C. S. Lewis's Narnia

Narnia is the world that Lewis created in order to help people as young as 12 years old experience what he called the baptism of the imagination or the liberation of true feelings. Lewis called his Chronicles not an allegory but a supposal: "Suppose there were a world in which all the creatures that children imagine—giants, witches, talking animals, magic, and the like—were real. Suppose that world needed to be saved. How would that saving come about." The Chronicles are guides to growing up and growing older in Christ. We will read the first five books in the order that C. S. Lewis finished writing them, then the story of how Narnia began, and finally how Narnia ended.

Introduction to the Chronicles of Narnia. Topics: Why Lewis wrote, Why it is important for our feelings and our imaginations to be converted, How to read the Chronicles with the heart.

Essential Entries in **Companion to Narnia:** Introduction, Using the Companion, Preface to the Fourth Edition, *Aslan* (the initial section and "physical appearance"), *Biblical Allusions, Credal Elements, Feelings, Imagination, Literary Allusions, Magic, Mythology, Stock Responses*. If you have time, see also: *Adults, Animals, Autobio-graphical Allusions, Children, For the First Time, Geography* (plus the maps in the middle of the book), *Kings/Queens, Knowledge, Plato, Providence, Silence, Sleep, Smells, Sounds,* and Appendices One, Two, and Three.

Book One: *The Lion, the Witch and the Wardrobe.* Topics: What the sins of pride and betrayal feel like and what the dying and rising of Christ does about sin.

Essential Entries in **Companion to Narnia:** *Aslan* (the section on "The Lion, the Witch and the Wardrobe"), *Aslan's Name, Aslan's Voice, Centaur, Deeper Magic, Deep Magic, Depravity, Domesticity, Dryads, Edmund Pevensie, Emperor-Beyond-the-Sea, Hierarchy, Lucy Pevensie, Numinous, Peter Pevensie, Son of Adam/Daughter of Eve, Susan Pevensie, Trees, Tumnus, White Witch.*

Book Two: *Prince Caspian: the Return to Narnia.* Topics: Is the Christian story real or something that may have happened long ago? What to do with doubt and disillusionment.

Essential Entries in **Companion to Narnia:** Aslan (the section on "Prince Caspian"), Astronomy, Caspian X, Courtesy, Dance, Dwarfs, Fear, Greatness of God, Honor, Longing, Practical Notes, Revelry, Robes, Schools, Telmarines, Time, Transitions, Trufflehunter, Trumpkin.

Book Three: *The Voyage of the* Dawn Treader. Topics: What it feels like to be a member of the Church and what are our Christian values.

Essential Entries in **Companion to Narnia:** Aslan (the section on "The Voyage of the DAWN TREADER"), Adventure, Aslan's Country, Coriakin, Courage, Cowardice, Dark Island (and Appendix Four), Dreams, Duffers, Eustace Clarence Scrubb, Invisibility, Privacy, Reepicheep, Stars, Vanity.

Book Five: *The Horse and His Boy.* Topics: What the spiritual tasks of young adults are and the whys of self-discipline.

Essential Entries in **Companion to Narnia:** *Aslan* (the section on "The Horse and His Boy"), *Aravis, Bree, Comfort, Crying, Holy Spirit, Horses/Horsemanship, Hwin, Obedience, Rabadash, Sexism, Shasta, Trinity.*

Book Four: *The Silver Chair.* Topics: How to discern the truth in the midst of confusing alternatives and how our minds grow up.

Essential Entries in **Companion to Narnia:** *Aslan* (the section on "The Silver Chair"), *Crying, Jill Pole, Memory, Puddleglum, Queen of Underland, Quest, Reductionism, Rilian, Underland.*

Book Six: **The Magician's Nephew.** Topics: The sins of middle age and the glory of creation.

Essential Entries in **Companion to Narnia:** *Aslan* (the section on "The Magician's Nephew"), *Andrew Ketterly, Charn, Curiosity, Digory Kirke, Greed, Humor, Music, Polly Plummer, Positivity, Right and Wrong, Vivisection, Wood between the Worlds*.

Book Seven: *The Last Battle*. Topics: Coming to the end of life and the Beginning of Life.

Essential Entries in **Companion to Narnia:** *Aslan* (the section on "The Last Battle"), *Death, Dogs, Doors, Emeth, Eschatology, History, Jewel, Joy, Last Battles, Puzzle, Shift, Stable, Tash, Technology, Term-time, Tirian, Universalism.*