TREASURE ISLAND

Creative Lesson Resource Pack for Schools

Introduction

The Participation department leads on the community engagement
and youth theatre at Watford Palace Theatre. Hertfordshire County Youth Theatre is our flagship
project and involves auditioning across the county to recruit young people interested in taking
part in this production, either onstage or as part of the young production team. Treasure
Island is special one for us as it is adapted by our Resident Director, James Williams.
We have created this activity pack for use with children aged between 7-11
years. Feel free to pick and choose activities which span many areas of the
curricula such as literature, music or drama and don't forget there is also
the opportunity to win one of up to three creative workshops from our
Resident Director for up to 30 children. All you have to do is
create and record a group sea shanty! Further details are
found on page 6.

Our regular offer also includes creating and delivering
bespoke workshops for schools… get in touch if you could like
to learn more or include a drama offer in your work with students.

Director's introduction and notes on Treasure Island

Treasure Island is one of the most widely adapted novels ever written and I couldn't
wait to work on my own stage version of this epic adventure. I never got to read
Treasure Island as a child, though the story and its characters were very familiar to
me and I remember being gripped by watching a production of it in London as a
child. Leafing through the book's pages during my research, I immediately recognised
the Jim Hawkins within me – most likely within all of us: that is, the spirit of a boy who
longs for adventure. I began by reading through the book – making copious and
careful notes, as well as highlighting key moments in the story, great bits of dialogue,
and anything else I might want to use. I needed to turn 300 pages of novel into a much
shorter stage play, looking for anything that could be cut or simplified in order to get to the
bare bones of the story. Turning narration into action was vital in order to make the story
come alive onstage. Show, don't tell, is the general rule of thumb.

I also decided early on to split the role of Jim into his older self, writing about what
happens on the island and sharing with the audience his inner most thoughts and
feelings about what happens to him, and a young Jim full of wonder and excitement
as he embarks on his adventure.

And what of the pirates? They were fascinating and not entirely what I was remembered
or was expecting. It was wonderful to discover that as well as being rough, cutthroat,
ruthless types, they spend most of their time squabbling with each other and are not at
all tough when it comes to being ill, hot and bothered, hungry and thirsty, or simply
overworked! They are a pitiful bunch and this adds greatly to the story, as you are left
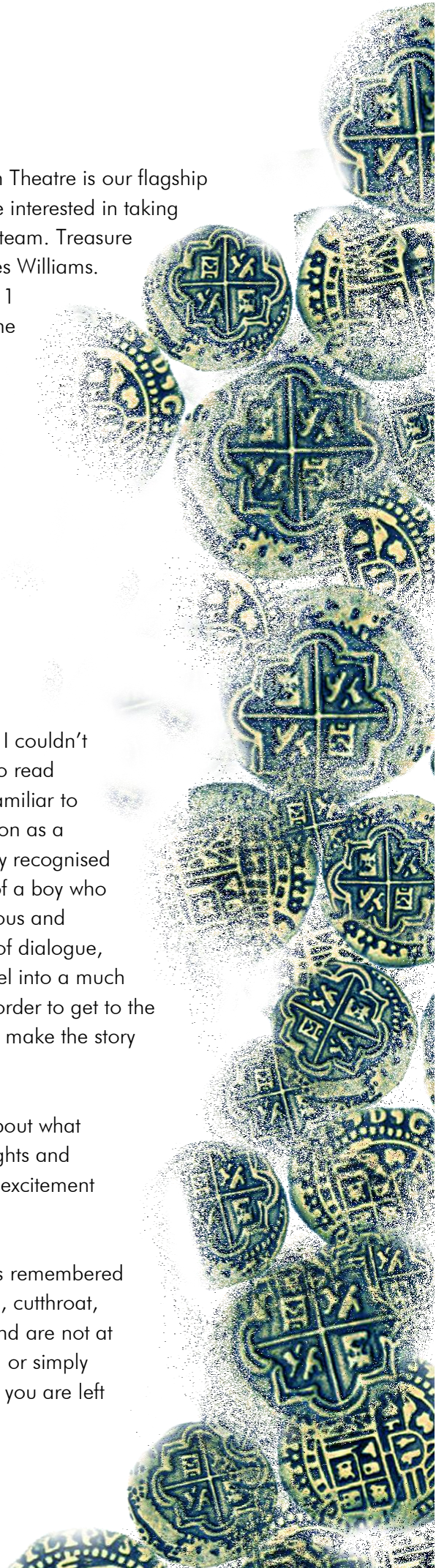
wondering who to feel sorry for and questioning what exactly separates these pirate "baddies" from the rest of the treasure hunters!

Plot summary

- The story is told in the first person by Jim Hawkins, who lives with his mother Mrs Hawkins at the Admiral Benbow Inn. It is about Jim's adventures on the Hispaniola ship. An old seaman named Billy Bones arrives at the Inn to retire, hiring Jim to keep a lookout for a man with one leg.
- Billy Bones is found by the pirates, given the black spot, and dies on the spot.
- Blind Pew, Black dog and other pirates search for a map which they believe Billy Bones had possession of.
- Jim has possession of the treasure map.
- Jim, Doctor Livesey, and Squire Trelawney are determined to find the treasure. They Squire buys a ship and hires a crew to set out in search of the island.
- However pirates have joined their crew pretending to be sailors wanting the treasure for themselves.
- Jim hides in an apple barrel and overhears the pirate leader Long John Silver, discussing plans for pirate mutiny. Jim warns the captain and trusted crew.
- The pirates and the sailors battle for authority, the map and their lives. Battles take place on the island and aboard ship.
- Jim escapes from the Hispaniola onto the island, discovering a marooned sailor named Ben Gunn.
- Ben Gunn informs Jim that he has already found the treasure and the sailors leave safely with the treasure.
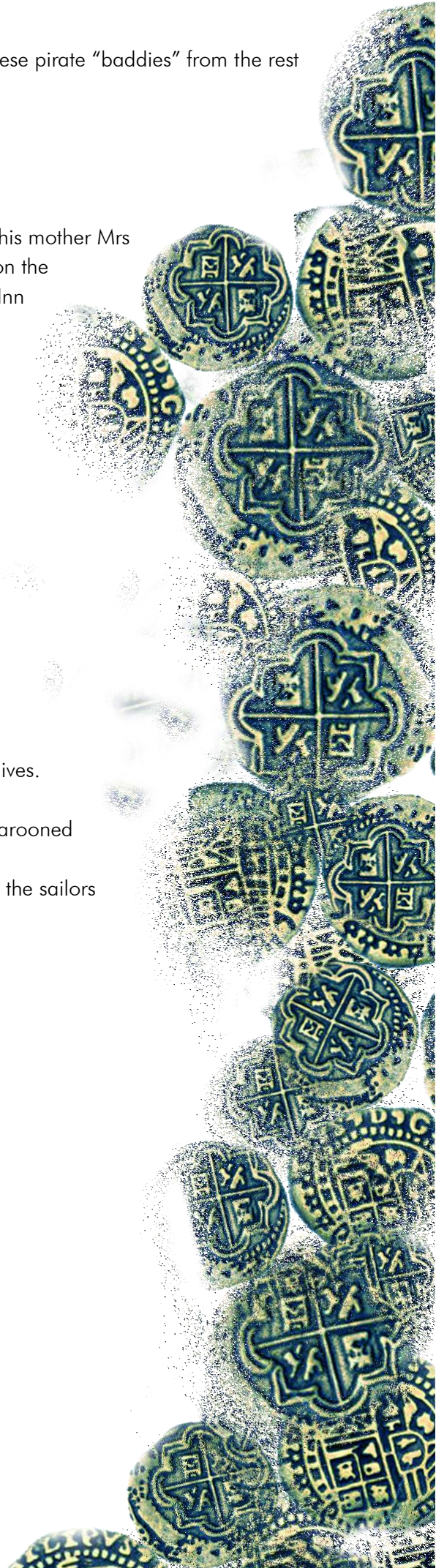
Notes about Robert Louis Stevenson and Treasure Island

Robert Louis Stevenson was born in 1850 in Edinburgh. He suffered from illness throughout his life and had to spend large parts of his childhood in bed. As a result, he didn't learn to read until he was seven or eight, but he loved to tell stories to his mother and nurse. Robert loved to travel and he spent a lot of time in his twenties travelling in Europe and writing about his experiences.

When he was 26, Robert met an American woman called Fanny. They married in San Francisco in1880 and returned to Britain with Fanny's twelve-year-old son Lloyd. That same year, during a rainy holiday in Scotland, Robert and Lloyd drew a treasure map for fun and it was this that inspired Robert to write Treasure Island. When the book was published in 1883 he dedicated it to Lloyd.
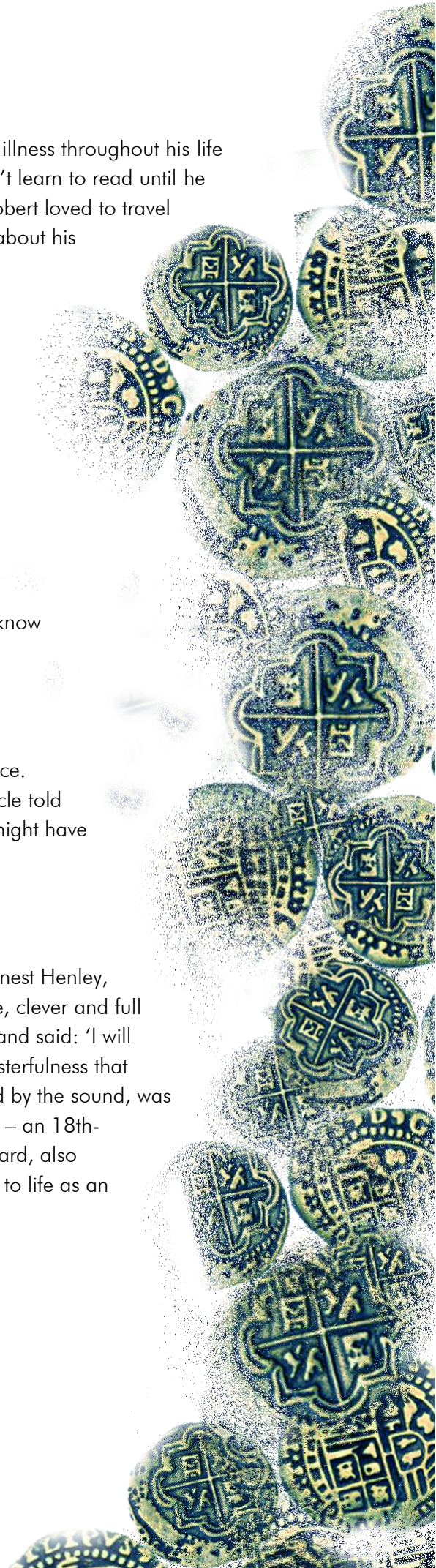
In 1888 the family set off for a three-year-long tour of the South Pacific which eventually ended when they bought a house in Samoa. Robert was loved by the Samoan people and continued to write until the day he died, very suddenly, aged just 44. His other well know work included *Kidnapped* and *Strange Case of Dr Jekyll and Mr Hyde.*

Is Treasure Island a real place?

Many people have speculated about whether Treasure Island is a real place. Legend has it that when Robert Louis Stevenson was a boy his mariner uncle told him about his travels to Norman Island in the Caribbean. Some say this might have inspired the image of a 'treasure island' in Robert's mind.
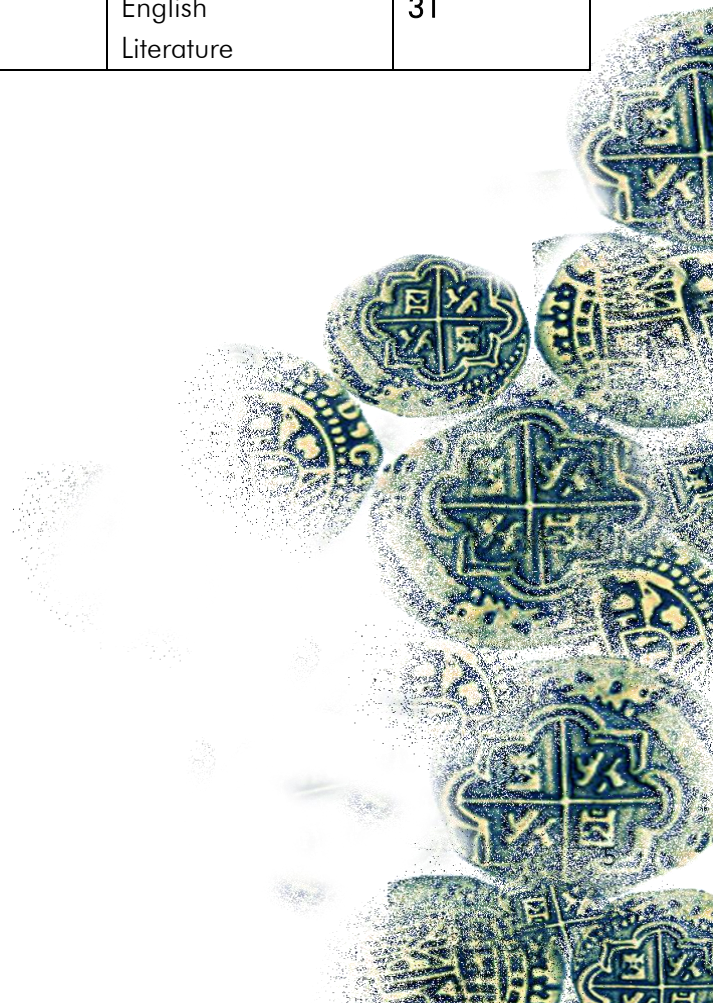
Were any of the character's real people?

Long John Silver himself was modelled on a real person called William Ernest Henley, who Robert met when he was 25. William had one leg but was very active, clever and full of vitality. Robert wrote to Henley after the publication of Treasure Island and said: 'I will now make a confession. It was the sight of your maimed strength and masterfulness that begot Long John Silver...the idea of the maimed man, ruling and dreaded by the sound, was entirely taken from you'. Israel Hands was also the name of a real person – an 18th-century pirate. He is famous for working with the infamous pirate Blackbeard, also mentioned in Treasure Island. Robert Louis Stevenson brings Israel Hands to life as an evil, murdering pirate in his fictional version

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Watford Palace's Sea Shanty School Competition!

Music plays a large part in the life of pirate- such as the sea shanty.
Your school's task is to create and perform a sea shanty in a group for the chance of winning **one of up to three creative workshops**, for up to 30 students from our Resident Director, James Williams.

Who can be involved?
Your group can be a mixture of younger and older students, teachers, school staff and or parents/guardians.

Create
You can either create your own shanty (we have worksheets to help) **Or** perform and record an existing sea shanty in your own style

The deadline for this competition is the **13ᵗʰ October 2017.**
Upload either audio or video in an attachment and send to
participation@watfordpalacetheatre.co.uk **Or** upload onto a private YouTube account and send us a link to watch it!
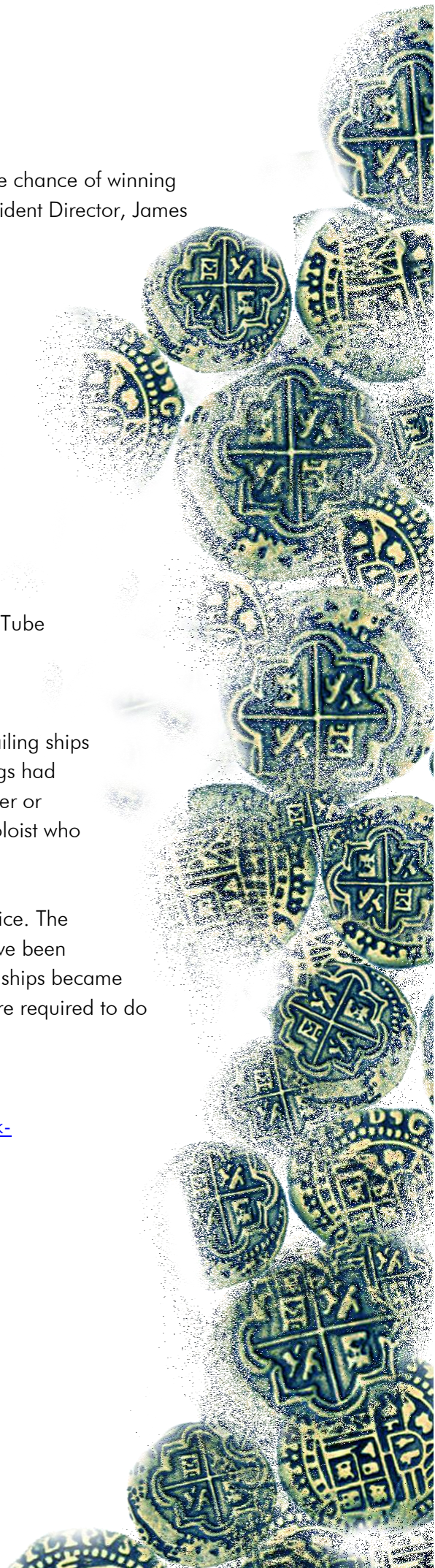
What is a sea shanty?
A shanty is a work song that was sung by the sailors on large merchant sailing ships to keep them in time when hauling on ropes or pulling oars etc. The songs had different rhythms and were improvised (adapted and made up) to be longer or shorter as needed. They were call and response songs performed by a soloist who sang a line and the rest of the crew who responded in chorus.

The soloist was called the shantyman and he would have had a strong voice. The songs were unaccompanied and mostly sung in English, though many have been translated into other European languages. By the end of the 19th century ships became powered by steam and machines replaced manpower so fewer sailors were required to do the same tasks of hauling on ropes etc.

Want to learn more about shanties?
https://media.efdss.org/resourcebank/docs/RB108SeaSongsShantiesPack-CarolynRobson.pdf

Turn to the next page for our shanty worksheets!

Shanty Worksheet 1

Task: as a group, come up with your own sea shanty, in the form of call and response.

A Sea Shanty is made of two elements-

1- A verse: the section of your song structure that tells your story – this is the call by the soloist. How many verses will you have?

2- A chorus: the section that listeners will remember and want to hear again and again. It is the response from the sailors use when they hear the verse!

What song or beat will go with it? Listen to these for inspiration

|	
A group of school children performing their own sea shanty	https://www.youtube.com/watch?v=-U9Ls6CpC_Q
A sailor went to sea sea	https://www.youtube.com/watch?v=YOA3he2Gv4M&list=PLm-NtL2HgYY7ZnvBhV42wgQXYqKbS7T53
What shall we do with drunken sailor	https://www.youtube.com/watch?v=trMq835yF1Y
Jake and the Never Land Pirates | Talk like a Pirate!	https://www.youtube.com/watch?v=ffAsk_0Go3U&list=PLvnf94o7fmGclEf52pXr-HaMFJqBkJahx&index=2
Pirates of Caribbean	https://www.youtube.com/watch?v=1EyM2jcBTW0
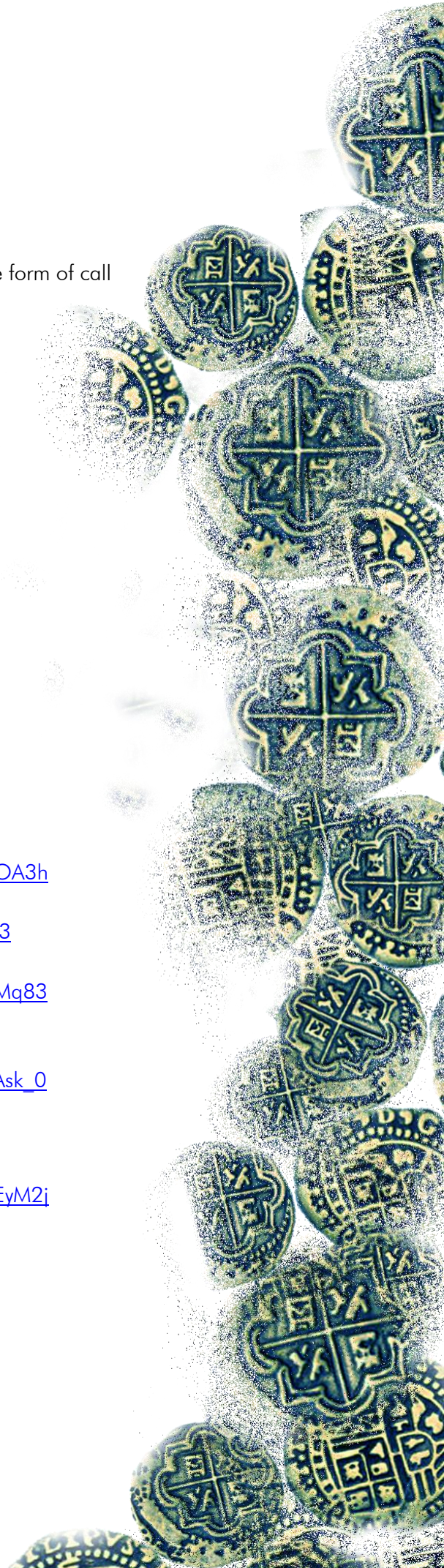
Shanty Activity 1- Plan your Sea Shanty

What are you going to sing about?

_____

E.g. Fishing, mutiny, exploration, adventure, riches, war/battles, recruitment, hardship, disaster, love/family, storms and shipwrecks, battles, the voyage, fun, excitement, or heading home with treasure

Who are the characters on the boat/ship?

_____

E.g. Pirates: Long John Silver or Sailors: Jim Hawkins, Squire Trelawney, Dr Livesey, Captain Smollett, Tom Redruth or Blind Pew, Black Dog, Billy Bones, Ben Gunn or make up your own character

(See worksheets on pages 15-16 to find out more about these characters)

What is the mood of the song? Will it help to boost morale?

_____

What work will be done whilst this shanty is sung?

_____

Swab the decks, sails furled and unfurled, mend the sails, fix the rigging, cleaning weapons, empty the bilge pump

What phrases would you like to include?

_____

Shiver me timbers, pieces of eight, there she blows, walk the plank, yo ho ho

Now give feedback to the group – each group can sing their shanty and or read their scenario!

Shanty Activity 2- Write Your Sea Shanty

Example

What shall we do with the grumpy pirate?
What shall we do with the grumpy pirate?
What shall we do with the grumpy pirate?
Early in the morning.

Hooray and up she rises, Hooray and up she rises,
Hooray and up she rises, Early in the morning.

Do a little jig and make him smile,
Do a little jig and make him smile,
Do a little jig and make him smile,
Early in the morning

Fill in the blank spaces to create your own song

My ideas:

My song

What shall we do with the (your idea)_____

What shall we do with the (your idea)_____

What shall we do with the (your idea) _____

Early in the morning.

Hooray and up she rises, Hooray and up she rises,
Hooray and up she rises, Early in the morning.
(your idea)_____

(your idea)_____

(your idea) _____

Early in the morning

Example

Fifteen Men on a dead man's chest
Yo-Ho-HO
Yo-ho-ho and a bottle of rum
Drink and the devil had done for the rest
Yo-ho-ho and a bottle of rum!

Fill in the blank spaces to create your own song

My ideas:

Fifteen Men on a dead man's chest

Yo-Ho-HO

Yo-ho-ho and a (your idea)_____

Drink and the (your idea)_____ had done for the rest

Yo-ho-ho and a (your idea)_____

Warm up with the song My Bonnie Lies Over the Ocean; learn the song then play this game:

1. Get the group to either sit in a circle

2. Decide if the group either stand or sit on all the words beginning with the letter 'b' (starts and ends sitting.)

3. Next while sitting down in a circle, clap on all the words that contain an 'o'

4. Finally stand or sit on words beginning with 'b' and clap on words containing an 'o' at the same time.

Or harmonise
1. Split the group in two get one group to start singing the verse when they start the chorus group two should start the song

2. It should end with group two finishing the song.

<div align="center">

My Bonnie lies over the ocean
My Bonnie lies over the sea
My Bonnie lies over the ocean
O bring back my Bonnie to me
Bring back, bring back
O bring back my Bonnie to me, to me
Bring back, bring back
O bring back my Bonnie to me

</div>

Want to do more? Take part in our competition and create your own sea shanty (page 5 in the activity pack)

Play it!   Music Activity 2

A Sailor Went to Sea

Do a salute action whilst singing the underlined sections:

A sailor went to <u>sea, sea, sea</u>

To see what he could <u>see, see, see</u>

But all that he could <u>see, see, see</u>

Was the bottom of the deep blue <u>sea, sea, sea</u>

What other actions could we have instead of **see/sea**? Chop? Jump? Click?

How many versions can you can you sing? Singing, fast, singing slow…

Can you play it on your instrument?

A Sailor Went to Sea

Act it up! Drama Warm Up Excersices

Start the class with a physical and vocal warm up, stretching out the body and the face to prepare students for further physical and vocal activity.

Estimated time: **5 minutes.**
- Bubble gum – have the students pretend to place a piece of bubble gum in their mouth and begin to chew.
- Limbering – Stretching up high, standing on tiptoes with hands pointing to the ceiling. Then tuck up into a ball, taking up as little space as possible. Then stretch up high again, then back into a ball.
- Tongue twisters – Students should say each tongue twister three times, the first slowly, the second time fast paced and the third even faster imitating a pirates voice:

> Pirate's Private Property

> A sailor went to sea, sea, sea
>
> To see what he could see, see, see
>
> But all that he could see, see, see
>
> Was the bottom of the deep blue sea, sea, sea

> I was born on a pirate ship.
> Upon a pirate ship was I born.
> I was born on a pirate ship.
> Upon a pirate ship was I born.

(While doing the final tongue twister, to make it more challenging students can use actions to distinguish between 'sea' and 'see'. For 'sea' they can perform an action of a wave with their hands, for 'see' they can hold their hand above their fore-head as if they are looking out to sea.)
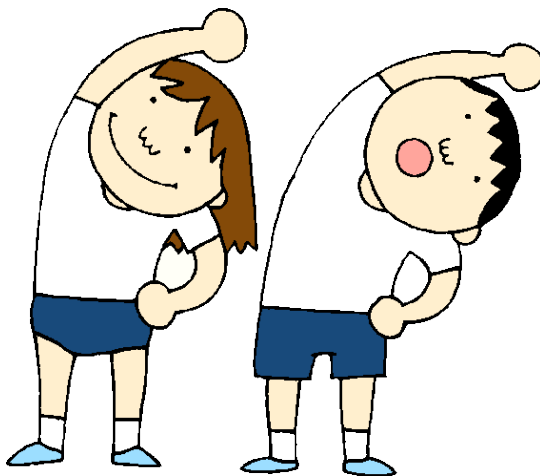
Now you are warmed up move on to the mutiny game!
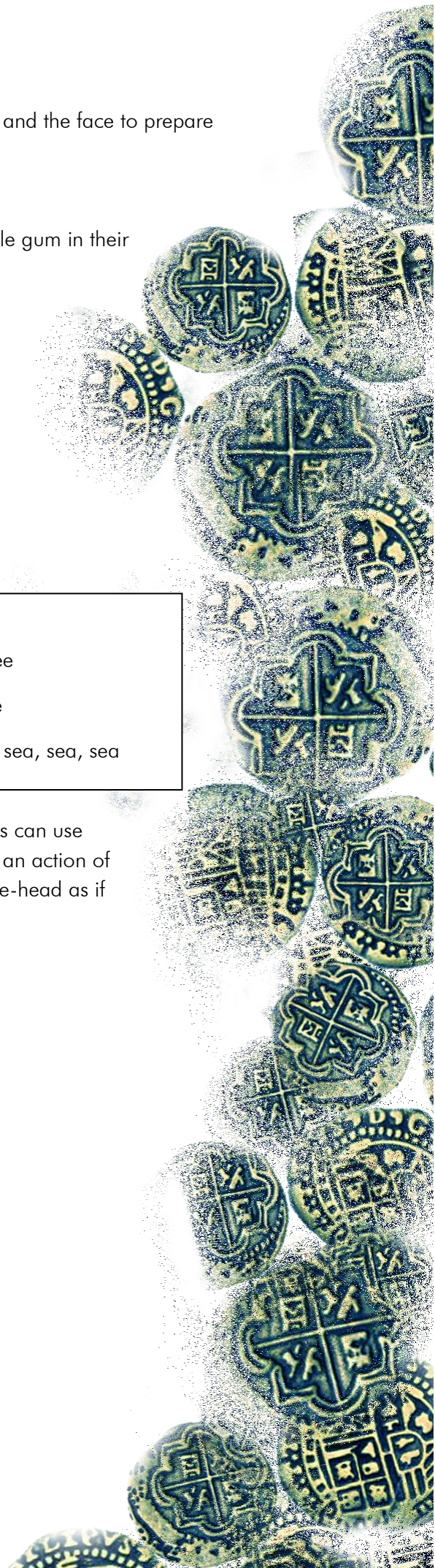
The Mutiny Game!

Task: in groups of 5, pretend to play a group of pirates planning a mutiny (overthrowing and taking over another ship) against an evil pirate called Captain Hake. **You should all be able to show clearly who your character is and their beliefs**, whilst talking together to plan how you are going to overthrow Captain Hake!

Top Tips:
- Change the tone of your voice to suit what you are saying- how do you show in your voice anger, or nerves?
- Use the space! This doesn't mean you need to choreograph a big fight scene, it simply means you should be using things like hand gestures and making sure you aren't standing in one place.
- Use facial expressions that match the way you feel. Just like we do in real life- react with your eyes and mouth! A gaping mouth and wide eyes will show shock or surprise much more effectively than saying "I'm so shocked".

Pirate 1: Grieves

You are the captain's oldest friend, and you know the most about him out of any of the pirates. However, you have been fed up of his nastiness and bossy attitude recently, and think it's high time someone put him in his place! As long as no-one kills him, you're happy with whatever they plan. You just don't want him to find out you helped them. If you're being honest, you think you'd like to have a go at being Captain…

Pirate 2: Old Joe

You are the oldest pirate on the ship, and your mind is getting a bit tired in your old age. You always have to ask questions because you forget everything. Sometimes you forget who you are and where you are! The most worrying is when you think you're the pirate they are all planning to overthrow! This sends you into a blind panic! But you always come to your senses in the end…

Pirate 3: Lucky

You're the brave powder monkey on the ship who is fed up of the Captain's lust for bloodshed! He always wants to fight and cannon everyone- which of course means that your life is put in serious danger ALL OF THE TIME! You love explosions, but seriously, even you need a break! They call you Lucky because you've come close to dying at least 12 times- it's about time someone let the Captain see his life flash before his eyes…

Pirate 4: Jolly

You are a miserable, mean and whiney pirate who hates everything and everyone. You really want to take the place of the Captain because you know you could do a much better job of leading the idiots planning this mutiny with you, but you aren't exactly popular with them. You need to get rid of the current Captain- fast!

Your favourite method is violence- a good swordfight should do it. Hopefully you can prove to your shipmates that you would be a better Captain than they could imagine…

Pirate 5: Beef

You are the strongest pirate on the ship by far, but also the biggest wimp! You work as cook because you absolutely hate violence- you even sometimes get upset about cutting a carrot! You want the current Captain out because he is always trying to start wars and fights which, quite frankly, distress you greatly! You do want to avoid any situation where there might be swords or violence- a peaceful protest is what you support…

Art Activity 1: Design a Pirate Flag!

Before you get started, here are some flag facts:

- All ships have colours or flags representing their country and communicating with other ships. For example, to communicate that there was illness on the ship, a yellow flag representing yellow fever would be flown.

- Pirates used to fly false coloured flags (of a friendly country for example) to trick other ships. Then they would then raise flags to show they were pirates.

- Flags also communicated other meanings such as their willingness to fight (swords), their unwillingness to fight (white flag for surrender), or that torture would be used (spears, blood).

  Flag symbols included:
- Skulls, skeletons, bones
- Swords or cutlasses
- Spears or hearts
- The pirate himself
- The hourglass
- Hearts

Take a look at some of the examples below!
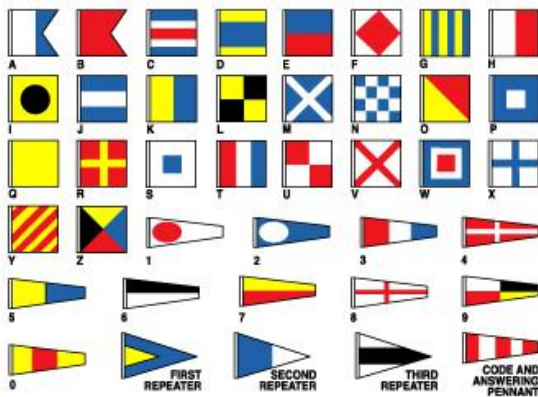
To do: Look at the examples above and design your own personal flag. This can be painted, drawn, collaged or sewn using paper, fabric or other materials. When designing you own flag, think about what you want to tell people: the flag is all about communication!
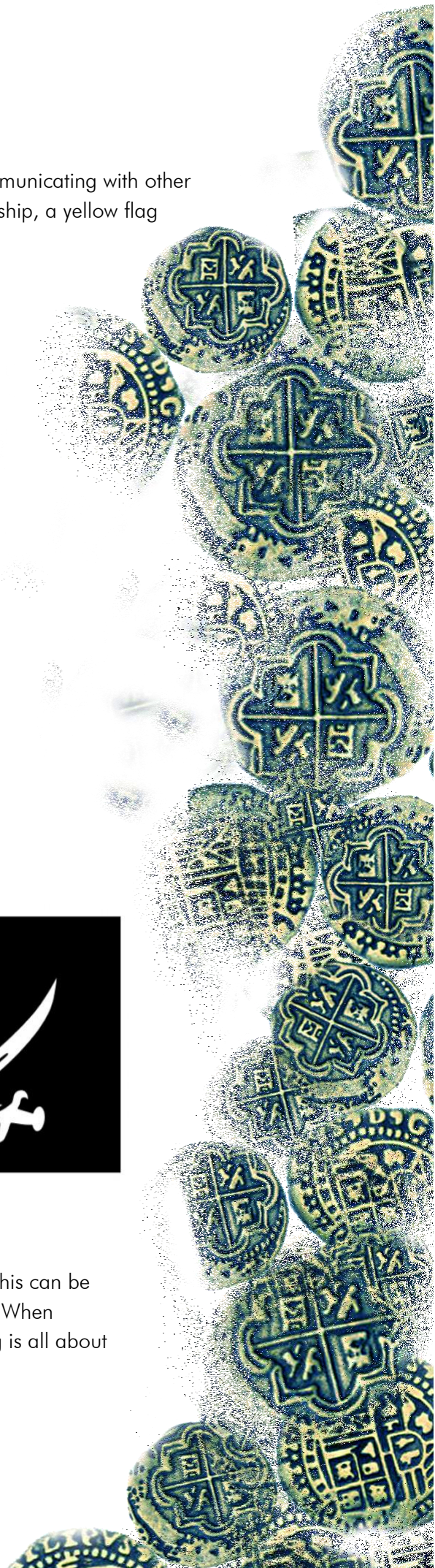
Arts Activity 2: A Storm at Sea

You will need: card and/ or paper, paints, glue, felt tips and coloured pencils.

To do: Make a collage of the wildest, scariest storm at sea!

In true pirate style, raid your school's craft cupboard or scrap storage,
and get your classmates to gather as many different materials that you can get
their hands on – e.g. scraps of material, silver & coloured foil, cellophane, old
greetings cards, tissue paper, glitter, stars- even leaves and twigs!

Collect together some stormy words as well, to get your creativity going –
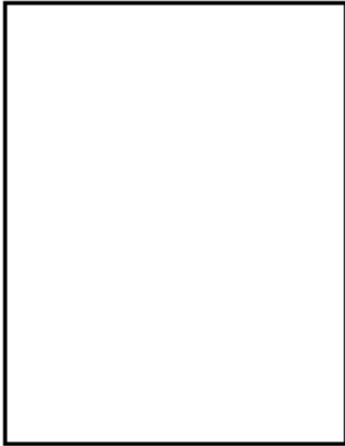e.g. dark clouds, great waves, lightning flash…..

You could make one big storm together, or each person could create their
own picture and see how they all look at the end of the lesson!
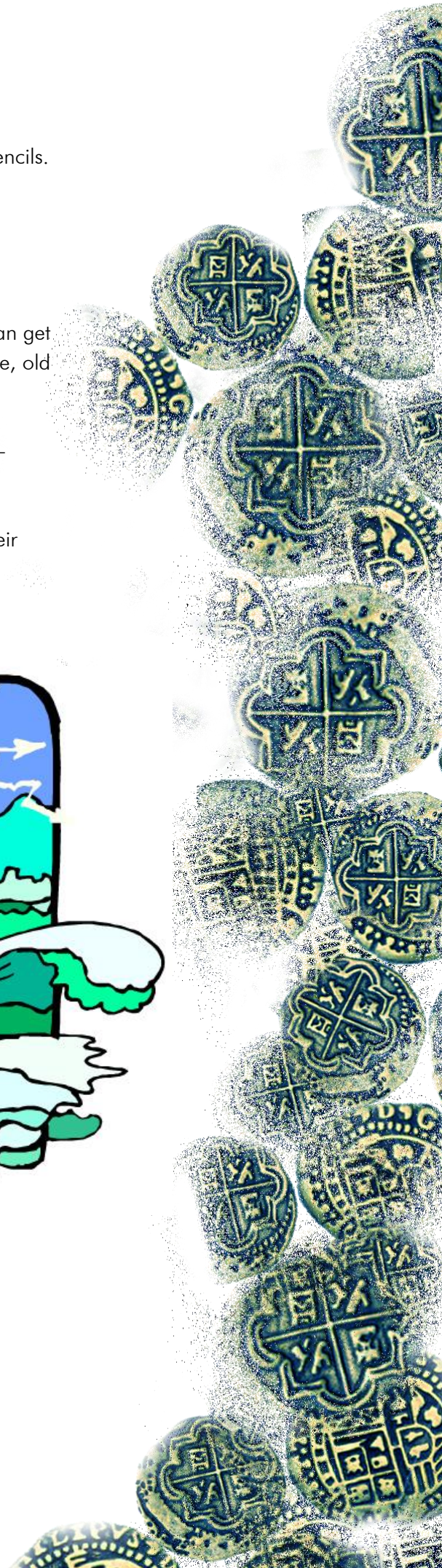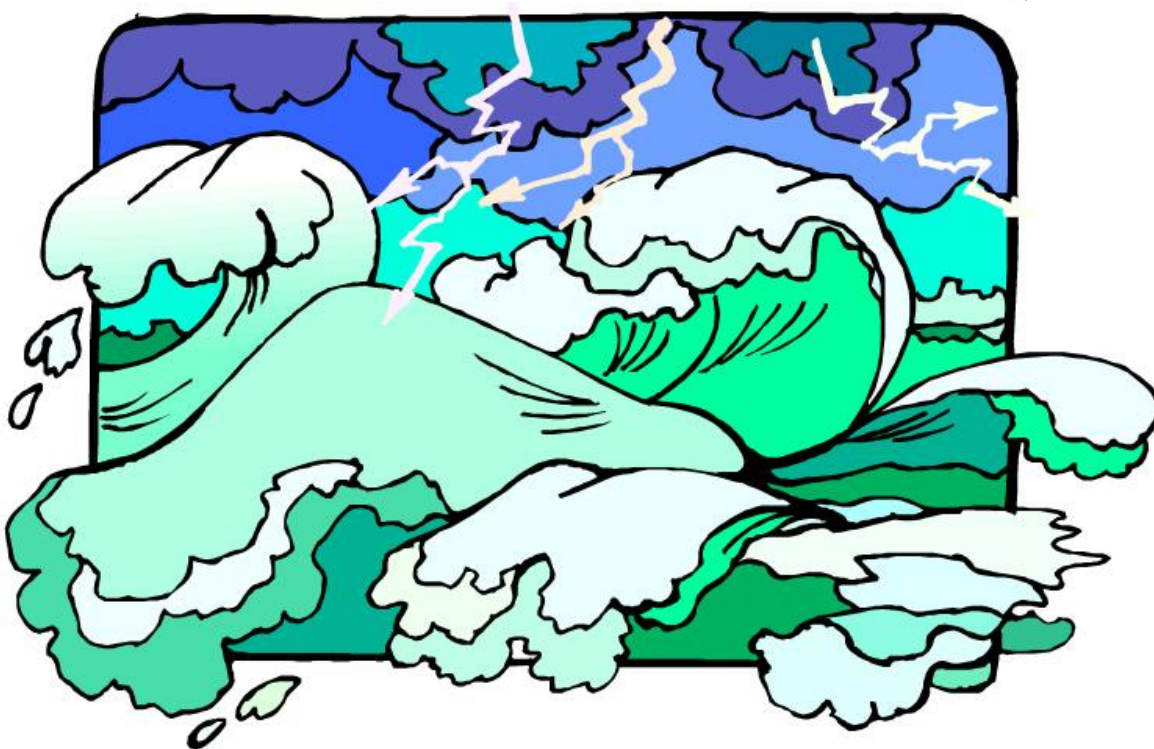
Arts Activity 3: Make your own Pirate Hat!

Instructions for How to make your own Pirate Hat

- **You will need:** Plain A4 Paper, or a big sheet of newspaper for a bigger hat!

Start with a piece of paper.
(A sheet of newspaper makes a
nice, big hat!)
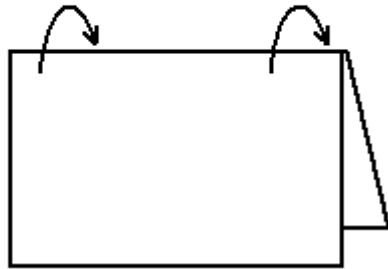
Fold the sheet of paper in half.
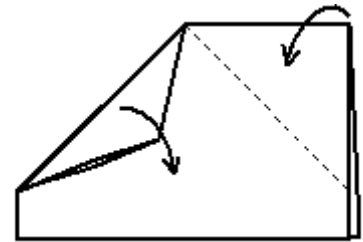
Fold the top corners down
towards
the center of the page.

Your paper should look like
this.

Lift the front bottom flap and
fold
it up.
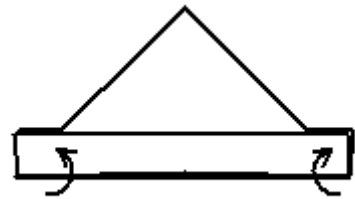
Flip the paper over, then lift the
bottom flap and fold it up.
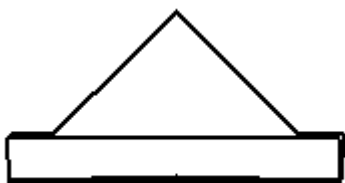
Now add your own design!!

Captain's Hat Template: cut out two, draw your design and stick the edges together!
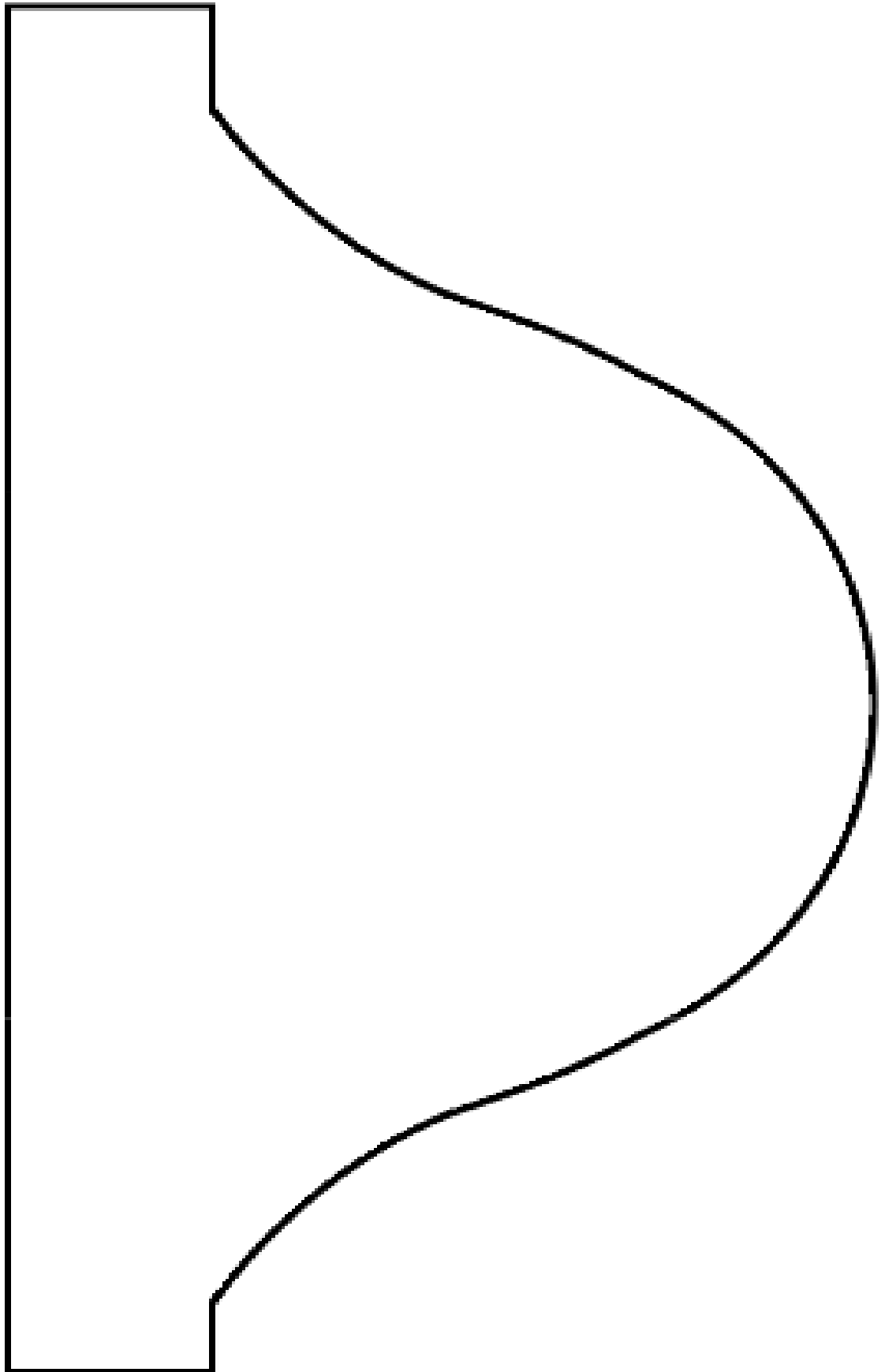
Arts Activity Worksheet 3: Design a Treasure Map

You will need: A4 sheets of paper

The picture below is an example of the kind of map used by the crew in Treasure Island to find the buried treasure:
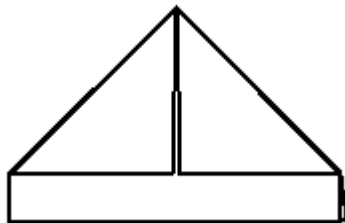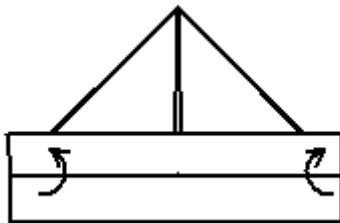

Now, have a go at designing your own! Things to think about:

- Think about what features they could include E.g. mountains, forests, swamp, river, desert
- Give names to the features and Island E.g. 'Whirlpool Cove'
- Decide where the treasure is hidden and mark the spot with an X!

To make your maps look old and crinkly:
1) Wipe a wet tea bag over both sides of a sheet of paper to give it a brown effect.
2) Leave to dry.
3) Tear the edges to make the map look even more worn and aged.
4) Write and draw on the map.
5) Crumple the paper.

Arts Activity Worksheet 4: Design a Wanted Poster

Create a wanted poster for a pirate. What is their crime? What reward would you give to find them?

WANTED

Last seen:

Crime:

Eye colour:

Hair colour:

Clothes:

Name: _____

PE Activity: A Stranded Ship!

Your ship has been stranded!!

1. Gather your sailors together! (**get into teams of 4)**
2. Your team must look at the map and collect all the equipment that is needed: 2 hoops, 1 bench and 1 mat
3. Set out the equipment.

Note: each island represents a different side of the gymnasium.

4. Devise a plan of action. All members of the team must cross to the other side of the island using only the equipment you have. Will you all go at once or take it in turns?
5. Once you have reached the other side of the island, collect the treasure chest!
6. Finally, it's time to go home with your treasure. Make your way back safely!

On the next page, we've made a handy guide to help with your imagination.

This is where your ship has become stranded!

This is the chest you need to collect!

Key

Stepping stones = 2 hoops per group

Shark = 1 bench per group

Chest = 1 mat per group

This is a warning, if one of your team falls into the sea your whole team will have to start from the beginning.

Second time, that team member will have to wear a blindfold for the rest of the journey!
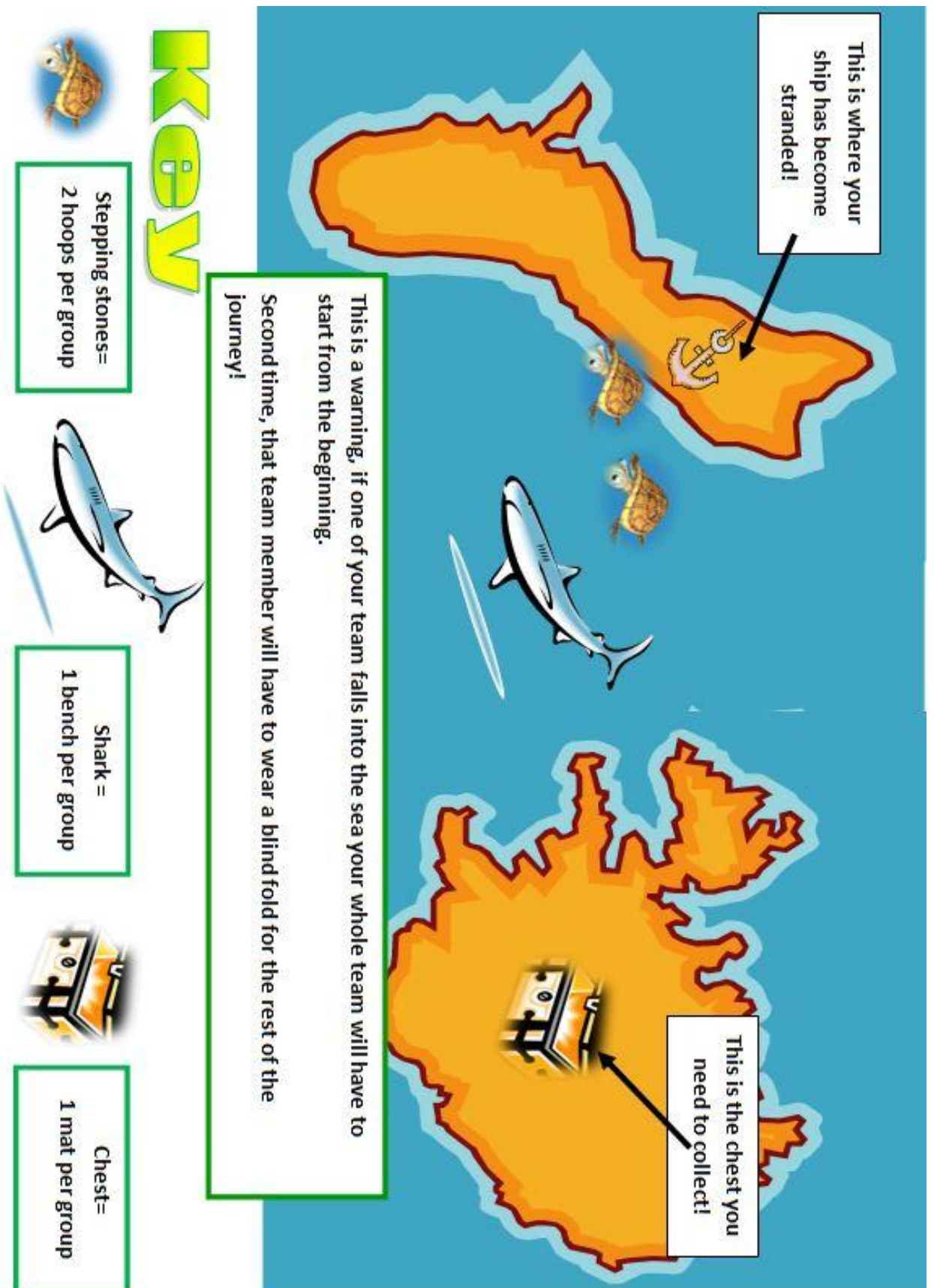
Create or present your own Pirate Story

Using the worksheets such as: the Pirate fact page, Treasure Island Name Generator and Character facts for Treasure Island create your own pirate story

Or

Present in groups what you have learnt about Treasure Island or any other pirate stories which are in the recommended reading list, use the following points to help you present

1. What did you find interesting about the story, if you could change the ending what would happen?

2. Can you use the internet to find our something interesting about the book?

3. Can you draw or sketch key scenes from the story.

4. Create up to 5 movements, or freeze frames, or act out any of the points described in the fact sheet to show the class. Explain how you got the ideas for each movement from.

5. Ask other students what they have learnt from the other groups about your story
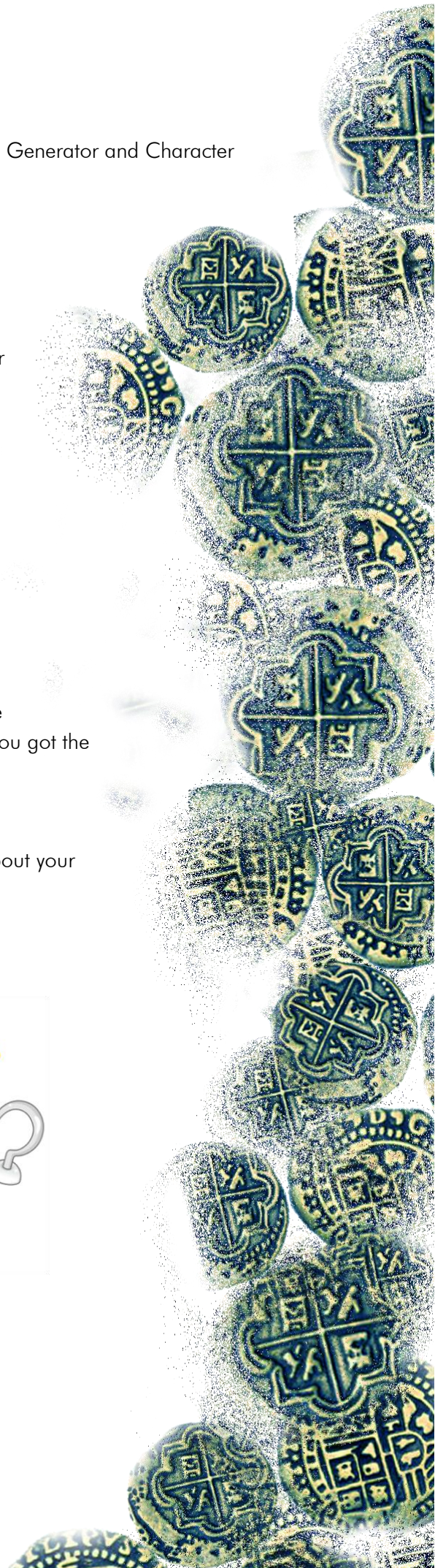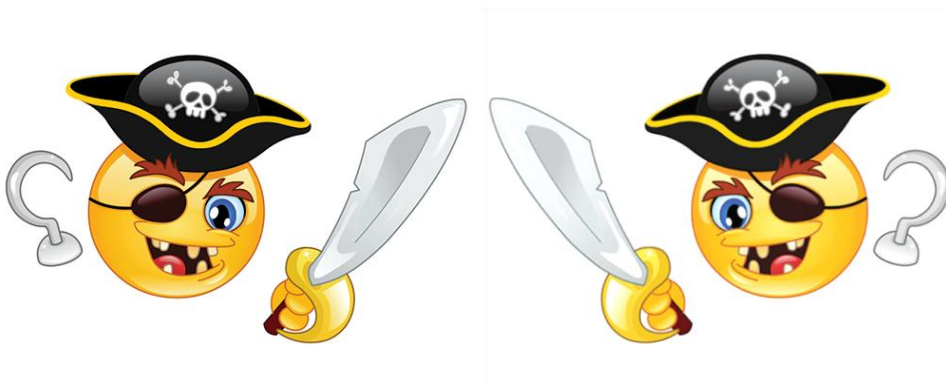
Treasure Island Name Generator

Task One: As a class, write down a list of all the pirate related words you can think of. Here are some examples that work well: Captain, Jolly, Peg Leg, Jack, Matey, Scallywag, Swashbuckler, Sparrow, Beard, Sea, Parrot, Cackle, Bloody, Stinky, Dead Man, Bones, Morgan, Sea Wolf

Then, put them in a hat and one at a time each pupil can pick out two or three to create their own pirate name – e.g. 'Jolly Sea Scallywag'. Draw what you think your pirate would look like on a piece of paper!

Task Two:
What's YOUR sailor's Nickname?
Use the first letter and last letter of your first name to discover your sailor's Nickname?

A – Anchor	Q – Seadog
B - Bones	R – Shark Bait
C - Captain	S – Silver
D - Death	T – Treasure
E - Pieces of Eight	U – Scuttle
F - Freebooter	V – Booty
G – Galilees	W – Buccaneer
H - Hornswaggler	X - Son of a biscuit Eater
I - Island	Y - Flibustier
J - Jolly Rodger	Z - Scallywag
K – Cutlass	
L – Landlubber	
M – Marooned	
N – Noggin	
O - Old salt	
P - Pirate	
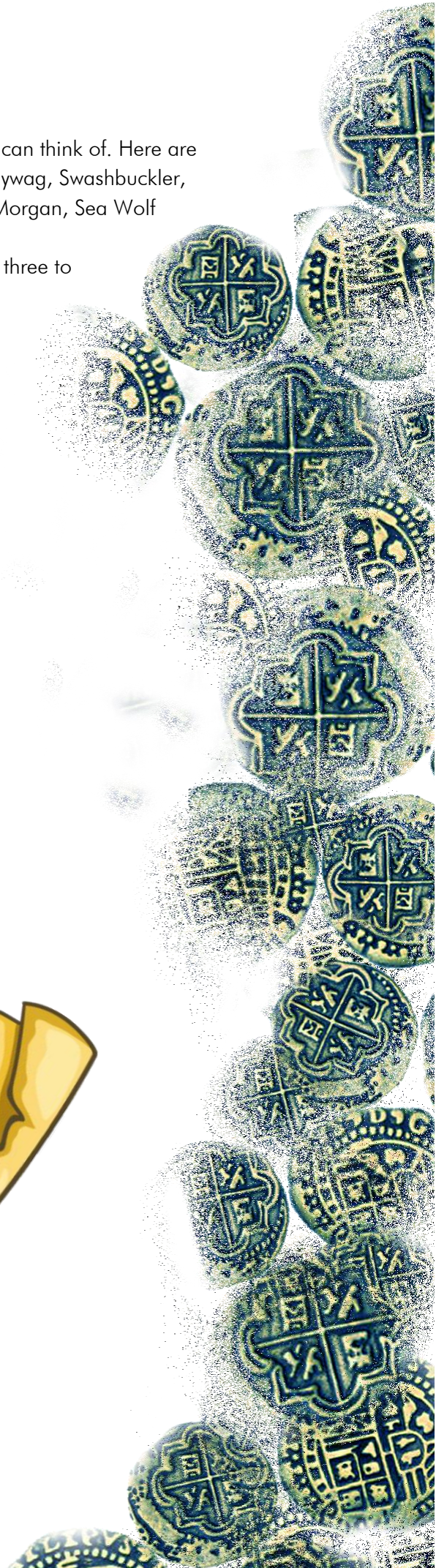
Piratey Word Search!

S	Q	U	A	L	L	I	N	G	D	C
R	H	I	S	P	A	N	I	O	L	A
E	S	I	L	V	E	R	U	S	S	R
B	S	W	R	E	G	B	S	V	C	O
B	A	W	S	K	L	O	G	G	H	U
U	L	K	M	O	I	H	O	Y	O	S
L	G	L	O	T	T	N	R	R	O	E
F	Y	N	G	N	O	G	G	I	N	I
A	P	G	S	U	M	I	Z	Z	E	N
Y	S	E	A	S	A	L	T	E	R	O
K	E	E	L	H	A	U	L	I	N	G

How many of these pirate and sailing words from *Treasure Island* can you find in the square above? They run forwards, backwards, vertically, horizontally, and diagonally.

SHIRKING / LUBBERS
SQUALLING
NOGGIN
HISPANIOLA
SWAB
KEELHAULING
SPYGLASS
SCHOONER
DOUBLOON
GROG
MIZZEN
SEASALT
SILVER
CAROUSE

 Create Your Own Word Search!

Pirates Word Mat

ship

pirate

captain

treasure

sea

parrot

hook

treasure chest

pirate flag

treasure map

desert island

eyepatch

compass

twinkl   www.twinkl.co.uk

Words to Find:
1) ....
2) ....
3) ....
4) ....
5) ....

Treasure Island Top Trumps

Create a Top Trumps card using the template below. Fill in the gaps, analysing different character traits.
Base this on Treasure Island as much as possible.
Which character do you think has the largest fear factor?
Using your classmate's cards, get together with a friend and have a match!

Character ....

Age............(0-200)

Fear Factor ....(1-10)

Strength ....(1-100)

Bravery ....(1-10)

Intelligence ....(1-100)

Net Worth .... (£'s)

Trustworthiness .... (1- 10)

 Pirate Facts Page!

- **Treasure maps** – Although buried pirate treasure is a popular literacy theme this is fictional. There are few documents that suggest pirates burying treasure or using treasure maps.
- **The Black Spot** – if fictional and created by Robert Louis Stevenson for his novel Treasure Island. In the book, pirates are given the Black Spot to pronounce a verdict of guilt or judgment. It is a circular piece of card with one side black and the other side with a message.
- **Pirate Vocab: 'Mutiny'** means a rebellion against authority. For Pirates this would mean taking over a ship and running it their way.
- **Pirates used cutlasses**; a short thick slashing sword with a slightly curved blade.
- **'Shiver me timbers'** was a simple expression of shock or disbelief
- **'All hands hoay'** is a call to action for the ship's crew for all hands to be on deck
- **'Jacob's ladder'** is a rope ladder that is used to climb aboard the ship
- **'Cackle fruit'** is slang for chicken eggs
- **'Monkey'** is slang for a small cannon
- **'Pieces of eight'** is money. Pirates also called money "booty."
- **Pirates stole clothes, jewelry and sugar.**
- **Sugar was worth more than gold in the 1700's.**
- **When stealing rings they chopped off fingers and hands to get access to them.**
- **Pirates eat turtle, pork, chicken, duck, pigeon, seagull, dolphin and seal.** They kept a stew boiling throughout the voyage and threw in any meat they could get their hands on.
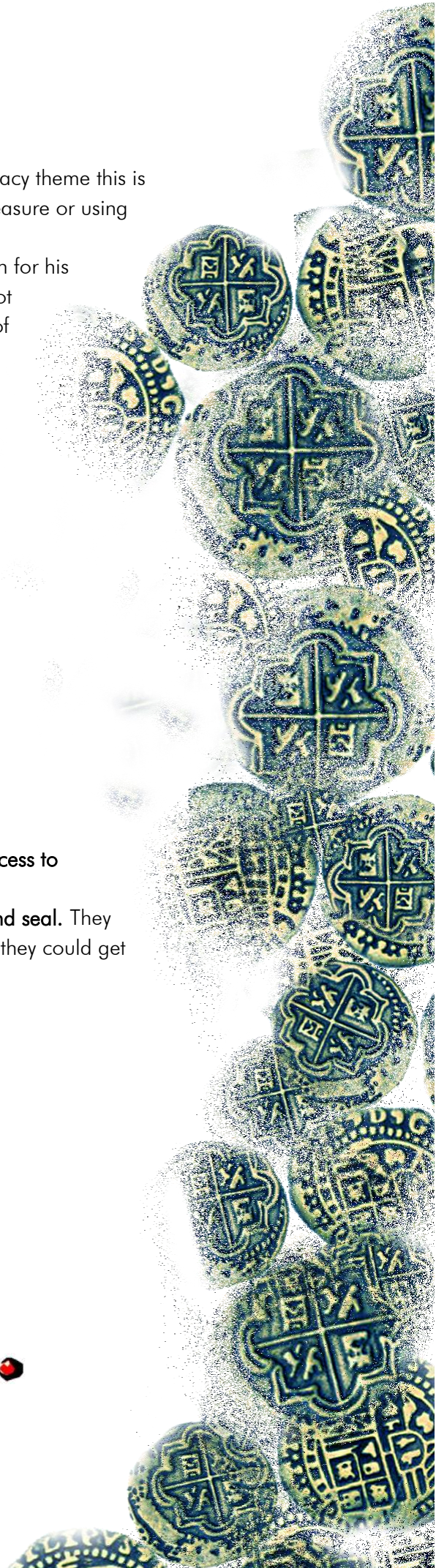
Treasure Island Character Facts

Long John Silver
- Silver is the captain of the pirates whom are acting undercover as reliable sailors on the ship.
- Long John is the cook on the Hispaniola.
- He is smart and cunning. A complex character as he can also be both jolly and charming as well as manipulative and alarming.
- He is deceitful, disloyal, and greedy.
- He pretends to care for his crew, but the reality is he has little care for human relations. Although he does become slightly fond of young Jim as he sees similarities in Jim's desire for adventure.

Israel Hands
- Israel is the coxswain (a sailor who steers the ship).
- Israel is a pirate and former gunner.
- He is acting as one of the two guards on the ship.
- Israel is a drunk and kills the other guard after drinking rum.

Ben Gunn
- A former pirate on Flint's (a feared dead pirate) ship.
- He was maroon on Treasure Island for 3 years.
- The three years have away from civilization has made him slightly insane.
- He swaps sides from the pirates to the sailors, as they agree to take him home and give him cheese.

Blind Pew
- An old blind beggar and pirate.
- Pew gives Billy Bones the black spot (to officially pronounce a verdict of judgment, disposing him as a leader). Pew does this so that Billy will give up the sea chest's contents.
- Pew dies in a carriage accident.

Tom Redruth
- A sailor.
- Tom is killed by pirate gunfire.
- He is buried on the island with a ceremony.

Squire Trelaweney
- The Squire holds ownership of the Hispaniola and is described as a 'Bristol nobleman'.
- He arranges the plan to find the treasure.
- He is authoritative and civilized; however he is also a little naive in the sense that the pirates trick him into hiring them on board the Hispaniola.

Billy Bones
- Billy Bones is an old seaman who resides at the Benbow Inn.
- He is a pirate and former member of Silvers crew.
- He is rude, often drinking rum and alarming to guests.
- One of Billy Bones' main intension in the play is when he pays Jim to lookout for one-legged man.
- The discovery of Billy Bones' sea chest and treasure chest sets off Jims adventures at sea.
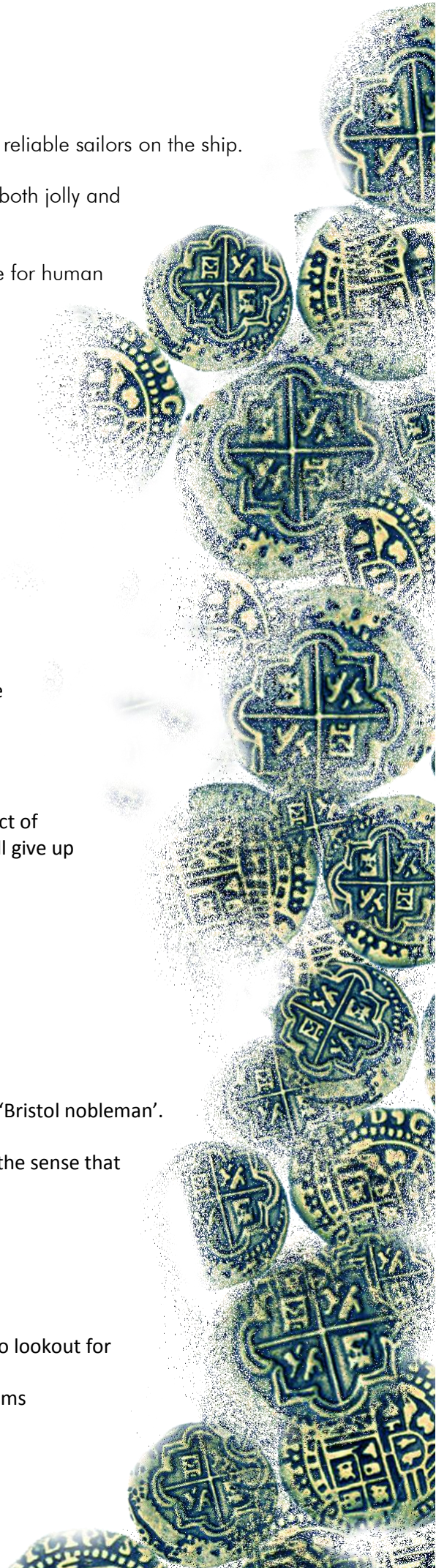
Black Dog

- A pirate and enemy of Billy Bones
- He threatens Billy Bones.
- Billy Bones attacks Black Dog.

Captain Smollett

- The captain of the Hispanolia ship sailing to Treasure Island.
- Smollett is shrewd and often suspicious of the crew.
- He takes his job seriously but he is competent and reliable.
- Smollet is firm on rules, making him take a dislike to Jim's disobedience.

Dr Livesey

- The local doctor who is asked to come upon the Hispanolia.
- Dr Livesey holds a strong bond with young Jim Hawkins
- He is wise, practical and fair-minded.
- He gives the pirates the same care that he would give to the men on his own crew.
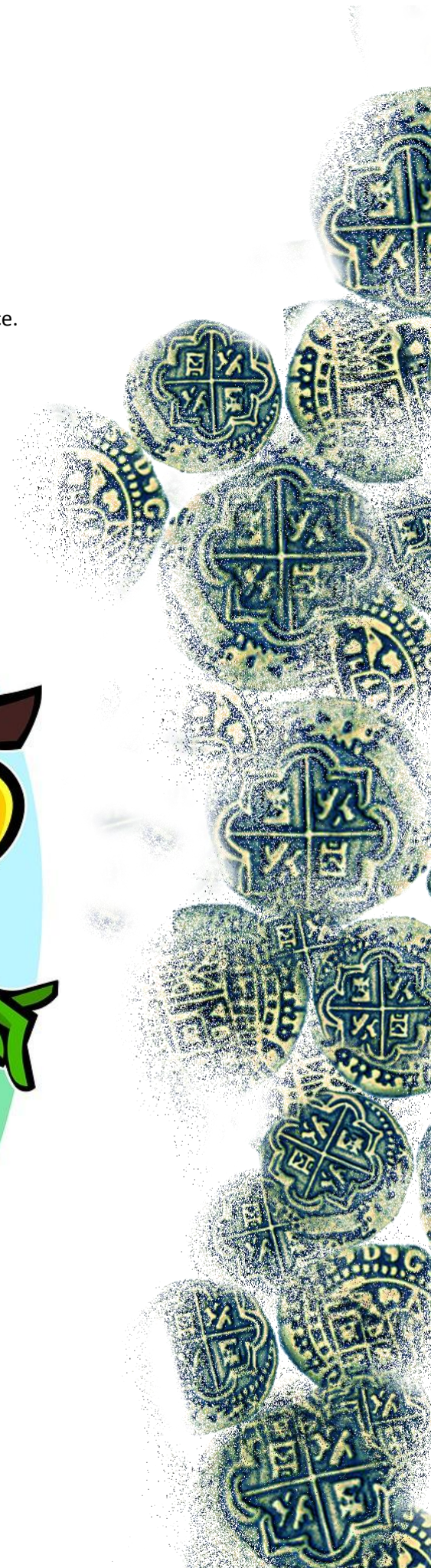
Further reading

Title	Author
Treasure Island	Robert Louis Stevenson
The Strange Case of Dr Jekyll & Mr Hyde	Robert Louis Stevenson
Robinson Crusoe	Daniel Defoe
Swiss Family Robinson	Johann David Wyss
Cats Ahoy!	Peter Bently
Pi-rat!	Maxine Lee
My Granny is a Pirate	Val Mcdermid
Captain Pugwash: a Pirate Story	John Ryan & Frances Lincoln
Winnie's Pirate Adventure	Valerie Thomas & Korky Paul
The Jolley-Rogers and the Ghostly Galleon	Jonny Duddle
How to be a Pirate	Cressida Cowell
A Pirate's Life for Me!: A Day Aboard a Pirate Ship	by J. Thompson, B. Macintosh & Patrick O'Brien

Further Credits
- Twinkl Activity
- doodleacademy
- Animaplates
- Ugga Bugga