

M.A.G.I.C. application (Magical & Gifted Individuals Club)

Name: _____

Grade level: _____

Complete the following questions.

1. When you die, what would you most like people to do when they hear your name?
 - a. Miss you and smile
 - b. Ask for more stories about your adventures
 - c. Think in admiration of your achievements
 - d. I don't care what people think about me when I'm dead, it's when I'm alive that matters.
2. Once every century, the Flutterby Bush produces flowers that adapt their scent to attract the unwary. If it lured you, it would smell of:
 - a. The sea
 - b. Fresh parchment
 - c. Home
 - d. A crackling log fire
3. River or Forest?
 - a. River
 - b. Forest
4. Heads or Tails?
 - a. Heads
 - b. Tails
5. Moon or Stars?
 - a. Moon
 - b. Stars
6. Dawn or Dusk?
 - a. Dawn
 - b. Dusk
7. Black or White?
 - a. Black
 - b. White

8. Left or Right?
 - a. Left
 - b. Right
9. If you could create a new potion that would give you one thing, what would you choose?
 - a. Love
 - b. Glory
 - c. Wisdom
 - d. Power
10. In a fire, in which order would you save: a nearly perfected cure for dragon pox that the headmaster has been working on for years, student school records dating back 1000 years, and a mysterious handwritten book full of strange runes believed to have belonged to Merlin?
 - a. Cure, book, records
 - b. Records, cure, book
 - c. Records, book, cure
 - d. Cure, records, book
 - e. Book, cure, records
 - f. Book, records, cure
11. Which path would you take?
 - a. Twisting leafy path through the woods
 - b. Dark lantern-lit alley
 - c. Wide, sunny, grassy path
 - d. Cobblestone street lined with ancient buildings
12. What do you find hardest to deal with?
 - a. Boredom
 - b. Cold
 - c. Hunger
 - d. Loneliness
 - e. Being Ignored
13. What would you least want to be called?
 - a. Ignorant
 - b. Cowardly
 - c. Selfish
 - d. Ordinary

14. Four goblets are placed in front of you. Which one do you drink?
- a. The golden potion that gives off bright sunspots that dance around the room.
 - b. The silvery, glittery potion that sparkles as if containing ground diamonds
 - c. The smooth, thick potion that gives off a delicious smell of chocolate and plums
 - d. The mysterious black potion that gleams like ink and gives off fumes that make you see strange visions.
15. Which instrument most pleases your ear?
- a. Piano
 - b. Violin
 - c. Trumpet
 - d. Drums
16. You enter a magical garden. What do you look at first?
- a. Luminous pool with something in its depths
 - b. The statue of an old wizard with a strangely twinkling eye
 - c. The silver-leaved tree bearing the golden apples
 - d. The fat red toadstools that appear to be talking to each other
17. Four boxes are set before you. Which do you open?
- a. The gleaming jet black box with a silver lock and key, marked with a mysterious rune that you know to be the mark of Merlin
 - b. The ornate golden box, standing on clawed feet, whose inscription warns that both secret knowledge and unbearable temptation lie within.
 - c. The small tortoiseshell box, embellished with gold, inside which some small creature seems to be squeaking.
 - d. The small pewter box, unassuming and plain, with a scratched message upon it that reads "I open only for the worthy."
18. If you could have a superpower, what would you choose?
- a. Read minds
 - b. Invisibility
 - c. Changing the past
 - d. Changing your appearance
 - e. Super-strength
19. Which of the following creatures would you be most likely to study?
- a. Centaurs
 - b. Merpeople
 - c. Ghost
 - d. Werewolves
 - e. Vampires
 - f. Goblins

20. What are you most looking forward to learning at Hogwarts?
- Everything!!!
 - Apparition
 - Hexes & jinxes
 - Secrets about the castle
 - Transfiguration
 - Broom flying
21. You and two of your friends need to cross a bridge guarded by a river troll. He insists that one of you fight him before you can cross. What do you do?
- Confuse the troll
 - Have all 3 of you fight (without informing the troll)
 - Volunteer to fight
 - Draw lots to see who will fight
22. You know that a fellow House member cheated on a test. You got the second-highest grade in the class; your Housemate was the highest. Professor Flitwick confronts you and asks if they were cheating. What do you do?
- Tell Professor Flitwick the truth. If your classmate is willing to come in first by cheating, he deserves to be found out. You'll make up the House points your classmate loses by coming in first.
 - Tell Professor Flitwick to ask your classmate (and tell your classmate that if he won't tell the truth, you will.)
 - Lie and say you don't know (but hope he finds out somehow.)
 - If you knew someone was cheating, you wouldn't wait for Flitwick to ask; you'd tell him before the test started.
23. Which nightmare would scare you the most?
- None of your friends and family know who you are
 - Being trapped in a dark room with an eye peering at you through a keyhole
 - Being caught up high with no handholds
 - Being forced to speak in a funny voice so everyone laughs at you.
24. You are walking down a street late at night and hear a cry that you're fairly sure has a magical source. What do you do?
- Withdraw into the shadows, reviewing offensive and defensive spells that might be appropriate
 - Draw your wand and try to discover the source
 - Proceed with caution, keeping a hand on your still-concealed wand
 - Draw your wand and stand your ground

25. A muggle approaches you and says you're a wizard. How do you react?

- a. Ask them what makes them think so
- b. Agree and offer a sample of a jinx
- c. Express your concern and offer to call a mental hospital
- d. Agree and then walk away bluffing

26. When you die you want people to remember you as

- a. The great
- b. The bold
- c. The wise
- d. The good

27. What would you rather be?

- a. Trusted
- b. Envied
- c. Feared
- d. Liked
- e. Praised
- f. Imitated

Understand that the Sorting Hat makes *no mistakes.*

However, is there anything you need the sorting hat to know?