



Pirate Patch and the Abominable Pirates

Author **Rose Impey** / Illustrations **Nathan Reed** / 32 pages / Book Series **Pirate Patch**
Activities by Rebecca Place

Objectives

- To understand and enjoy the main idea of the story.
- To introduce myths and beliefs.
- To teach how to talk about a variety of emotions and feelings.

Word bank

Key vocabulary

Nouns:

- a wave
- a whale
- a cave
- a footprint
- an iceberg

Verbs:

- to snore

Key Structures:

- Cave ahoy!
- to drop anchor
- to knit a scarf
- to make someone feel something

Tips and ideas

Before reading

- **Changing feelings:** Patch and Granny are happy in the picture on the cover of the story. Look at the pictures inside the book - are they happy? How do they feel? Why do their feelings change?

During reading

- **Icebergs:** Patch encounters icebergs as *The Little Pearl* sails north.
 - What do your students know about icebergs?
 - Elicit their ideas and talk about all things related: climate change / glaciers / Arctic and Antarctic animals / *The Titanic*...

After reading

- **Beliefs:** Patch doesn't believe in the Abominable Snowman when Granny Peg tells them the story...but later he is not so sure.
 - Discuss with your class things people commonly believe in and the things the students themselves believe in - now and maybe when they were younger.
 - How might believing things make people feel? (afraid, comforted, excited...)

Teacher support activities

Great Games: Giant Pelmanism

This activity is a fun way to revise the story's key vocabulary.

- Divide your class into an equal number of groups (e.g. 4 groups of four / 6 groups of four) and give each group four pieces of coloured A4 card, some pens and a pair of scissors.
- Ask them to fold the cards in half and then in half again, and then to cut the cards into four rectangles each - so every team has 16 pieces of card.
- Groups then choose 8 items of vocabulary from the story - nouns, verbs or adjectives - and write each word clearly on one card. Then they must draw each of the words on the other 8 cards - one picture per card.
- They are now ready to play!
- Groups swap their Pelmanism game cards with another group, shuffle them and place them face down on the table.
- Players take turns (clockwise!) to turn over two cards. If the cards match (i.e. the picture of an iceberg and the word "ICEBERG"), then the player takes the cards and has another go. If they do not match, they must be returned to their original position and the next player has a go.

CLIL link: Legends and Mythology

The Abominable Snowman...Patch asks himself, "Is Peg's story really true?"

- Introduce your students to the notion of "Cryptids" - creatures said to exist but for whom there exists no scientific proof: Yeti, Big Foot, Nessy, The Chupacabras...
- Groups choose one such creature and research it - Internet, library, parents... - and make a Powerpoint presentation for their classmates.
- Why not take a vote at the end, to see which one they believe in the most?

English Theatre: Scary Bedtime Stories

Read the scary part of the story again: use your voice, pitch, pauses and intonation, plus eye contact and gesture, to really build the atmosphere.

Read it again with the students echoing you and trying to imitate your voice-play. Make sure you chunk well (dividing up the story with very brief pauses) so they can follow you easily and the story is still scary! Give some words extra stress!

"Granny Peg / tells the friends / the story of the Abominable Snowman. /

"They say / he's as tall as a house / and as big as a whale!" / Granny Peg says quietly. / "Nobody ever sees him / - but his footprints / are enormous!" /

Patch is a strong little pirate / and he's not frightened by Peg's story. /

But / when cold water drips down his neck, / Patch screams loudly. / The sound echoes all around! / Patch's scream / makes the other pirates / feel nervous. /

They are even more nervous / when they see some giant footprints / going into a dark corner. /

Suddenly / they hear something enormous / coming towards them. / The noises / are coming nearer and nearer. /

Patch doesn't want to believe Granny Peg's story, / but / when he sees two enormous white shapes / coming out of the dark, / Patch and his friends run as fast / as they can."/