

Aria Jones & the Guardian's Wedja

ESCAPE THE TOMB

Meet the Excellent Spirit of the mastaba ... *and* earn their help



In the book...

In *ARIA JONES & THE GUARDIAN'S WEDJA*, Jagger, Aria and their friends are near the pyramids of Giza when they find themselves in need of help. Since the plateau around the pyramids is peppered with mastabas — tomb structures that housed the small shrines and underground burials of Pharaoh's friends and relatives — the adventurers take shelter in one of the rectangular tombs. It's dark and creepy, but safe enough to spend a night. Plus, their knowledge of ancient Egyptian afterlife beliefs and artifacts enabled them to convince the tomb owner—the Excellent Spirit—to spy on the bad guys. Good thing too! If you're going to be attacked by an army of mummies, it helps to have a heads up.

Your task...

In this activity, you're trapped in a mastaba too. To get out, you'll have to think like an ancient Egyptian. Fortunately, you find an old sketchbook an archeologists who worked on the site left behind in the tomb. There are drawing, photos, notes and even bits of papyri taped to the pages.

Use the clues from the sketchbook on pages 5 - 9 to learn about ancient Egyptian beliefs and practices and complete the five tasks on pages 2-4 to escape the tomb!

BOOK INFO:

LEXILE MEASURE: 700

GRADE LEVEL: 4-7

AGE RANGE: 9+



TASK ONE

First, you better figure out your space. If you understand how the mastaba is organized, and how it functions, you'll be better prepared to make your escape. Plus, falling into that tomb shaft would be bad news!

Use this space to sketch out a mastaba. Don't forget to label the key features.

SKETCH A MASTABA AND LABEL THE KEY FEATURES



TASK TWO

To get the Excellent Spirit's help, you'll need to know who the Excellent Spirit is. The walls are covered in images. There's a man, a woman, some children and piles of food. There are cows, and plants, and a scene of fishing, not to mention all those hieroglyphs. But is one of those images the tomb owner?

NAME THREE WAYS A TOMB OWNER — THE EXCELLENT SPIRIT — IS COMMONLY FEATURED WITHIN THE MASTABA

- 1.
- 2.
- 3.

TASK THREE

The Excellent Spirit—the person buried in the mastaba—won't hear your request unless you say their name. The false door has a series of hieroglyphs on it—they're the same as the signs below. It must be the spirit's name, but how do you pronounce all those birds and scribbles? You better figure it out if you want to get the spirit's attention ... and help.

TRANSCRIBE THESE HIEROGLYPHS TO LEARN THE TOMB OWNER'S NAME



TASK FOUR

The excellent spirit is paying attention now, but he's not going to help you escape unless you bribe him. You need to figure out what Excellent Spirits want ... and how to give it to him.

NAME TWO THINGS EXCELLENT SPIRITS WANTED

- 1.
- 2.



TASK FIVE

Great! The Excellent Spirit wants to help you, but animating an Excellent Spirit requires magic. Convince him you're familiar with the kinds of artifacts ancient Egyptians used to ensure they'd be cared for in the afterlife by finding the words in the word search below. Prove your worth and you'll escape the tomb! **FIND THE WORDS...**

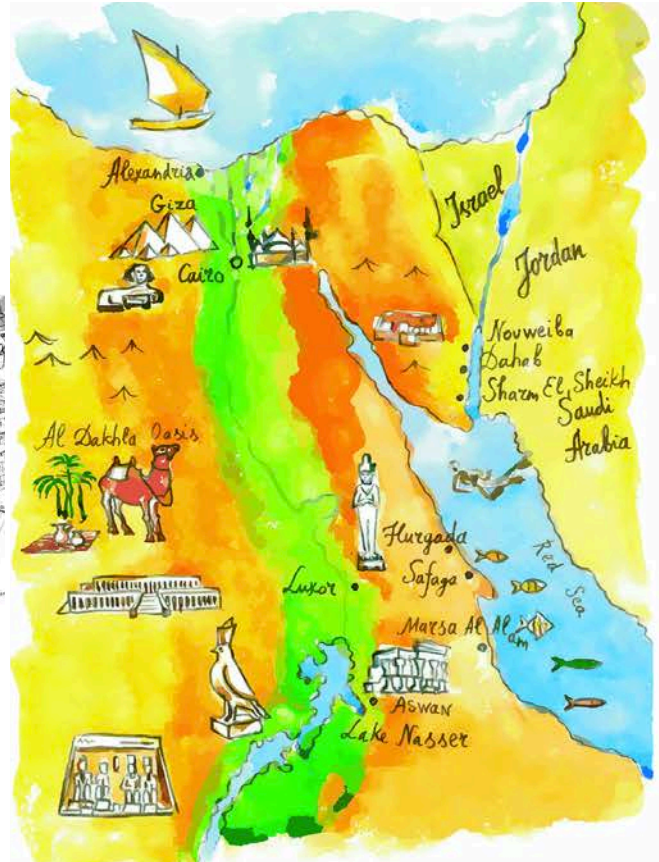
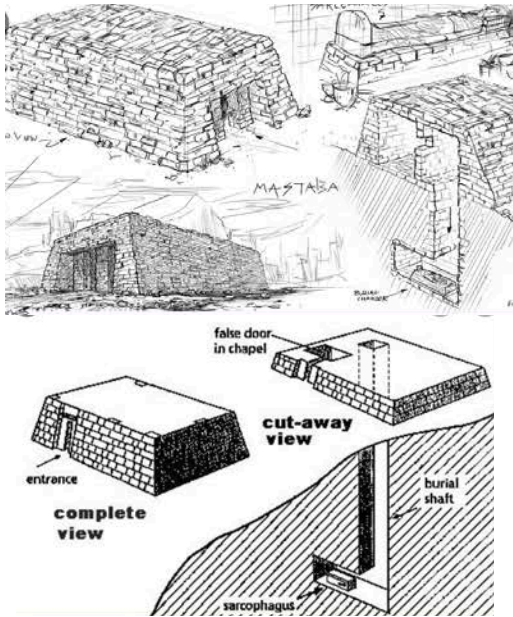
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 FKXZDEFMILWXIRD DTYBAQQEHGJBSSI
 MLXGYATYMNZBYEKCCUDEBNBLTG GTTR
 ZLHFXRJSCRKD ATWSMASTABASOEQXFH

funerary offerings	feather of maat	book of the dead	pyramid texts
canopic jars	sarcophagus	tomb goods	mastabas
false door	amulets	shabti	statue
stele	mummy	Ammut	Ka

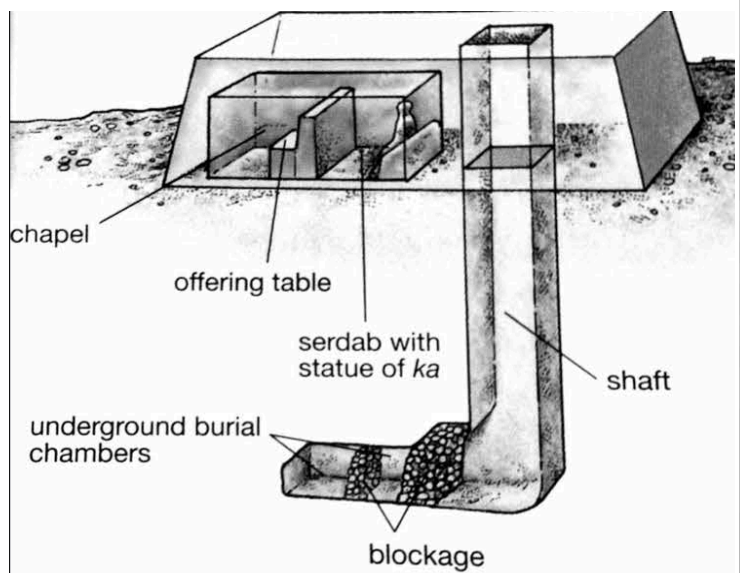
Extra credit: In which chapter do Jagger and Aria meet an Excellent Spirit and what's the chapter title?

THE ARCHEOLOGIST'S SKETCHBOOK

I painted this map on my flight. I'm thrilled I've finally made it to Giza. The pyramids are magnificent. I'm a very lucky archeologist—so much to draw!



These mastabas are amazing! The word "mastaba" means "bench" in Arabic. Starting in the Old Kingdom, over 3,000 years ago, families visited mastabas to offer food and drink to their deceased loved ones. They also recited formulas designed to keep the dead safe and happy in the afterworld.



THE ARCHEOLOGIST'S SKETCHBOOK

offerings always start with the phrase hetep de nesut, which means "an offering given by the King," even though it's not really given by the king. The king, or pharaoh, was the intermediary between the people and the gods, so offerings were made in his name. Another thing most offerings have is a request for bread and beer. Apparently Excellent Spirits really loved bread and beer!

Here's a stele and its offering...



It says...

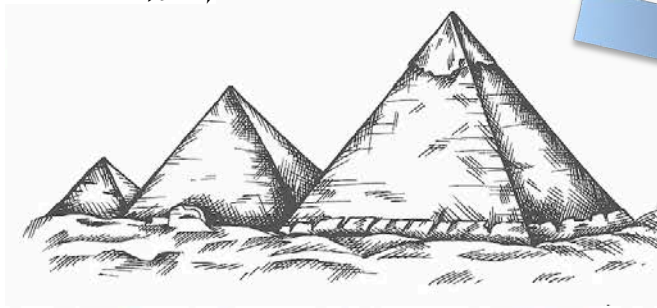
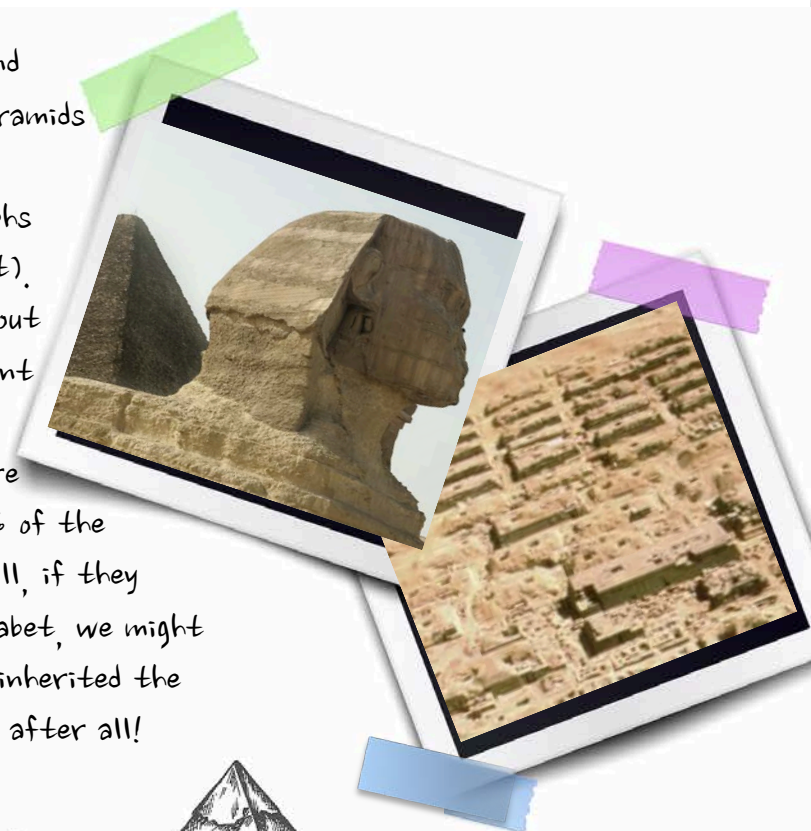
An offering given by the king (to) Osiris, the lord of Busiris, the great god, the lord of Abydos. That he may give an invocation offering of bread, beer, oxen, birds, alabaster, clothing, and every good and pure thing upon with the god lives. For the ka of the revered Senwosret, True of Voice.




























The dead's heart was weighed against the feather of maat (truth) in the afterlife in order to determine if they are worthy



THE ARCHEOLOGIST'S SKETCHBOOK

I took some great pics and sketched a bit at the pyramids today. Oh and I bought a postcard with hieroglyphs on it at the suq (market). Of course, there were about a thousand signs in ancient Egypt, not the 26 our Alphabet has. Pretty sure that's why only about 1% of the population could read. Still, if they hadn't invented the alphabet, we might not have ours today. We inherited the idea from ancient Egypt, after all!

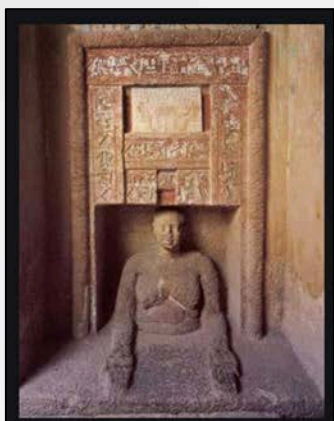


A  Vulture	B  Foot	C  Basket with handle	D  Hand	E  Reed	F  Horned Viper	G  Stand
H  Twisted Flax	I  Reed	J  Snake	K  Basket with handle	L  Lion	M  Owl	N  Ripple of water
O  Lasso	P  Stool	Q  Hill Side	R  Mouth	S  Folded cloth	T  Loaf	U  Quail chick
U  Quail chick	V  Snake	W  Quail chick	X  Basket with handle	Y  Two reeds	Z  Door Bolt	

THE ARCHEOLOGIST'S SKETCHBOOK



Spent my day sketching a false door. I mean what's more awesome than false doors? They're doors designed to let the tomb owner come into the tomb from the afterworld. The tomb owner is usually shown, and named, on the false door. Some false doors even incorporated statues of the tomb owner, as if they're walking through the door into the world. Most of the mastabas in Giza belonged to men. Sometimes their wives and kids were shown too but you can always tell who the tomb owner is - he's the biggest character, centered, often shown overseeing workers or checking out piles of food that are painted on the tomb walls so it is there when he gets hungry!



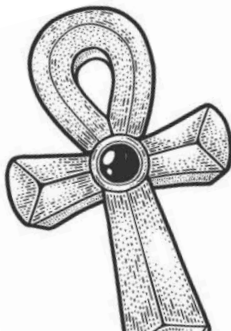
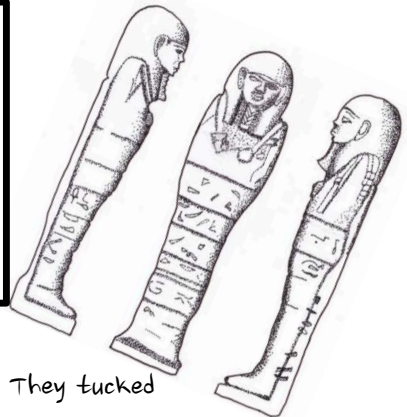
THE ARCHEOLOGIST'S SKETCHBOOK



So many cool afterlife beliefs and artifacts! For ex... The small interior space inside pyramids were inscribed with text (Pyramid Texts) designed to help Pharaoh make it to the afterworld ... and thrive there.

During mummification, internal organs were moved to canopic jars to be kept safe by the 4 sons of the god Horus.

Shabti are small figurines that helped the deceased in the afterworld by doing work!



Ancient Egyptians loved amulets. They tucked them inside mummy wrappings to magically animate the mummy. My favorite amulets are ankhs. Ankhs look like a cross with a looped top. I'm extra fond of a old blessing: ankh, wedja, seneb, which means (may you have) life, prosperity, and health.



YOU DID IT.
CONGRATS ON
ESCAPING
THE TOMB!



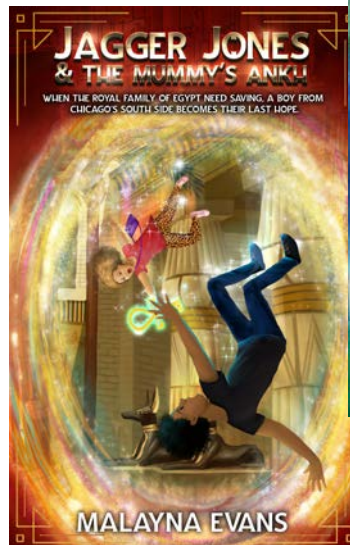
Check out the *Jagger Jones and the Mummy's Ankh* book trailer here:

https://www.youtube.com/watch?time_continue=4&v=IEMpJlqep4s

About *ARIA JONES & THE GUARDIAN'S WEDJA*...

Twelve-year-old Aria Jones loves nothing more than a good adventure. But when she and her big brother Jagger are summoned back to ancient Egypt from their South Side Chicago home, danger lurks around every corner. Can Aria use her newfound superpowers to track the evil General and his sidekick in order to save Princess Tatia and the gods of ancient Egypt? Or will the evil sun god banish magic from the land and destroy the royal family—and Aria's own—in the process?

The adventures continue when Aria and Jagger reunite with good friends, forge new alliances, and battle old enemies. This time, Aria must find a way to interpret a troublesome prophecy if she and Jagger are to return home, safe and sound.



Ankh . Wedja . Seneb
(May you have life, prosperity, & health!)



about the author

Malayna Evans earned her Ph.D. in ancient Egyptian history from the University of Chicago. She's used her education to write a time-travel tale featuring South Side Chicago brother and sister duo, Jagger and Aria Jones, lost in ancient Egypt. The stories are loaded with historically attested people, places and artifacts (plus, mummies). Malayna is fond of strong coffee, long walks, and MG and YA books. She lives in Oak Park, IL with her two kids, a rescue dog, and a hedgehog.