



Harry Potter

20 YEARS OF MAGIC

EVENT KIT

 **SCHOLASTIC**

CELEBRATING 20 YEARS OF MAGIC!

Twenty years ago, the US publication of J.K. Rowling's *Harry Potter and the Sorcerer's Stone* introduced American readers to the magical adventures of a young wizard named Harry Potter. Since then, Harry Potter has become a cultural phenomenon and one of the most beloved and bestselling children's book series of all time—enchancing countless readers of all ages!

We're delighted that you're planning to celebrate this milestone anniversary and join in the fun!

To help you plan your **20 Years of Magic** event, we've put together a jam-packed kit that includes everything you need—from reproducible activities to spellbinding giveaways you can use at the event or send home with guests as parting gifts.

YOUR 20 YEARS OF MAGIC EVENT KIT INCLUDES:

- **20th Anniversary Store Poster & Window Cling** to hang up in your store or library
- **100 20th Anniversary Removable Tattoos** for participants to wear at the event or take home
- **100 Bookmarks Featuring 20th Anniversary Edition Cover Art** to give away
- **100 Scratch Magic Postcards** to use as an activity for younger guests
- **100 Honeydukes Fill-in-the-Flavor Word Game** activity sheets for younger guests
- **10 Wizarding Trivia Game Scorecards** for super fans
- **1 Harry Potter Head-to-Head Game** sheets for super fans
- **8 Activities:** Instructions and reproducible activities can be found in this guide



To commemorate the US publication of *Harry Potter and the Sorcerer's Stone*, Scholastic is publishing special editions of all seven adventures—featuring brand-new covers by worldwide bestselling and Caldecott Medal–winning artist Brian Selznick!

The magic continues on November 16 with the release of *Fantastic Beasts: The Crimes of Grindelwald*. Plan on hosting a Fantastic Beasts–themed event?

Visit harrypotterbooks.scholastic.com/fantasticbeastsevent to download our free kit!

SUMMONING YOUR GUESTS

Two or three weeks beforehand, start publicizing your event in your newsletter, on your website, and through your email lists. Set up a window display and post signs throughout your store or library—and be sure to use the poster and window cling included in this kit!

And while the wizarding world makes do with owl post and *The Daily Prophet*, you have social media to build awareness of your event! You can download social media assets and suggested language at

harrypotterbooks.scholastic.com/20yearsofmagic, or create your own. Share your first posts one or two weeks before the event, and when it's over, be sure to post photos from your event using the hashtag **#HarryPotter20!**

TRANSFORM YOUR SPACE INTO HOGWARTS!

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 Three Broomsticks, 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.
- Add labels such as Nimbus 2000, Firebolt, and Cleansweep to brooms and hang them from the ceiling or lean them against the walls throughout your event space.
- Recreate a “Have you seen this witch or wizard?” wanted poster for photo ops with your guests. Cut out a cardboard frame or make one out of wood, and paint “Have you seen this witch or wizard?” across the top. Your guests can pose in the frame and be a famous witch or wizard for the night!

CONJURE UP SOME COSTUMES!

Set a magical mood by having your staff dress up as Hogwarts teachers!

You don't need to visit Madam Malkin's and Ollivander's shops in Diagon Alley to get your wizarding robes and wands—ordinary choir or graduation robes and customized twigs/sticks will do just fine! Then you can add a few finishing touches to get the look of your favorite Hogwarts teacher just right:

Professor Dumbledore: Dress up in colorful robes (especially purple) and wear half-moon spectacles and a long, white wig and beard.

Professor McGonagall: Dress in emerald green robes, a pointy hat, and square spectacles.

Professor Snape: Wear all black—from head (black hair) to toe (black boots).

Professor Lupin: The shabbier the better!

Hagrid: Wear a brown overcoat and add a fake shaggy black beard.

Professor Sprout: Wear a battered hat and frayed robes, plus add “dirt” on your clothes and fingers. And of course, don't forget a pair of earmuffs to protect against mandrakes!

Professor Moody: Wear a magical eye (you can recreate this using an eyepatch with a bright blue eye painted on it).

Professor Trelawney: Wear sparkly shawls, lots of bangles and rings, and large, thick glasses.

HONEYDUKES EXPRESS

Honeydukes is a legendary sweet shop in the wizarding world and it's easy to recreate some of their favorite treats for your event. Just put a spell (i.e., a label or sign) on these ordinary Muggle candies to transform them into magical Honeydukes sweets!

| TRANSFORM... | INTO... |
|--------------------------|----------------------------------|
| LOLLYPOPS | ACID POPS |
| LICORICE STICKS | LICORICE WANDS |
| JELLY BEANS | BERTIE BOTT'S EVERY FLAVOR BEANS |
| RED-HOT CINNAMON CANDIES | PEPPER IMPS |
| MALT BALLS | CHOCOLATE FROGS |
| MINTS | TOOTH-SPLINTERING STRONG MINTS |
| GUMMY WORMS | JELLY SLUGS |
| BUBBLEGUM | DROOBLE'S BEST BLOWING GUM |

For some extra sweet fun: Fill a jar with jellybeans (count them first!), place a sign on the outside that says “Bertie Bott’s Every Flavor Beans,” and ask people to take guesses at how many beans are in the jar. The winner gets to keep the jar!

MORE HOSTING TIPS & TRICKS

- A week before the event, photocopy a supply of the reproducible activity sheets and gather plenty of pencils, pens, crayons, markers, and any other necessary supplies for the games or crafts you decide to do.
- Make arrangements to have extra help available to ensure that the event runs smoothly.
- Turn your ordinary pens and pencils into wizarding quills by taking large feathers from a craft store and using washi tape or other tape to attach them to pens and pencils.
- 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.
- You don’t need prizes for games and activities, but if you’d like to reward your guests, you can give them wizard money—just use gold and silver foil-covered chocolate coins as Galleons and Sickles!

GET STARTED BY GETTING SORTED!

When young 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! Write the names of the four houses—Gryffindor, Slytherin, Ravenclaw, Hufflepuff—on different slips of paper and place them into a wizard or other magical-looking hat. When your guests have settled in, read the Sorting Hat’s song—or the entire Sorting Ceremony—from Chapter Seven of *Harry Potter and the Sorcerer’s Stone* to get them in a magical mood. Then, let each guest pick out their House from the Sorting Hat.

WANDS AT THE READY? LET THE WIZARDING FUN BEGIN!

Use the following activities for a fantastic day of fun, creativity, and magic!

ACTIVITIES FOR NEW READERS:

Perfect for younger fans and readers who are new to the magic of Harry Potter



#1: SCRATCH MAGIC POSTCARD ACTIVITY

Let younger readers explore the hidden world of Hogwarts with this fun Scratch Magic activity!

Prepare Ahead:

1. Decide whether you want to do the activity at your event or use it as a parting gift.
2. Have coins or wooden styluses available.

During the Activity:

1. Pass out the **Scratch Magic Postcards** and let guests get started.

#2: HONEYDUKES FILL-IN-THE-FLAVOR WORD GAME

Honeydukes has some of the strangest candies around (jelly slugs, anyone?). Now your guests will get to create their own wacky sweets with this fun fill-in activity!

Prepare Ahead:

1. Have pens and pencils on hand.

During the Activity:

1. Pass out the **Honeydukes Fill-in-the-Flavor Word Game** activity sheet. First, have participants choose a word for each of the prompts on the front of the sheet. Then, have them use these words to complete the story on the back of the sheet.
2. Ask for volunteers to read their stories.

#3: CRAFT A BROOMSTICK BOOKMARK!

Invite your wizards and witches to describe their dream broom. Then have them bring it to life by creating their own Broomstick Bookmarks using craft materials you provide.

Prepare Ahead:

1. Make one copy of the **Craft a Broomstick Bookmark!** reproducible for each participant.
2. Collect craft supplies:
 - One wide wooden craft stick per participant
 - Craft foam or construction paper to make the broom head
 - Twine or ribbon
 - Glue
 - Scissors
 - Markers or washable paints
 - Decorations like glitter, stickers, etc.

During the Activity:

1. Give each participant a **Craft a Broomstick Bookmark!** reproducible.
2. Ask participants to imagine the broom they'd want to use on the Quidditch pitch.
3. Distribute craft supplies so participants can build their brooms.

#4: CREATE YOUR OWN GOLDEN SNITCH!

A Quidditch game isn't over until the Seeker catches the Golden Snitch. For this craft, participants will get a chance to make their very own versions of the coveted flying ball. Encourage guests to add their own personal touches to make their creations unique.

Prepare Ahead:

1. Gather supplies such as small foam balls, feathers, glue, markers, paint, and glitter.
2. Bring in old newspapers or butcher paper to protect your workspace.

During the Activity:

1. Set out enough supplies for each participant.
2. Explain the activity and let participants get to work.
3. When they're done, invite everyone to show their finished Snitch to the group.
4. Participants can take their Snitches home—or you can suspend them from the ceiling in your event space using clear thread or fishing line.

ACTIVITIES FOR SUPER FANS:

Challenging enough for readers who've been diehard fans since the very beginning!



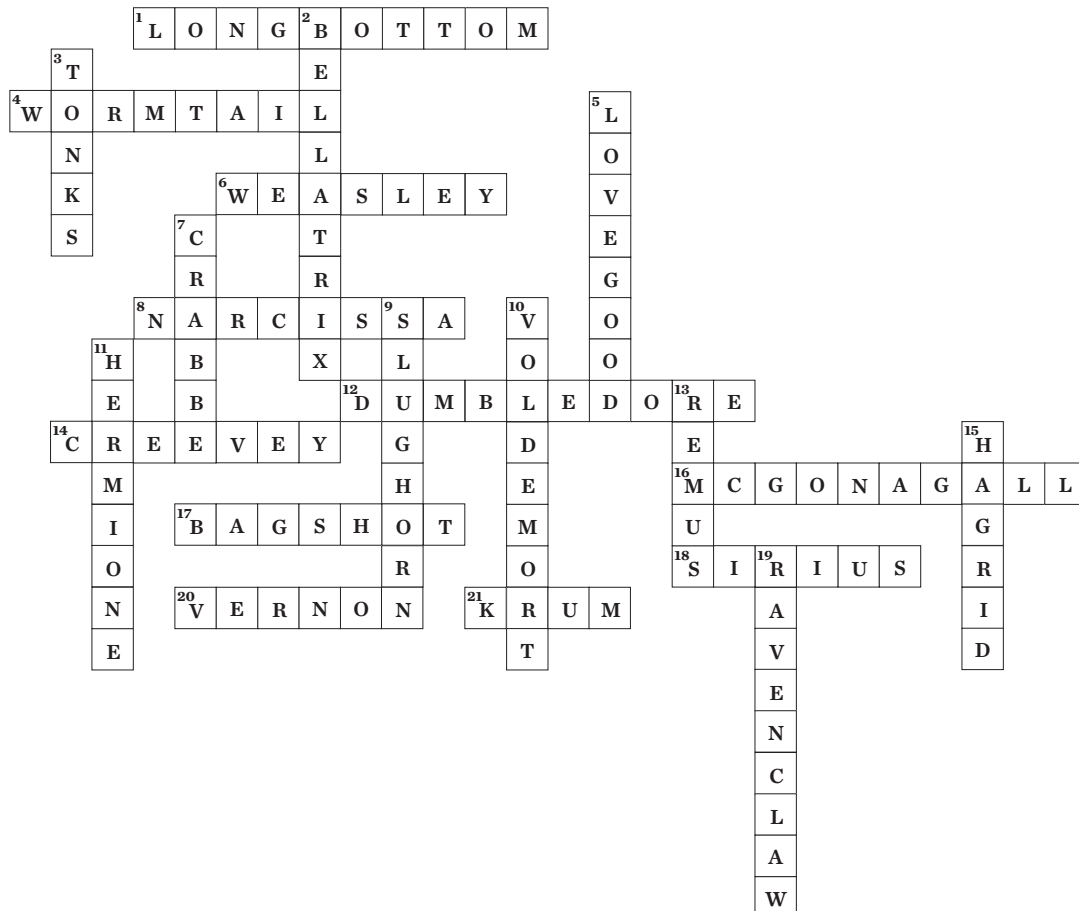
#5: WHO'S WHO IN THE WIZARDING WORLD? CROSSWORD PUZZLE

Challenge your guests on how well they remember the full names of J.K. Rowling's characters.

Prepare ahead:

1. Photocopy one **Who's Who in the Wizarding World? Crossword Puzzle** reproducible for each participant.
2. Make sure you have plenty of pencils.

Answer Key:



#6: WIZARDING TRIVIA GAME

Are your guests true Harry Potter super fans? Just how well do they remember the details from all seven Harry Potter books? Test their knowledge with this thrilling trivia game packed with challenging questions that only a N.E.W.T.-level fan would know.

Prepare Ahead:

1. Make one copy of the **Wizarding Trivia Game Questions** reproducible for the host to read from. Make additional copies of the **Wizarding Trivia Game Scorecard** reproducible found in this planner if you expect more than fifty guests.
2. Decide what you'll be using for a timer—you'll need to time each question for one minute.

During the Activity:

1. Divide guests into teams of 4 or 5 players and give each team one **Wizarding Trivia Game Scorecard** and a pen.
2. Instruct each team to choose a scribe who will write down their team's answers.
3. Give teams a couple of minutes to pick out a fun name for their team and write it on their scorecard.
4. Read the rules below out loud—then get started on the **Wizarding Trivia Game Questions!**

Rules:

1. The host will read out a trivia question and then start the 1-minute timer.
2. Teams should discuss the answer quietly amongst themselves. Before the minute is up, the team scribe should write down the final answer on their scorecard.
3. After all the questions have been read, teams will have five minutes to finalize answers before handing in their scorecards. The host will then tally points and announce a winner.

#7: HARRY POTTER HEAD-TO-HEAD GAME

How well do your guests know the people, places, creatures, and magical artifacts from the wizarding world? Give them a chance to show off their Harry Potter knowledge with this fun guessing game.

Prepare Ahead:

1. Take the **Harry Potter Head-to-Head Game** sheets included in your kit and tear along the perforated lines to make a stack of cards for the game.
2. Decide what you will use for a 1-minute timer.
3. Choose what you'll use as a scoreboard—it could be a large whiteboard, chalkboard, or flipchart—and pick a staff member to keep score during the game.

During the Activity:

1. Place the stack of cards facedown on a table.
2. Divide your guests into two or more teams.
3. Read the rules below, making sure that everyone understands how to play. Then get your timer ready and begin the game.

Rules:

1. On each of the cards is a person, place, or thing from the Harry Potter world. To begin, one player will stand next to the stack of cards and face their team. The host will start a 1-minute timer and tell players to begin. The player should choose the top card **without looking at it**, and put it against their forehead so that their teammates can read the card.
2. Teammates will shout out clues to help the player guess what is on their card. Do not say any of the words directly and don't use "rhymes with" clues.
3. Each time the player has guessed a card correctly, they will pick another card and try again until their minute is up. At the end of a minute, the player's team will get a point for each card the player guessed correctly.
4. Alternate between teams and rotate players until everyone has had a turn to guess—or until you run out of cards. (Don't forget that the cards are double-sided!) The team with the most points wins!

#8: DUELING CLUB

From Accio to Lumos, how well do your guests know their wizarding spells? Test their knowledge with this magical dueling game!

Prepare Ahead:

1. Make one copy of the **Dueling Club Spell List** reproducible for each participant. Make one copy of the **Dueling Club Host Instructions** reproducible for the host to read from.
2. Provide a bell or some sort of “buzzer” for each team.

During the Activity:

1. Pass out the **Dueling Club Spell List** to each participant and give them a chance to review.
2. Divide your guests into two teams and read the rules below out loud.
3. Read the **Dueling Club Host Instructions** (scenarios) and keep rotating players until all the scenarios have been read. (Feel free to make up your own spells and scenarios if you'd like to keep the game going!)

Rules:

1. One person from each team should come up and stand in front of their team bell/buzzer.
2. After the host presents a scenario, the player should ring the bell/buzzer when they know which spell would be best to use.
3. The player who guesses the correct answer first wins a point for their team.
4. Two new players come up for each question. When the questions are finished, the team with the most points is the winner!



FUN FOR ALL AGES

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 Confused? 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.)





CRAFT A BROOMSTICK BOOKMARK!

What better way to mark your place in a Harry Potter book than with a Broomstick Bookmark?
Tell us about your dream broom—then make your own!

My broomstick's name:

Special features:

My Quidditch position would be:

Directions:

1. Cut out the broom head shape from the bottom of this handout and use it to trace and cut your broom's head out of craft foam or construction paper.
2. Cut slits into the wider end of the broom head to form the bristles—or use a marker to draw them on.
3. Glue the broom head to the craft stick, leaving the bristles sticking out at the end.
4. Tie a piece of ribbon, twine, or string around the narrowest part of the broom head.
5. Decorate the craft stick with the supplies provided.



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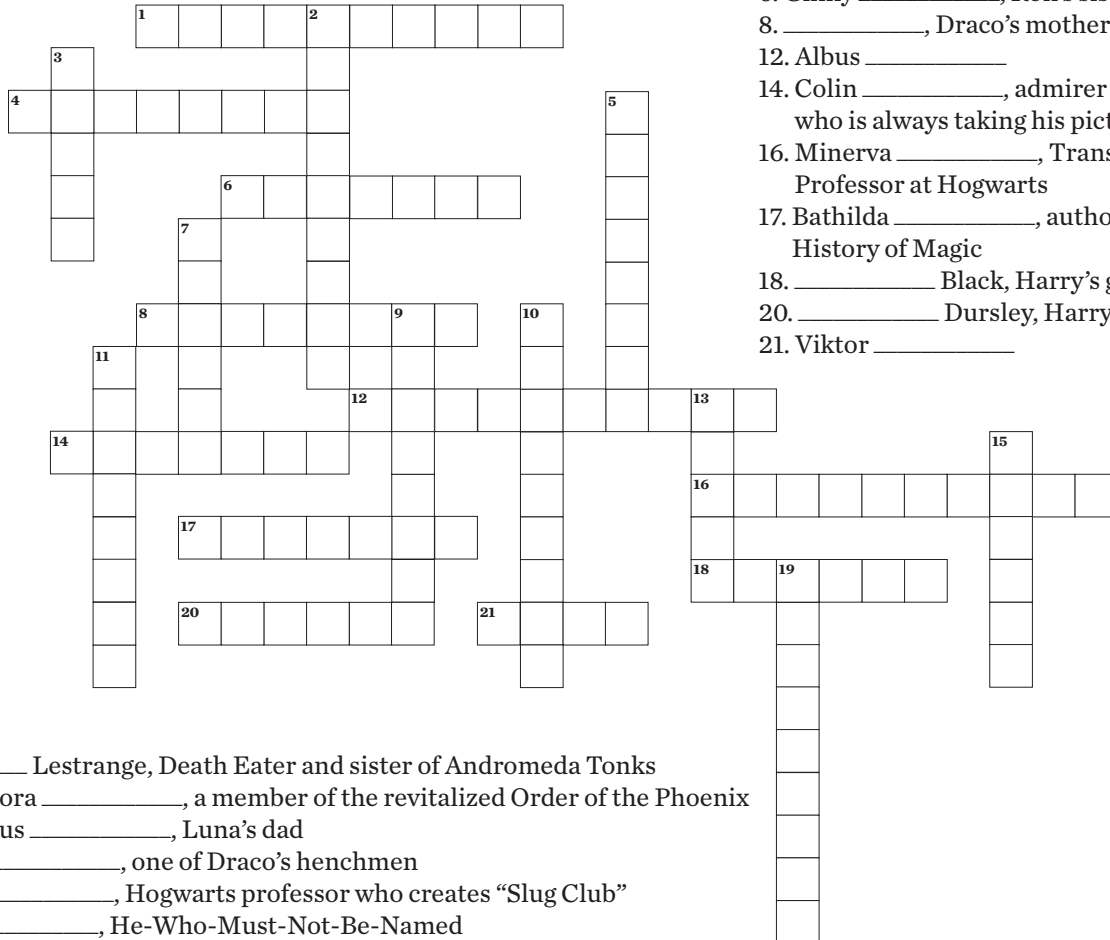
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WHO'S WHO IN THE WIZARDING WORLD? CROSSWORD PUZZLE

How well do you remember the characters' names from the world of Harry Potter?
Test yourself with this crossword challenge.



ACROSS

1. Neville _____
4. Nickname of Peter Pettigrew
6. Ginny _____, Ron's sister
8. _____, Draco's mother
12. Albus _____
14. Colin _____, admirer of Harry who is always taking his picture
16. Minerva _____, Transfiguration Professor at Hogwarts
17. Bathilda _____, author of A History of Magic
18. _____ Black, Harry's godfather
20. _____ Dursley, Harry's uncle
21. Viktor _____

DOWN

2. _____ Lestrangle, Death Eater and sister of Andromeda Tonks
3. Nymphadora _____, a member of the revitalized Order of the Phoenix
5. Xenophilius _____, Luna's dad
7. Vincent _____, one of Draco's henchmen
9. Horace _____, Hogwarts professor who creates "Slug Club"
10. Lord _____, He-Who-Must-Not-Be-Named
11. _____ Granger
13. _____ Lupin
15. Reubus _____, Keeper of Keys and Grounds at Hogwarts
19. Rowena _____, one of the four founders of Hogwarts



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WIZARDING TRIVIA GAME QUESTIONS

Q: Who was Gryffindor's prefect during Harry's first year at Hogwarts?

A: Percy Weasley

Q: What time does the Hogwarts Express leave from Platform 9 3/4?

A: 11 a.m.

Q: During James and Sirius's fifth year at Hogwarts, who served as prefect?

A: Lupin

Q: Which one of these names is NOT part of Dumbledore's full name: Percival, Brian, Oswald, or Wulfric?

A: Oswald

Q: What vault was the Sorcerer's Stone in?

A: 713

Q: Where was the first D.A. meeting held?

A: The Hog's Head

Q: How are interoffice memos sent in the Ministry of Magic?

A: Paper airplanes

Q: Who was the first to surface from under water during the Triwizard Tournament?

A: Fleur

Q: Who was the headmaster of Hogwarts before Dumbledore?

A: Armando Dippet

Q: What is the name of Hagrid's giantess mother?

A: Fridwulfa

Q: What body part did Ron leave behind when he failed his Apparition test?

A: His eyebrow

Q: What shape is the scar on Dumbledore's knee?

A: The London Underground

Q: What was the name of Uncle Vernon's company?

A: Grunnings

Q: Which relative of Sirius's also has a portrait at Hogwarts?

A: Phineas Nigellus Black

Q: Who is Mrs. Weasley's favorite singer?

A: Celestina Warbeck

Q: Who killed Mad-Eye Moody?

A: Voldemort

Q: What was Dumbledore's mother's name?

A: Kendra

Q: In what order does Hagrid count the bricks to get into Diagon Alley? HINT: Blank up, blank across

A: 3 up, 2 across

Q: How many sickles are there in a galleon?

A: 17

Q: After Harry, Hermione, and Ron flee from the Ministry, where is the first place they go camp?

A: The woods where they held the Quidditch World Cup

Q: What is Neville's grandmother's first name?

A: Augusta

Q: What was the subject of Hagrid's first-ever Care of Magical Creatures class?

A: Hippogriffs

(2 POINT ANSWER)

Q: What was the final score of the Quidditch World Cup?

A: Bulgaria 160 / Ireland 170

(5 POINT ANSWER)

Q: Which forms do Hermione's, Ron's, Luna's, Ernie's, and Seamus's patronuses take?

A: An otter, terrier, hare, boar, and fox

(7 POINT ANSWER)

Q: In what order were the Horcruxes destroyed?

A: Diary, ring, locket, cup, diadem, Harry, Nagini



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WIZARDING TRIVIA GAME SCORECARD

Team Name: _____

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

15. _____

16. _____

17. _____

18. _____

19. _____

20. _____

21. _____

22. _____

2 POINT ANSWER

23. _____

5 POINT ANSWER

24. _____

7 POINT ANSWER

25. _____



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DUELING CLUB SPELL LIST

Like any good wizard, you need to know your spells! Review the spells below—then get ready to duel.

ACCIO

ALOHOMORA

EPISKEY

EXPECTO PATRONUM

EXPELLIARMUS

HOMENUM REVELIO

LUMOS

OBLIViate

PETRIFICUS TOTALUS

PRIOR INCANTATO

SCOURGIFY

SONORUS



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DUELING CLUB HOST INSTRUCTIONS

Host: Read the scenarios below and see which team can guess the correct spell first.

A Dementor is coming toward Harry and he's got to act fast! (Expecto patronum)

Someone just put a curse on Neville, and Harry wants to see if it was Draco. (Prior Incantato)

Harry, Ron, and Hermione are hatching a plan in the Forbidden Forest, but they need to make sure no one is hiding nearby and listening. (Homenum Revelio)

Hermione forgot her book in the Gryffindor dorm room and she needs it right away. (Accio)

Harry and Ron are headed to Honeydukes through the secret tunnel, but it's too dark to see anything. (Lumos)

A Muggle saw Hermione practicing magic. (Obliviate)

Draco took Hermione's homework assignment and won't hand it back. (Expelliarmus)

Ron got hit with a Bludger and now his nose is bleeding. (Episkey)

Harry and Hermione want to stop Draco from following them into the Shrieking Shack. (Petrificus Totalus)

Ginny needs to get into Ron's room but the door won't open. (Alohomora)

On the Hogwarts grounds, Hermione wants to get Harry's attention, but he's too far away to hear her. (Sonorus)

Harry's latest attempt at potion-making exploded and made a mess all over the classroom. (Scourgify)



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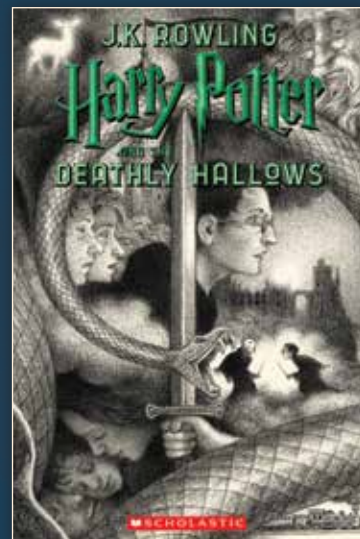
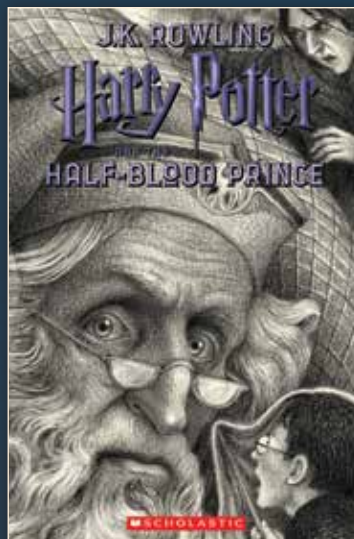
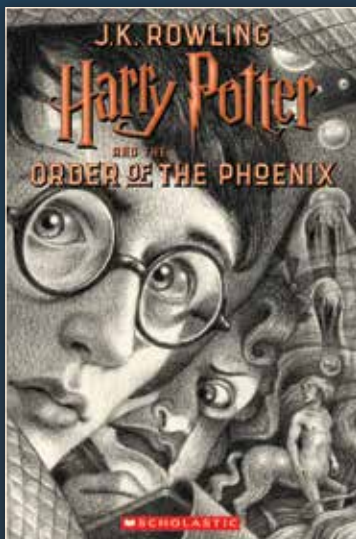
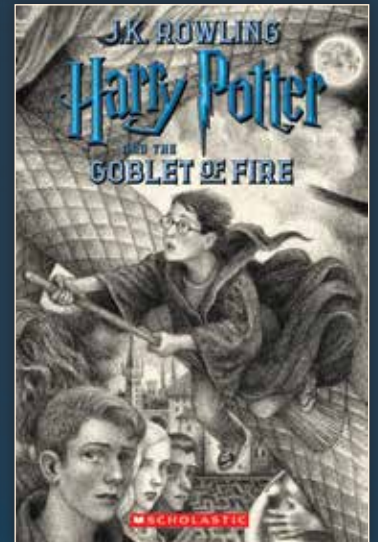
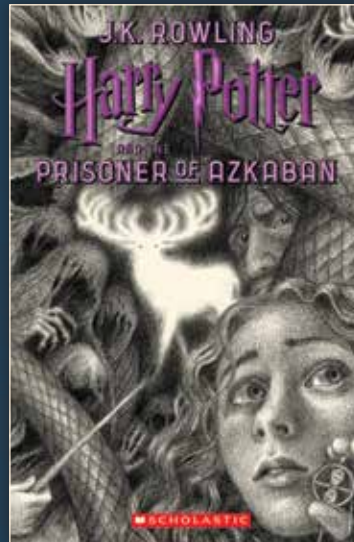
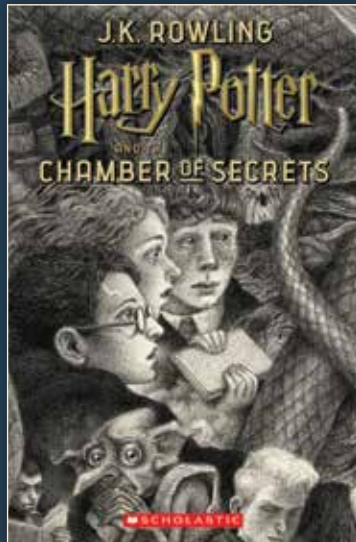
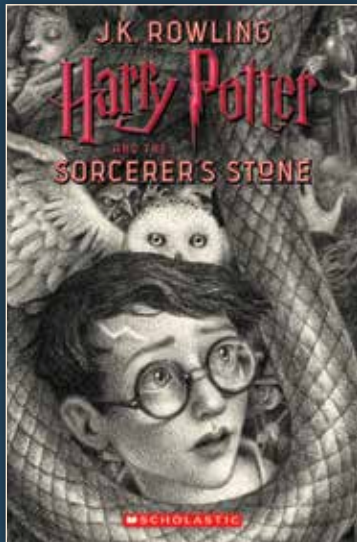
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NEW 20TH ANNIVERSARY EDITIONS



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