



Further activities

Contributed by Anne Pitcher

The story can be re-told using envelope puppets, a treasure map and pirate hats. Templates are provided to make all of these, which only require very basic materials. For Captain Bones, Captain Kit and the ogre, **A5 envelopes** are needed, while for the dragon **A4 envelopes** – white being probably the best colour to use. As I believe in re-using and recycling, the eyes can be **milk bottle/juice tops**, hair can be from **spare bits of wool** and **off cuts of material** can be used for clothing if you decide to give clothing to your puppets. **Googly eyes** can be bought very cheaply from Superdrug or The Works. I use **glue sticks, sticky tape** and **staples** to attach features and if you want the dragon's legs to move, then use **card** for the feet, punch a hole at the top of the leg and near the bottom of the envelope and put a **paper fastener** through that. At the back of the foot sticky tape a **penny** to give it weight so the feet dangle down and wiggle in a very satisfying way. If you want to create a separate performing space, a piece of material could be stretched [a curtain or bed spread would be fine] between two chairs or alternatively upend a table and drape your material over that, attaching it with bulldog clips or sticky tape.

Active storytelling: You can also take the children on a journey through the story actively, telling it whilst walking through this story in a large space [gym] or even outdoors. You begin with dividing the children into two crews -Captain Bones' crew and Captain Kit's crew, then just tell the story with the children following you [obviously in some parts you will have just one "crew" moving whilst the others are static. The children will move with you round the room/outside space with different areas marked for different parts of the story. Eg Captain Bones' house, the two pirate ships, the sea, the island with two paths - Captain Bones' path with a place where the dragon is, Captain Kit's path with the ogre's castle and the cave area where the treasure lies.

This could involve den-making to create different parts of the story.

Game: You can play a game, in a large space, where the children have to do an action at the teacher or adult's command [could wear a pirate hat and be the Captain] and the last one to do the action is out. The actions are: Row – children have to sit down and look like they've got oars in their hands; Dragon – down on all fours with a fierce face; Ogre – stand up, hands on hips, fierce face; port and starboard or bow and stern [you could have a picture of something so they'll know which is which, for example a sail on one side for port and a pirate flag for starboard]. You can of course add your own - the children can help create the game.

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