



# Pirate Patch and the Treasure Map

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

## Objectives

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

## Word bank

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### Key vocabulary

#### Nouns:

- east
- north
- south
- west

#### Verbs:

- to shiver
- to shake

#### Key structures:

- to bring bad luck
- to bring good luck
- to drop the anchor
- to play a trick on someone

## Tips and ideas

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### Before reading

- **Personalising:** Ask your students to imagine that their mums and dads are pirates.

What is home-life like? What things would be different in their lives? What different things would they do?

Would they like to have pirate parents? Would they like to be pirates themselves?

### During reading

Patch follows the directions on the treasure map but he goes round in a circle. He feels as if someone is playing a trick on him.

Then, when he finds "the spot" and starts to dig for the buried treasure, the friends hear a loud noise.

Elicit what the students think is happening and what they predict is going to happen.

### After reading

- **Fear**

How would the students feel if they went to Skeleton Island?

What makes them shiver and shake?

What do they think about Granny Peg's story?

What would they think if they heard the screams of the two "monsters"?

What would they do in that situation?

# Teacher support activities

## Great Games: Treasure Map

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Elicit the rules for the well-known game of Battleships, then ask your students to draw a grid, 8 squares by 8 squares. Tell them to write the numbers 1 to 8 across the top, and the letters A to H down the left-hand side. (This part of the activity is good for intensive listening and following instructions).

You can show them the picture of Captain Blackbeard's Treasure Map and then ask them to draw a map of their own onto the grid and mark "the spot" where their buried treasure is with an X - being careful not to let their partner see!

Pairs sit knee to knee and take turns to call out a number and a letter (e.g. "B-6"). Their partner tells them if they have found the treasure ("Good Luck! You have the treasure!")

or have to continue searching ("Bad Luck! You don't have the treasure!")

## CLIL link: Captain Blackbeard

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Show your students a picture depicting the real Captain Blackbeard (for instance, *Capture of the Pirate, Blackbeard, 1718* by Jean Leon Gerome Ferris, painted in 1920) and ask them to paint their own pirate.

They could annotate or describe the painting, showing the face, features, clothes and weapons their pirate has.

You might like to elicit and write on the board some typical items, including: beard / eye patch / wooden leg / parrot / hat / scarf / tattoo / skull and crossbones / Jolly Roger / sword / gun.

## English Theatre: Skeleton Island

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Act out the following scenes with the students.

**Characters:** Patch, Granny Peg, Portside, Pierre, Monster 1, Monster 2

### SCENE 1

**Patch:** I want a new ship. I need treasure!

*(He picks up a treasure map)*

**Granny Peg:** No! Don't take that map. It brings bad luck!

*(Patch waves the map in the air)*

**Patch:** I'm the captain and I want treasure.

**Granny Peg:** This is not a good idea.

**Patch:** Let's go!

*(Patch leads the pirate friends to The Little Pearl)*

### SCENE 2

**Granny Peg:** Look at the signs!

**Pierre:** Caww! *(Pierre is shaking)*

**Granny Peg:** I want to go home!

**Portside:** Woof! *(Portside is shivering)*

**Patch:** *(Looking at the map)* 10 steps south...*(the pirate friends follow him)* ...10 steps east...*(the pirate friends follow him)*...10 steps north...*(the pirate friends follow him)*...10 steps west ...*(the pirate friends follow him)*. Is someone playing a trick on me?

**Granny Peg:** It's Captain Blackbeard! This island is too dangerous!

*(The pirate friends all look nervous)*

### SCENE 3

**Patch:** I want a new ship. I need treasure!

*(Patch begins to dig)*

**Monster 1 & Monster 2:** Aaaaaaaaaaagh!

**Granny Peg:** It's time to go!

**Monster 1 & Monster 2:** Ugggggggggggh!

**Granny Peg:** Now!

**Portside:** Woof! Woof!

**Pierre:** Caw! Caw!

**Patch:** Let's go!

*(Patch leads the pirate friends to The Little Pearl)*

**Patch & Granny Peg:** Phew! Safe at last!

**Pierre:** Caw!

**Portside:** Woof!

**Patch:** Let's go home!