

Nomen:

Latin

Dies:

Harry Potter and the Sorcerer's Stone

Collis:

Spells

## Hogwarts Magic Latin Lesson

Match the following spells with the Latin words and find out the effect of each spell.

<u>Spell</u>	<u>Latin Words</u>	<u>Effect</u>
accio		
aguamenti		
cave inimicum		
confringo		
confundo		
crucio		
densaugio		
evanesco		
expecto patronum		
expelliarmus		
Fidelius charm		
Finite incantem		
homenum revelio		
impedimenta		
imperius curse		
imperturbable curse		
impervious		
incendio		
levicorpus		
wingardium leviosa		
lumos		

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<b>mor'smordre</b>		
<b>oblivate</b>		
<b>occlumency</b>		
<b>petrificus totalus</b>		
<b>priori incantato</b>		
<b>protego</b>		
<b>reparo</b>		
<b>repello</b>		
<b>rictusempra</b>		

### Hogwarts Latin Dictionary — use this to fill in the "Latin words" column

<i>accio</i>	<i>send for, summon</i>	<i>incantare</i>	<i>to bewitch, cast a spell</i>
<i>appareo</i>	<i>appear</i>	<i>incantio</i>	<i>spell</i>
<i>aqua</i>	<i>water</i>	<i>incendo</i>	<i>set fire to</i>
<i>arduus</i>	<i>high, steep</i>	<i>inimicus</i>	<i>enemy</i>
<i>arma</i>	<i>weapons</i>	<i>levo</i>	<i>lift, raise</i>
<i>augeo</i>	<i>grow</i>	<i>loco</i>	<i>from a place</i>
<i>cave</i>	<i>beware</i>	<i>lumen</i>	<i>light</i>
<i>confringo</i>	<i>crush, smash, ruin, undo</i>	<i>mens</i>	<i>mind</i>
<i>confundo</i>	<i>mix up, confuse</i>	<i>mordere</i>	<i>bite</i>
<i>corpus</i>	<i>body</i>	<i>mors</i>	<i>death</i>
<i>crucio</i>	<i>torment, torture</i>	<i>motio</i>	<i>motion</i>
<i>dens</i>	<i>tooth</i>	<i>obliviscon</i>	<i>forget</i>
<i>duro</i>	<i>harden, solidify</i>	<i>occlusus</i>	<i>blocked, closed</i>
<i>evanesco</i>	<i>disappear, vanish</i>	<i>patronus</i>	<i>patron, protector</i>
<i>expecto</i>	<i>look for, wait for</i>	<i>pervius</i>	<i>lets things through</i>
<i>expello</i>	<i>drive out</i>	<i>petrificare</i>	<i>turn to stone</i>
<i>fidelis</i>	<i>loyal, faithful, trustworthy</i>	<i>prion</i>	<i>previous, earlier, before</i>
<i>finis</i>	<i>end, stop</i>	<i>protego</i>	<i>cover, protect</i>
<i>flagro</i>	<i>burn, blaze</i>	<i>reparo</i>	<i>repair</i>
<i>geminare</i>	<i>double</i>	<i>repello</i>	<i>drive back, repel</i>
<i>homo</i>	<i>man, human being</i>	<i>revelo</i>	<i>unveil, uncover</i>
<i>im-</i>	<i>not</i>	<i>rictus</i>	<i>grinning, with a gaping mouth</i>
<i>impedimentum</i>	<i>delay, hindrance</i>	<i>semper</i>	<i>always</i>
<i>impero</i>	<i>order, govern, command</i>	<i>sonorus</i>	<i>loud</i>
<i>imperturbatus</i>	<i>calm, undisturbed</i>	<i>totalis</i>	<i>completely</i>

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## A spell which... — use this to fill in the "effect" column

causes confusion

conjures a Patronus, a silvery phantom shape, usually that of an animal, which is the embodiment of the positive thoughts of the caster. A Patronus will drive away Dementors

duplicates the target object

conjures an immense glowing skull in the sky, comprised of green sparks. There is a snake coming out of the skull's mouth

turns the target object to stone

stops an object or slows it down

starts a fire

causes a person to laugh uncontrollably

causes the victim to be completely under the command of the caster, who can make the victim do anything the caster wishes

makes something vanish (not just become invisible, but go away completely)

summons objects to the caster

causes a small beam of light to shine from the end of the caster's wand

makes the caster's voice carry over long distances

forces the target wand to emit a ghost image of the last spell it cast

conjures a fountain or jet of clear water from the caster's wand

stops currently operating spell effects

dangles the target person upside-down by the ankle in mid-air

makes invisible ink become visible

creates a magical barrier on a target object, such as a door, to prevent eavesdropping

makes the victim's teeth grow bigger

creates a magical barrier that will deflect hexes thrown at the caster.

keeps enemies away and protects the caster

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creates a burning, fiery line in the air which can be "drawn" with the wand into specific shapes. The shape lingers for some time.

makes something waterproof or water repellent

causes the target to explode

tortures the victim

spell that keeps something away from the caster or from a target object that the spell is cast upon

allows the target to float up to five feet above the ground

makes an opponent's weapon to fly out of his or her hand

modifies or erases portions of a person's memory

conceals a secret inside a single, living soul. The information is hidden inside the chosen person, or Secret-Keeper, and is henceforth impossible to find -- unless, of course, the Secret-Keeper chooses to divulge it

displays in sequence of the last spells one of the wands cast

undoes damage to an object

reveals human presence in the target area

protects one's mind against outside intrusion

turns the entire body of the victim rigid

moves an object

**Now it's your turn:** Create your own spells using the same process as above. Use any Latin vocabulary word(s) that you know and create a truly magical spell. Create at least 4 spells.

<u>Spell</u>	<u>Latin Words</u>	<u>Effect</u>