

We hope that your children find the competition activities to be engaging and great fun. However, we are aware that older children and higher ability children may need something extra to keep them entertained!

We've put together a few ideas for extension activities around each of the five stories relating to the competition to help you do just this.

## General activities

For every story, you might like to try some of these activities to engage children with the story and deepen their understanding.

### Freeze frames

Give one or two lines of the story to different groups of children and ask them to create a tableau. Take photographs of the tableau and discuss them as a group – thinking about the characters' expressions, gestures, actions and poses.

### Story maps

On their own or as a class, ask the children to create a story map for the story – a visual depiction of the main ideas, characters and plots.

### Acting it out

The Swashbuckle stories lend themselves very well to drama activities. Turn each story into a simple script, divide the children into small groups and assign each person in the group the role of Cook, Line, Captain Sinker or Gem.

## Day 1 activities

### Story: Posh Pirate Party

#### Create a character profile

This story will introduce students who aren't already familiar with the Swashbuckle characters to Captain Sinker, Cook and Line. Discuss with the children what you find out about each of the characters in this story – what do they look like? What's their role on the ship? What do you find out about their personalities?

As a group create character profiles for each of them. More able students could then invent a pirate character of their own and create a character profile for it using the profile you created together as a model.

## The washing song

Go back to the washing song which Cook and Line sing in the story. Get children to sing the song together and come up with different actions for each line. See if you can come up with a second verse to the song as a group. What other songs do the children know for other household chores/daily activities?

## Day 2 activities

### Story: Plankety Plank

#### Teachers walk the plank!

This story centres around Cook and Line trying to find a plank which they can make Gem walk. Use the concept of making someone “walk the plank” to design a quiz game where the children ask the teacher questions. For every question the teacher can’t answer they have to take a step forward along the “plank”. Once they get to the end they’re in the ocean!

Children could ask questions about the story you’ve just read (e.g. what colour was the slop that Captain Sinker fell in? Where did Line find the plank?) or you could tie it into another topic the class has been studying.

#### Captains’ command

If you have the space, give your children the chance to let off some steam by playing this popular pirate-themed game. You can find instructions for how to play, courtesy of the National Literacy Trust’s Young Readers Programme.

## Day 3 activities

### Story: Tooth Fairy Treasure

#### Treasure hunt

Following on from the activity for the day create your own treasure hunt. You could hide clues around the room which the children have to read and solve in order to find the “treasure”. Challenge the children to create their own treasure hunt, writing their own clues and planning where the trail would take participants.

#### Imagining the tooth fairy

In the story Line says “I bet the tooth fairy is as small as my thumb with long, curly hair like a mermaid.” Ask the children what they think the tooth fairy might look like. Get them to draw a picture and write a description. They could also dress up as their creation if you have the clothes!

## Day 4 activities

### Story: Teddy Bears' Picnic

#### Picnic time

Host your own Teddy Bears' Picnic! Ask pupils to bring in their teddy bear to listen to the day's story or use the one they create in the day's activity. They could introduce their teddy bears and give some information about them, including their favourite food. Plan what food they and their teddy bear would take on a picnic and write these down. Draw pictures or cut them out of a food magazine for illustrations.

#### Expe-doodle words

In the story Captain Sinker gets her words confused and says "expedoodle" when she means "expedition". Get pupils to invent their own nonsense words – they could use words from the stories they have heard so far for inspiration. They could write their nonsense words out in their own "dictionary", giving the word and the meaning. More able children could use them to write their own short story.

#### Daringly dangerous expedition

Ask the children where they would like to go on an expedition. Discuss with them what their destination would be like and what supplies they would need to take with them to ensure they come back safely. You could ask more able children to write down where they plan to go and what their kit list would be.

## Day 5 activities

### Story: Raspberry Fools

#### Dream deserts

In the story Cook and Line are challenged by Captain Sinker to make the best dish. Ask the children to describe their favourite dessert and how they think it is made. They could draw a picture of it and add labels and annotations to show the ingredients and how it's assembled. More able children could write the recipe.

#### Fair play

In the story Cook and Line are challenged by Captain Sinker to make a dish to decide who will be the ship's cook. However, they both try and sabotage each others efforts by adding pepper to their rival's dessert, which Sinker is allergic too. Use this to talk about the importance of fairness and playing by the rules. You could give some examples, maybe from sport.

Get the children to discuss what Cook and Line should have done in this situation – maybe they could role play this.

## Make your own fool

Raspberry fool is a simple dessert to make which the children can get involved in creating. Google a recipe or use the one here <http://www.realsimple.com/food-recipes/browse-all-recipes/raspberry-fool> You could try it with different fruits and get the children to rate each and pick their favourite.

Ask the students to write down the recipe, including what ingredients they used and the method they followed.

## And finally...

### The next Swashbuckle adventure

By now the children should be familiar with the Swashbuckle characters of Captain Sinker, Cook, Line and Gem. Ask them to write their own story using the format of the stories they have heard this week. What kind of task might bossy Captain Sinker set next? What silliness might Cook and Line get up to? How might sensible Gem help them out? Ask the children to share their stories with the rest of the group and display them on your own Swashbuckle wall!