



Pirate Patch and the Heroic Rescue

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 teach how to talk about a variety of emotions.
- To teach the concept of revenge.

Word bank

Key vocabulary

Nouns:

- a ghost
- an island
- a note
- a shark

Key Structures:

- to be tied up
- to dig a hole
- **To think twice about...:** Patch doesn't think twice about...

Tips and ideas

Before reading

- **Heroes:** Discuss the concept of heroes and heroic deeds with your class.
 - Who can they think of? (real heroes or superheroes!)
 - What feats are considered as heroic?
 - Suggest adventurers, inventors, scientists... what do they know about these people?
 - Elicit Superman, Batman, Spiderman...what can they do? How are they heroic?

During reading

- **Revenge:**
 - Is this a positive or a negative feeling?
 - Why does Patch want to seek revenge?
 - What does he say he's going to do?

- Will he really do these things?
- What might happen if he does take revenge?
- What are the possible outcomes for someone taking revenge? (war...vendettas...losing your friends...)

After reading

- **True or False:** Split the class into several groups. Each group chooses a character from the story and writes three statements.

They read them out to the others who have to decide which are true and which are false.

e.g.

Sharks like to eat people.

Sharks can sing.

Sharks can swim.

Teacher support activities

Great Games: Drawing Clumps

Put your class into teams of 4 or 5, give each group a piece of paper and a pencil and tell them to sit together in different corners of the classroom.

You sit in the middle of the room, members of each group take turns to come to you and you give them a word from the story.

They go back to their group and draw the word - no speaking or writing allowed by the person drawing! When someone on the team guesses the correct word they come back to the teacher, tell them the word and get another word to take back and draw.

The team which finishes all the words on the teacher's list first is the winner.

e.g.

shark

island

ghost

map

hero

(Save the most difficult, abstract word for last!)

CLIL link: Coastguards

These are real-life heroes who rescue people at sea. Elicit what your students already know about them and their work.

- What do they use? (lifeboats / divers / lighthouses / helicopters / radar...)
- Why might they be needed? (fishing boats in storms / oil tankers and oil slicks / refugees in launches / swimmers and surfers in trouble...)

You could make a diorama in class using toy people and plasticine waves to show a heroic rescue.

English Theatre: Improvisation and tableaux

With your class, choose some scenes from the story and decide who is who (students could be people, animals, trees, barrels of flour...), then get them to "take a photo" of the scene, with everyone in place.

This could be a "Snapchat" photo where the elements - animate and inanimate - speak!

Suggest/elicit the utterances each of them might make and practise the intonation and stress.

e.g. Portside scaring Bones and Jones on *The Little Pearl*

Characters: Portside, Bones, Jones, two mice, a spider, the barrel of flour

Utterances:

"Woooooooooof!"

"Help! A ghost!"

"Mummy!"

"Heeek!"

"Squeak, squeak! Silly pirates!"

"Three cheers for Portside!"

"Aaaatichoo!"