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.

© Scottish Storytelling Centre 2013