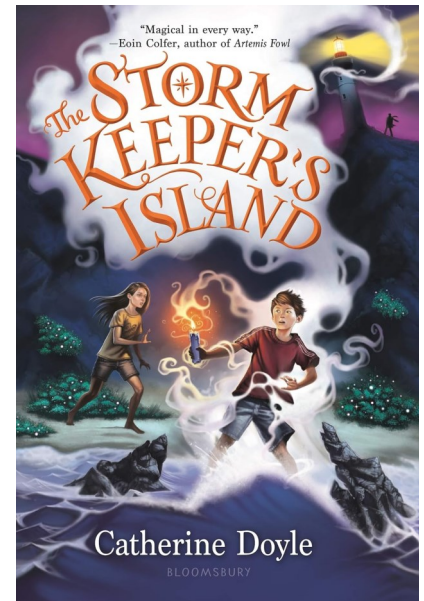


## The Storm Keeper's Island

By Catherine Doyle

Fionn Boyle comes from a long line of brave seafarers, people with the ocean behind their eyes. But he can't help but fear the open sea. For years, Fionn's mother has told him stories of Arranmore Island, a strange place that seems to haunt her. Fionn has always wondered about this mysterious island, and from the day he arrives he starts noticing things that can't be explained. He can sense the island all around him, and it feels like the island is watching him, too. Once in a generation, Arranmore Island chooses a new Storm Keeper to wield its power and keep its magic safe from enemies. The time has come for his grandfather, a secretive and eccentric old man, to step down. But as Fionn and the other descendants of Arranmore's most powerful families fight to become the island's next champion, a more sinister magic is waking up, intent on rekindling a long-ago war and changing Fionn's life and the island's future forever.



### *Discussion Questions*

How important is the setting of the book? In what ways is Arranmore its own character?

How important is family in the story? Which family relationships did you most connect with?

Do you think Tara and Fionn have a realistic sibling relationship? Why or why not?

How is the theme of memory important in the book as a whole?

Do you have any memories associated with specific smells?

Fionn's Grandad is starting to struggle with his memory. How do you think Grandad feels about that? How does Fionn feel? How would you feel?

What are other ways you could record memories besides making candles out of them?

What is Fionn's biggest wish? Why does he want to visit the Sea Cave? Does this wish change as the story progresses? How?

Why is overcoming difficulty or fear important in the story? How does Fionn overcome his fears?

If you were going to make a candle to represent your life, what would it look like? What shape would it be, and what colors or patterns would you include?

## Activities

**Mapmaker:** Create your own map of the Storm Keeper's Island. Try to include these points of interest: Grandad's House, the Sea Cave, the lighthouse, and the Whispering Tree.

**Candle Creator:** Try making your own candles! For rainbow candles, you can try out this STEAM activity from STEAM Powered Family:

<https://www.steampoweredfamily.com/crayon-candles-diy-steam-project/>

**Memory Keeper:** Think of a memory that is important to you, and record it in a journal entry or as an art project.

## Readalikes

### Continue the series:

*The Lost Tide Warriors*

*The Storm Keepers' Battle*

### More by the author:

Twin Crowns series (teen)

*Cinders & Sparrows* by Stefan Bachmann

*Irish Fairy Tales and Legends* by Una Leavy

*The Legend of Greg* by Chris Rylander

Legends of Eerie-on-Sea series by Thomas Taylor

Nevermoor series by Jessica Townsend

*Quintessence* by Jess Redman

*Voyage of the Frostheart* by Jamie Littler

Artemis Fowl series by Eoin Colfer (teen)

*A Crown of Ivy and Glass* by Claire Legrand (adult)

*Walking in Ireland: 50 Walks through the Heart and Soul of Ireland* by Christopher Somerville (adult nonfiction)