



## Pirate Adventure (Years 1–2/P2–3)

### Synopsis

It is a stormy day. Biff is reading a book about pirates and decides she doesn't really like them. When Wilf and Wilma come round to play, Biff and Chip show them a little house that Biff claims is magic. Soon they find a key which starts to glow. Gradually the children get smaller and smaller. The key fits the lock of the little house and, as the children walk through the door, they find a beach with palm trees, white sand and – pirates! At first the children are scared, but when the pirates invite them to a party on their ship, they have a great time. However, when the key starts to glow again, the children know it is time to return home. By the end of story, Biff has changed her mind about pirates!

### Comprehension

- Before listening: Discuss with children what kinds of things they might do if it were a stormy day and they were stuck inside.
- Talk to children about the title. Listen to the opening, when Biff is reading and ask them if they can predict what might happen in the story.
- At the end of the story, discuss why Biff has changed her mind about pirates. Ask: *Were the pirates as she expected them to be?*
- Ask: *How did the children get from their world to the pirates' world?*
- Ask how the children in the story know they have been on a pirate adventure when they get back and discuss how 'magic key' stories like this often contain a 'clue' which the characters bring back from their adventure into another world. Ask: *What else could they have brought as a clue?*



### Activities

- Ask children to retell the story and identify which parts are in the 'real world' and which ones are part of the pirate adventure.
- In pairs, ask children to talk about questions they would like to ask a pirate if they met one. Model how to use question marks to write these down. Then role-play the conversation, with one child being the pirate and the other asking the questions.
- Draw treasure maps of a desert island and use simple grid references to mark different places on the maps.
- Discuss with children some other adventures the four characters might have with the pirates. Ask them to write their own version of the 'pirate adventure' story or work on this together in a small group.
- Plan a pirate-themed party for a reward time. Children could make their own pirate hats and play pirate-themed games such as 'Pin the Treasure' and 'Hunt the Gold Coins'.

