearly Headless Nick | Quote #9: Mr. Weasley |
| Quote #2: Professor Dumbledore | Quote #6: Gilderoy Lockhart | Quote #10: Lucius Malfoy |
| Quote #3: Harry Potter | Quote #7: Draco Malfoy | |
| Quote #4: Tom Riddle | Quote #8: Dobby | |



Reproducible #6: Wizard Quick Draw Challenge

One of the joys of the Harry Potter series is discovering the rich details that bring the wizarding world to life. Have your guests place their own imaginative spin on some of the iconic images found in *Harry Potter and the Prisoner of Azkaban* by playing Wizard Quick Draw Challenge.

Prepare Ahead:

1. Cut out the 20 cards on the Wizard Quick Draw Challenge handout. There are blank cards to fill in if you need extra ones.
2. Secure access to a whiteboard or a large sketchpad and have plenty of markers or pens on hand.
3. Decide what you'll be using as a timer.

During the Activity:

1. Split participants into two teams and flip a coin to decide who goes first.
2. Have the first player choose a card from the facedown pile, taking care to hide the word on the other side. When the timer starts, the player will draw the item on the card, and his/her teammates can begin guessing the word. If someone calls it out correctly before time runs out, their team receives a point.
3. Continue until everyone has had a turn.
4. Guests who do not wish to draw can act as referees or timekeepers.

Reproducible #7: Marauder's Maze for Magical Mischief-Makers

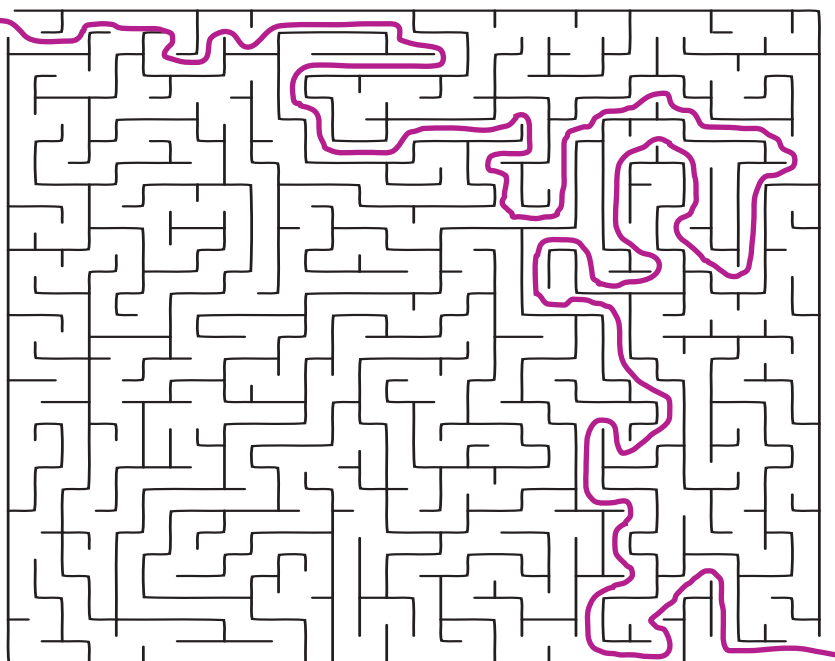
This fun maze is based on the magical Marauder's Map that Harry Potter receives in *Harry Potter and the Prisoner of Azkaban*.

Prepare Ahead:

1. Photocopy one handout per participant.
2. Have pens or pencils on hand.

During the Activity:

1. Read the introduction aloud to the group.
2. Encourage participants to start the activity by saying, "I solemnly swear that I am up to no good" and end it by saying, "Mischief managed"—just like the users of the Marauder's Map.
3. Offer help as needed.



Reproducible #8: Trivia Tournament

In *Harry Potter and the Goblet of Fire*, Hogwarts hosts the Triwizard Tournament, a competition between the three largest European schools of wizardry. For this Trivia Tournament, your guests will get a chance to show off just how much they know about *Harry Potter and the Goblet of Fire*.

Prepare Ahead:

1. Print out four copies of the Trivia Tournament (A) game board.
2. Print out one copy of the Trivia Tournament (B) host question sheets.
3. You might want to provide a bell or some sort of “buzzer” for each team.

During the Activity:

1. Have guests divide into three teams—you can even name them Hogwarts, Beauxbatons, and Durmstrang, after the three wizarding schools who competed in the Triwizard Tournament.
2. Give each team one copy of the Trivia Tournament (A) game board, which features categories and point values.
3. Keep one copy each of the Trivia Tournament (A) game board and the Trivia Tournament (B) host question sheets for yourself.
4. Explain the rules to the group.

Rules:

1. Decide which team goes first and ask them to select a category and point value.
2. Read the question that corresponds to the selected category and point value. (If the team cannot provide the correct response, you may provide a hint and/or allow the other teams a chance to “buzz” in to answer.) The team that answers the question correctly gets to choose the next category and point value.
3. After each question is read, participants will need to hit their “buzzers” in order to answer. The first team to “buzz in” will get the first chance to answer the question.
4. After each question is answered, cross off the corresponding box on your copy of the Trivia Tournament (A) game board.
5. Be sure to keep track of each team’s score.
6. Continue to play until all of the game board boxes have been eliminated.

Hosting Tips & Tricks: You don’t need prizes for these games, but if you’d like to reward the winners, you can give them wizard money—just use gold and silver foil-covered chocolate coins as Galleons and Sickles!

Reproducible #9: Magical Motto Word Game

With this word activity, see how many words (three letters or more) your attendees can make out of the letters in the Hogwarts motto—*Draco Dormiens Nunquam Titillandus* (“Never tickle a sleeping dragon”).

Prepare Ahead:

1. Photocopy one worksheet per guest.
2. Be sure to have plenty of pencils or pens on hand.
3. Decide what you’ll be using as a timer.

During the Activity:

1. Hand out the worksheets to everyone present.
2. Set the timer for five minutes or as much time as you’d like.
3. At the end of the allotted time, see who has the most words.



Reproducible #10: Things-That-Must-Not-Be-Named

In *Harry Potter and the Order of the Phoenix*, Lord Voldemort has returned—but most members of the wizarding world still prefer to call him He-Who-Must-Not-Be-Named or You-Know-Who. That's because most wizards will do just about anything to avoid saying the word "Voldemort" out loud!

This fun game features lots of words that can't be said out loud. Each participant will get a card with the name of an item from Harry Potter's magical world and a list of forbidden words that the participant is not allowed to say in their description of that item.

Prepare Ahead:

1. Print out one Things-That-Must-Not-Be-Named (A) handout for the host to read to participants.
2. Make two copies of the Things-That-Must-Not-Be-Named (B) handout. (One is for the host to reference during the game, and one—or more depending on the number of participants—is to be cut into cards.)
3. Have a hat or a box available.
4. Cut out the cards on the Things-That-Must-Not-Be-Named (B) handout and place them in the hat or box.

During the Activity:

1. Divide guests into groups of fifteen or fewer. Have each group gather in a circle.
2. In each circle, ask participants to come up one by one and pick a card from the hat or box.
3. Have them attempt to describe that word without using any of the other words on the card, while the rest of the group tries to guess the word.
4. Use your own copy of the Things-That-Must-Not-Be-Named (B) handout to follow along and alert them if they use any of the forbidden words.

Reproducible #11: *Expecto Patronum!* Draw Your Patronus

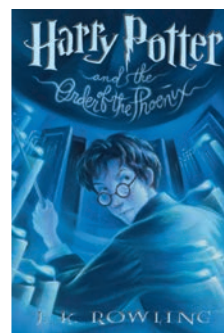
In *Harry Potter and the Order of the Phoenix*, Harry Potter gets in trouble for performing the Patronus Charm to fight off a couple of dementors. For this craft activity, invite attendees to imagine their own Patronus and to draw a detailed picture of what it would look like.

Prepare Ahead:

1. Photocopy one worksheet per attendee.
2. Have pencils, colored pencils, and/or markers available.

During the Activity:

1. Explain the activity and let guests get to work.
2. Afterwards, invite volunteers to share their drawings with the group.



Reproducible #12: Test Your Quote IQ!

Test your guests' knowledge about *Harry Potter and the Half-Blood Prince* with this fill-in activity!

Prepare Ahead:

1. Photocopy one worksheet per guest.
2. Be sure to have plenty of pencils or pens on hand.

During the Activity:

1. Hand out the worksheets to everyone present.

2. When your guests are finished, read out the answers so everyone can see how many they got correct!

Answer Key:

Quote #1: Professor Dumbledore

Quote #2: Professor McGonagall

Quote #3: Professor Snape

Quote #4: Nearly Headless Nick

Quote #5: Luna Lovegood

Quote #6: Draco Malfoy

Quote #7: Professor Slughorn

Quote #8: Ginny Weasley

Quote #9: Harry Potter

Quote #10: Professor Dumbledore

Reproducible #13: Weasleys' or Zonko's?

Hogwarts students love jokes, pranks, and tricks—and so do Harry Potter readers! Zonko's Joke Shop was always a classic favorite, but in *Harry Potter and the Half-Blood Prince*, Fred and George have opened a joke shop that might be even *more* amazing! This activity challenges your guests to guess which shop sells which awesome wizarding items.

Prepare Ahead:

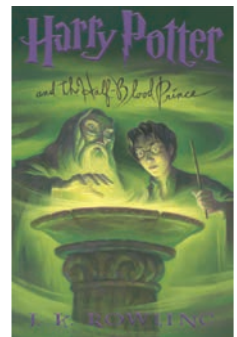
1. Photocopy one handout per participant.
2. Have pens or pencils on hand.

During the Activity:

1. The activity can be done individually or in pairs.
2. Once everyone is done, share the answers and see how many your guests got right.

Answer Key:

- | | |
|--------------------------------|---------------------------------|
| 1. Dungbombs—Zonko's | 6. Stink Pellets—Zonko's |
| 2. Nosebleed Nougat—Weasleys' | 7. Nose-Biting Teacups—Zonko's |
| 3. Edible Dark Marks—Weasleys' | 8. Skiving Snackboxes—Weasleys' |
| 4. Frog Spawn Soap—Zonko's | 9. Hiccup Sweets—Zonko's |
| 5. Decoy Detonators—Weasleys' | 10. U-No-Poo—Weasleys' |



Reproducible #14: Who Have I Transformed Into?

In *Harry Potter and the Deathly Hallows*, six of Harry Potter's fellow wizards drink Polyjuice Potion and temporarily transform themselves into Harry Potter decoys in order to protect him from Voldemort and the Death Eaters. For this game, attendees will imagine that they've taken a sip of Polyjuice Potion and transformed into a character from the world of Harry Potter. To find out which character they are supposed to be, attendees will have to ask each other a series of "yes" or "no" questions.

Prepare Ahead:

1. Print out the Who Have I Transformed Into? (A) handout and cut out the nametags. If you have more than twenty-four attendees, make another copy or fill in the blank nametags with additional character names.
2. Print out the Who Have I Transformed Into? (B) list of rules and character names.
3. Have tape available.

During the Activity:

1. Make sure that participants have space to move about the room.
2. Use tape to attach a nametag to each participant's forehead, ensuring that no one sees his or her own nametag.
3. Read the introduction and rules on Reproducible B, making sure that everyone understands how to play. Then read the list of character names out loud.
4. Have players come to you or a fellow staff member to make their guess—if it's incorrect, send them out to ask more questions.

Reproducible #15: Wizard Charades

Play a challenging game of charades based on characters, places, and objects from *Harry Potter and the Deathly Hallows*!

Prepare Ahead:

1. Cut out the 20 cards in the Wizard Charades handout. There are blank cards if you need extra ones to fill in.
2. Decide what you'll be using as a timer.

During the Activity:

1. Split participants into two teams and flip a coin to decide who goes first.
2. Read the Game Rules out loud.
3. Have the first player choose a card from the facedown pile, taking care to hide the word on the other side, and start the timer.
4. Continue until everyone has had a turn.

Game Rules:

1. All of the characters, places, or objects listed on the cards can be found in *Harry Potter and the Deathly Hallows*.
2. When the timer starts, players will start acting out the word or words by using actions or "sounds like" clues to help their teammates guess the word or words. No speaking or other sounds are allowed.
3. If someone calls it out correctly before the time runs out, their team receives a point.

Reproducible #16: Know Your Spells

Over their last seven years at Hogwarts, Harry Potter and his friends have learned about a lot of spells. See how much your guests can remember about these magical incantations with this fun activity!

Prepare Ahead:

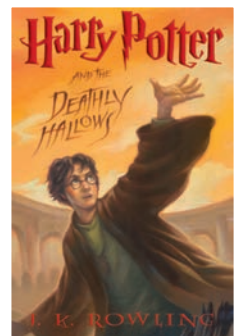
1. Photocopy one handout per participant.
2. Have pens or pencils on hand.

During the Activity:

1. The activity can be done individually or in pairs.
2. When everyone is finished, read out the answers so everyone can see how many they got correct!

Answer Key:

1. *Petrificus Totalus* — E. Paralyzes the opponent
2. *Expelliarmus* — I. Forces the target to release what they were holding
3. *Epiiskey* — J. Heals minor injuries
4. *Avada Kedavra* — H. Kills its target
5. *Sonorus* — C. Amplifies sound
6. *Tarantallegra* — A. Forces a person's legs to dance uncontrollably
7. *Homenum Revelio* — D. Reveals human presences
8. *Wingardium Leviosa* — B. Makes objects fly or levitate
9. *Lumos Maxima* — G. Produces a blinding flash of light
10. *Prior Incantato* — F. Reveals the last spell cast from a wand



Reproducible #17: Which Book Is It From?

Each book in the Harry Potter series introduces new characters, animals, spells, and magical objects not found in the Muggle world. This guessing game asks attendees to guess in which of the seven Harry Potter books someone, or something, was first introduced. You can divide your guests into teams as described below or you can simply call out the items and have participants raise their hands to guess.

Prepare Ahead:

1. Print out one copy of the Which Book Is It From? handout.
2. You might want to provide a bell or some sort of “buzzer” for each team.

During the Activity:

1. Have guests divide into two teams.
2. Explain the rules to the group.

Rules:

1. The host will pick an item from the list and read it out loud.
2. After each item is read, participants will need to hit their “buzzers” in order to answer. The first team to “buzz in” will get the first chance to name the book the item first appeared in.
3. After each question is answered, the host will cross off the item on their list, and record a point for the winning team.
4. Be sure to keep track of each team’s score.
5. Continue to play until all of the items have been crossed off.

Extra Credit Fun

Not quite ready to leave Hogwarts behind yet? Here are some additional ideas for games and activities:

Name Game

Say the first and last names of a Harry Potter character. Then ask the next person to name another character whose first name starts with the first letter of the last character’s last name. Feeling Confunded? It works like this:

First Person: Gilderoy Lockhart

Second Person: Lucius Malfoy

Third Person: Moaning Myrtle

Fourth Person: Mad-Eye Moody

Fifth Person: Molly Weasley

Keep going until someone gets stuck—then either end the game or have that person start over with a new character!

Harry Potter A–Z Challenge

Starting with an A word from Harry Potter’s world, like “auror” or “Azkaban,” ask the group to go through the alphabet and think of other Harry Potter words or character names until they get to Z. (If they get stuck, it’s okay to offer help or skip a letter.)

