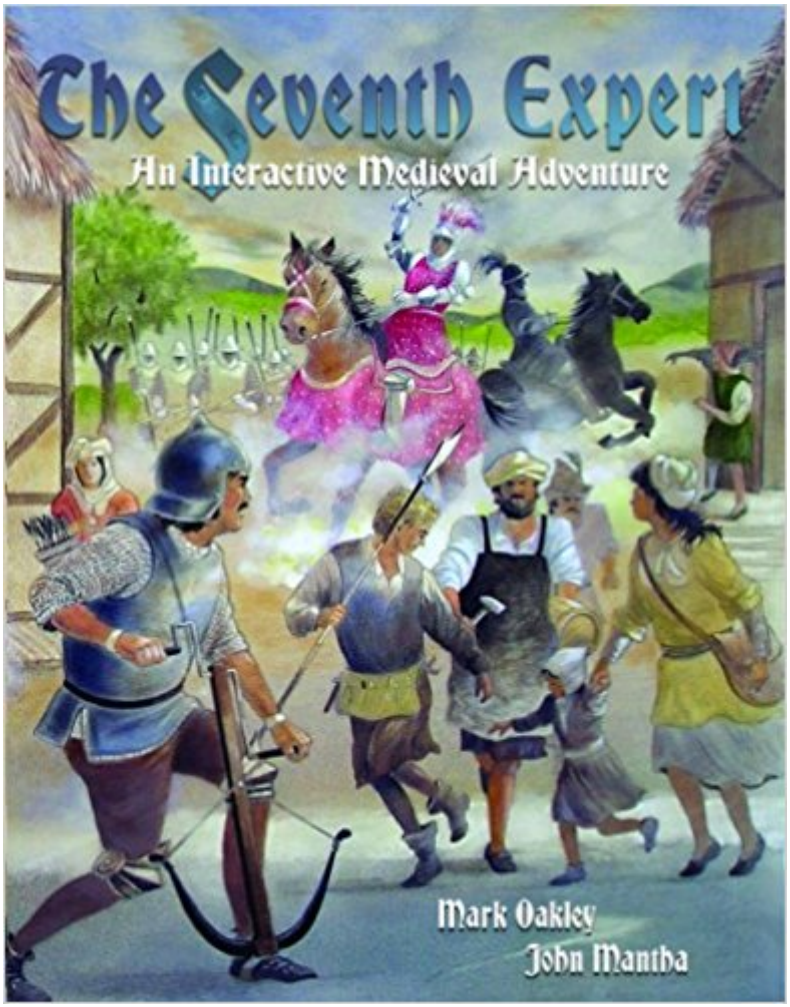
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The Seventh Expert: An Interactive Medieval Adventure



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Synopsis

Medieval history meets interactive storytelling. In 1362, violent storms pounded Europe, wiping out some coastal settlements. The Seventh Expert, which provides a compelling mix of history, storytelling and interactive fun, puts the reader in charge of rebuilding one medieval village. Through seven action-filled chapters, each representing a year of rebuilding, the reader faces the struggles of the emerging community. Luckily, six village experts are at the reader's service to offer advice along with a wide range of medieval tools and implements. These experts include: Blacksmith: tools (hammers, plows) and weapons (swords, arrows) Carpenter: buildings (houses, mills) and vehicles (carts, wagons) Farmer: food (bread, beer) and medicines (herbs, soap) Hunter: hunting equipment (bows, traps) and fishing gear (hooks, nets) Knight: siege weapons (cannon, catapults) and defenses (watch towers, palisades) Leatherworker: clothing (boots, leather armor) and riding gear (harnesses, saddles). The reader becomesthe "seventh expert," responsible for deciding which resources best suit each year's challenges. From finding food to fending off warlords, success depends on making the wisest choices. In all, 60 tools and implements are available in a back-ofthe-book catalog, with descriptions of their real-life properties and historical value to communities in the middle ages. Bursting with dramatic illustrations, memorable characters, and dozens of sidebars filled with facts about medieval life, The Seventh Expert is a history lesson like no other.

Book Information

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Customer Reviews

Grade 4Ã¢â ¬â œ8Ã¢â ¬â •Through a book that's part role-playing game, part nonfiction text, readers follow the lives of the villagers of Port Haven in the year 1362. A cataclysmic storm forces them to relocate after their town washes away. Six survivors with special skills are identified as the experts who will lead this endeavor, including the blacksmith and the cobbler; the "seventh expert" is the reader, who has been chosen for his or her decision-making skills. Each chapter represents a year of village life, with instructions for continuing game play at the end of the chapter. It requires a six-sided die and paper to keep score. In addition to dealing with random events such as the plague and bad weather, players have to use the appended "Experts' Catalog" to shop for items needed to sustain life and build the village. The game is somewhat similar to the famed Oregon Trail but with intriguing tidbits about medieval life. It is easy to learn, and random events offer enough variation for players to see different outcomes each time they play. The story, along with the occasional informational sidebars and the excellent descriptions of medieval necessities, paints a realistic portrait of an English town in the Middle Ages and shows the grim nature of the feudal system. The full-color illustrations add to readers'/players' understanding. This title could easily be used by a class or by individuals, either for recreation or for research.Ã¢â ¬â •Kathleen Meulen, Sakai Intermediate School, Bainbridge Island, WA Copyright Ã Â© Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. --This text refers to an out of print or unavailable edition of this title.

Mark Oakley is the author of the long-running comic book Thieves and Kings. He lives in Halifax, Nova Scotia. John Mantha is the award-winning illustrator of more than a dozen books for young readers. He lives in Toronto.

My students really liked this; I read the year's information each Monday, and the students had till Friday to peruse the expert catalog and add to their score sheets. The students really were excited about it.I was going to color photocopy the expert catalog so that we would have multiple copies to work with, but ended up buying second hand copies of the book and tearing out the catalog and putting them in report cover binders so we had 5 copies for a class of 22 students.I required my students to make a drawing of their town, name their town, and keep adding to these drawings each week as their town evolved and they added things to it.I thought the story was a little thin, but the students thought it was good and I did like the extra information blurbs. This info plus the pictures and descriptions in the experts catalog taught them everything I wanted them to know about Medieval life. I think I will ask them to write a travelers description of their town ten years later so

they imagine what will happen in their town. I can imagine lots of fun spin off projects for this. Most importantly, it was fun as a class project, and when the kids are engaged, they are really learning and retaining.

Fun, cleverly written book that gets the reader involved in the life of a Medieval village. My 9 and 11 year old children, along with my husband have been really enjoying it. We're wondering if there are more like it in different time periods. We highly recommend.

I happened upon this book (at the Library, but shhhh don't tell) and grabbed it for the Family. They loved the concept. After working up some charts, we dove into it. Everyone was working at their Christmas crafts whilst I read out a chapter, and explained to them some ideas of what we needed to buy. Our nurse insisted we buy as many healing herbs as we could, which was good because we kept rolling plagues on the random events table. Everybody loved it and it made for a great family game.

This is a fantastic book. Well written, full of detailed information about the time period, interactive. Was purchased to go with homeschool curriculum I ordered for my son for the upcoming school year, but as soon as it arrived he took off with it and has gone through it several times in the few days we've had it. Think Oregon Trail for medieval times--the student's choices drive what happens next. Beautifully illustrated. Wish there were more for other time frames!!

My daughter (8 years old) couldn't stop playing this game. I think we managed to continue building the town over 30 years, by continuing the last year over and over again. Very educational and very fun.

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