



HOGWARTS HOUSE QUIZ

Name: _____ Circle one answer for each question. Go with your first instinct!

- 1 A stranger drops their wallet on a busy street. You...**
- ☐ A Note the address on the ID and post it back
- ☐ B Return it and make sure they remember your name
- ☐ C Chase them through the crowd to return it
- ☐ D Hand it in and wait to make sure it's claimed
- 2 Which would you most hate to be called?**
- ☐ A Weak
- ☐ B Ordinary
- ☐ C Cowardly
- ☐ D Selfish
- 3 You find a locked door in the castle. What do you do?**
- ☐ A Open it. Obviously.
- ☐ B Work out what it's guarding first
- ☐ C Fetch a friend before going in
- ☐ D Find out who has the key
- 4 Pick a way to spend a free afternoon.**
- ☐ A A library, a puzzle, or a rabbit hole
- ☐ B Something with a bit of risk
- ☐ C Working on a plan nobody knows about yet
- ☐ D Cooking for friends
- 5 In a group project, you usually end up...**
- ☐ A Running the show
- ☐ B Pitching the bold idea
- ☐ C Making sure the work gets finished
- ☐ D Doing the research everyone else skipped
- 6 Which magical object would you choose?**
- ☐ A A ring that lets you hear what people really think
- ☐ B A pot that always has enough for everyone
- ☐ C A diary that answers back
- ☐ D A sword that appears when you need it
- 7 A friend breaks a rule and you're asked about it. You...**
- ☐ A Point out the rule doesn't make sense
- ☐ B Stay quiet, but tell them to own up
- ☐ C Take the blame yourself
- ☐ D Say nothing. It might be useful later.
- 8 Which do you value most in other people?**
- ☐ A Kindness
- ☐ B Nerve
- ☐ C Drive
- ☐ D Imagination
- 9 Choose a path through the forest at dusk.**
- ☐ A The well-trodden one, together
- ☐ B The one that gets you there fastest
- ☐ C The one on the old map
- ☐ D The dark one with the strange noises
- 10 What would you want to be remembered for?**
- ☐ A Doing the right thing when it was hard
- ☐ B What I built and who I became
- ☐ C Something new I made or found
- ☐ D How I treated people
- 11 You're offered a powerful position you didn't earn. You...**
- ☐ A Turn it down. You'll earn it properly.
- ☐ B Ask who else was considered
- ☐ C Accept. Opportunities don't repeat.
- ☐ D Take it if you'd actually be the best at it
- 12 Pick a sound.**
- ☐ A A full kitchen
- ☐ B Rain against a window
- ☐ C Footsteps in an empty hall
- ☐ D A crackling fire





ANSWER KEY AND SCORE CARD



For each question, find the letter that was circled and put a tick next to its house. The house with the most ticks wins. A tie? Let the person choose, just as Harry did.

Q	A	B	C	D
1	Ravenclaw	Slytherin	Gryffindor	Hufflepuff
2	Slytherin	Ravenclaw	Gryffindor	Hufflepuff
3	Gryffindor	Ravenclaw	Hufflepuff	Slytherin
4	Ravenclaw	Gryffindor	Slytherin	Hufflepuff
5	Slytherin	Gryffindor	Hufflepuff	Ravenclaw
6	Slytherin	Hufflepuff	Ravenclaw	Gryffindor
7	Ravenclaw	Hufflepuff	Gryffindor	Slytherin
8	Hufflepuff	Gryffindor	Slytherin	Ravenclaw
9	Hufflepuff	Slytherin	Ravenclaw	Gryffindor
10	Gryffindor	Slytherin	Ravenclaw	Hufflepuff
11	Gryffindor	Hufflepuff	Slytherin	Ravenclaw
12	Hufflepuff	Ravenclaw	Slytherin	Gryffindor

House	Ticks	Total
 Gryffindor		
 Ravenclaw		
 Hufflepuff		
 Slytherin		



Gryffindor: courage, daring, nerve. Animal: lion. Colours: scarlet and gold.



Ravenclaw: curiosity, wit, originality. Animal: eagle. Colours: blue and bronze.



Hufflepuff: loyalty, patience, fairness. Animal: badger. Colours: yellow and black.



Slytherin: ambition, cunning, resourcefulness. Animal: serpent. Colours: green and silver.