

Name \_\_\_\_\_

## The Witchcraft Academy

### Open Ended Questions Answers

1. The Witchcraft Academy had a serious and studious atmosphere before the prank, but it became a place of laughter and amusement after Fred and George's prank, fostering a sense of community and shared humor among the students and teachers.
2. Humor and laughter played a central role in this story as they turned a potentially disastrous situation into a hilarious one. It brought the characters together and created lasting memories.
3. Answers will vary. Students might come up with creative magical prank ideas, such as turning objects into amusing creatures or creating a humorous illusion.
4. Fred and George likely learned the importance of not taking themselves too seriously and that sometimes, a good laugh can be the best outcome of a situation. They also learned to be more careful with their magical experiments.

