

Prince Caspian by C. S. Lewis

Prince Caspian is the story of a young prince who is forced to flee Narnia or be killed by his uncle posing as king. He joins the true Narnians (talking beasts, dwarves, fawns, etc.) and wages war to claim his rightful throne. In desperation, Caspian uses Susan's horn to call Aslan and the Kings and Queens of old to help. Peter, Susan, Edmund, and Lucy are drawn back to Narnia and into a battle to save their beloved Narnia.

One of our book club students shared this response after reading *Prince Caspian*

CASPIAN

C courageous

A always a leader

S sometimes discouraged

P passionate for old Narnia

I is faithful to Aslan

A Aslan's helper

N Narnia's king

The Chronicles of Narnia are classified as fantasy fiction, but C.S. Lewis wrote them to help children conceptualize God and his character. (Conceptualize means to take a concept or idea and make it easier to understand using a story or picture.) For example, Aslan's sacrificial death (*The Lion, Witch and the Wardrobe*) for the misdeeds of Edmund gave us a picture of how Jesus sacrificed himself to take the punishment for our sins.

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1. How would you describe a good king?
2. Why would Prince Caspian make a better king than Miraz?
3. How does King Miraz react to those who share the history of Narnia? Why?
4. Why doesn't Trumpkin believe the children are the ancient Kings and Queens?
5. Why do you think Aslan can't be seen immediately by Peter? Susan? Edmund?
Trumpkin?
6. What does Aslan tell Prince Caspian that makes him ashamed of his heritage?
7. How does Aslan respond to Caspian's shame?
8. Why do you think C. S. Lewis writes, "Once a king or queen in Narnia, always a king or queen in Narnia"?
9. How is this like being a Christian?
10. What other Christian messages has C. S. Lewis included in *Prince Caspian*?

Prince Caspian by C. S. Lewis**Activity/Game: Chronicles of Narnia Charades**

How to Play

Separate students into two teams. The teams take turns selecting a team member to act out a character from the Chronicles of Narnia written on a slip of paper. The members of their team must guess the answer within three minutes or the opposing team gets one guess. A point is given for each correct answer. The team with the most points at the end of the game wins. (A set time period or number of tries determines the length of the game.)

Charade Suggestions:

- Peter Pevensie
- Edmund Pevensie
- Jadis, the White Witch
- Susan Pevensie
- Lucy Pevensie
- Aslan
- Reepicheep
- Prince Caspian
- Mr. Tumnus, the fawn
- King Miraz
- Eustace Scrubb
- Trumpkin, the dwarf
- Puddleglum, the marsh-wiggle
- Bree
- Shasta
- Ramandu
- Hwin
- Jill Pole
- Aravis
- Dr. Cornelius
- Lord Sopespian
- Rabadash
- Mr. Beaver
- Trufflehunter
- Nickabrick