THE CORACLE

8-10 yrs old   11-13 yrs old   Reading and Writing

To create a story map using key moments and quotations from a text

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Submitted By: **Litcraft**

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Learning Objectives

- To scan for information.

- To create a story map using key moments and quotations from a text.

- To summarize a section of a story.

Guiding Ideas

This series of lessons is designed to help teach English Language Arts concepts through the study of Robert Louis Stevenson's Treasure Island.

Reading aloud/shared reading of extended extract 'The Coracle'

Children re-read the longer extract with their partner taking turns to read a paragraph and helping each other with any difficult vocabulary.

- Teacher sets a timer and the children have to re-read the extract and underline as many key events as they can find during the time that they have. Feedback and make a list of the key events from the chapter. Did all children have the same events? If not, why not? How can we tell if something is important in a story?

- Agree on a list of key events as a class. Children create a story map of the key events. They draw the events in the correct order and annotate them with key quotations from the text. Once the children have completed this activity they discuss the following:

    - What different feelings/emotions does Jim display in this section of the text?

    - How do Jim's feelings/emotions change over the course of the section? Why do you think this might be?

    - What devices does the author use to create tension in this section of the story?

- After the discussion, ask children to go back to the story map and add words that show the emotional journey of the character at each of the different points that they have identified. Encourage them to use quotations from the text.

- Jigsaw the children so that they show their completed story map to a different partner. Working together with the partner the children write a synopsis of that section of the story. Choose children with good examples to read theirs to the class.

- Discuss: Why bother summarizing a section of a story in this way? What is the purpose of a synopsis? How does it help the reader?

Additional supporting activities can be found in the attached PDF file.

Student Activities

Immersive Activity: The Coracle

Start by loading the Treasure Island Minecraft world file found in the resources section. Students go to CHEST 3 in the game and pick up and read the book inside.

<u>Instructions and Journal</u>

In the book, Jim Hawkins takes Ben Gunn's coracle and is swept around the island. You are going to imitate him and also write about your experience in 4 tasks.

First, find Ben's small boat hidden under the white rocks.

Get in and set off to circumnavigate the island (go all round it by sea).

Carry out the four tasks on the following pages, and write about how it would feel to do them in the Journal.

1. Use your harpoon provided in the chest to catch three different kinds of sea creatures. What did you catch and why? If you could only live on things you fish for what would you eat?
2. Take an underwater swim. What was it like? What did/could you see?
3. Take the boat so far out that the island is almost out of sight. How did this make you feel? How might Jim have felt after weeks at sea on a ship?
4. Now head back to the white rock harbour. How does the island look or feel different when you return safely to it?

JOURNAL

Journal for Notes and Thoughts

Write your answers in full or in note form. [Same questions given as prompts]

1. Use your harpoon provided in the chest to catch three different kinds of sea creatures. What did you catch and why? If you could only live on things you fish for what would you eat?
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3. Take the boat so far out that the island is almost out of sight. How did this make you feel? How might Jim have felt after weeks at sea on a ship?
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FOLLOW-UP ACTIVITIES: 'THE CORACLE'

Follow-up writing activity:

Children write a 'Ship's Log' of their journey around the island in the Coracle based on their experience in the game and of the Treasure Island text.

*This writing activity should develop over a sequence of lessons and include engagement with examples of first person writing about sea journeys, sentence level development work and modelling of good practice.

Follow-up cross-curricular activity: Design and Technology link

Design and make a better boat for Jim that will float and that can be powered by the wind.

Key skills: Plan a sequence of work; identify suitable materials; make prototypes; join materials using appropriate methods; identify strengths and weaknesses of design ideas; refine product; test and evaluate overall effectiveness of the design.

Performance Expectations

- Students are active participants in each activity.

- Students are able to effectively scan for information .

- Students are able to create a story map using key moments and quotations from a text .

- Students are able to summarize a section of a story.

Skills

- Communication
- Creativity
- Critical Thinking

External References

[Treasure Island World File](#)
Treasure Island world in Minecraft to support lessons.

[Litcraft Website](#)
LITCRAFT uses the popular Minecraft gaming platform to build accurate scale models of authorial maps from classic works of literature.

[Java World](#)
Treasure Island Minecraft world file for Java editions of Minecraft.

Supporting Files

The Coracle

Full lesson plan and activities.

Treasure Island Excerpts

Excerpts to support activities.

CHINESE TANG DYNASTY CAP...

Multiple classes collaboratively build a city.

11-13   ...   Government

History   ...

VIEW LESSON

MACHINIMA / COMICS

Students recreate important moment from literature

8-10   ...   Visual Art

Lang. Arts   ...

VIEW LESSON

LIMITED RESOURCES: RAPA N...

Survive on an island with limited resources.

8-10   ...   Environment

Geography   ...

VIEW LESSON

MINECRAFT ZOO

Students will create a zoo in Minecraft.

6-7   ...   Math

Lang. Arts   ...

VIEW LESSON

DESIGN A LABYRINTH

Design a labyrinth with obstacles, and dead-ends.

8-10 ... **Visual Art**

History ...

VIEW LESSON

THE ROUND CITY OF BAGHDAD

Explore and contribute to this historic city.

8-10 ... **History**

Lang. Arts ...

VIEW LESSON

THE DRAGON REALM MINEC...

An Epic Empathy EDventure Gamifying Literacy

8-10 ... **Leadership**

Lang. Arts ...

VIEW LESSON

EPIC VICTORY OF GOOD OVE...

Wisdom & morality via story & character study

8-10 ... **Visual Art**

Lang. Arts ...

VIEW LESSON

THE EGYPTIAN CIVILIZATION

CRAFTING YOUR REVIEW

Minecraft World on The Egyptian Civilization

6-7 ... **Geography**

History ...

VIEW LESSON

Students create a review world for others.

6-7 ... **Math**

Lang. Arts ...

VIEW LESSON

LIVING IN ELEMENT CITY

Turning an immersive experience into a story

6-7 **8-10** **Government**

Lang. Arts

VIEW LESSON

THE WILD ROBOT ESCAPES

An intro lesson for the book Wild Robot Es

8-10 ... **Comp Sci**

Tech ...

VIEW LESSON

AGENT GUIDED BOOK TOUR ...

Students bring together ELA,CS,and design concepts

8-10 **11-13** **Comp Sci**

READING AND WRITING MIN...

Students read and write Minecrafter fiction.

6-7 **8-10** **11-13**

HOLIDAY ADVENTURE

Making a Minecraft World on holidays experience

6-7   ...   Visual Art

Geography   ...

VIEW LESSON

LITERATURE THROUGH MINE...

Narrativas transmedia en educación secundaria

11-13   Digital

Lang. Arts   Languages

VIEW LESSON

TO BUILD A FIRE

Reimagine the short story

11-13   Lang. Arts

VIEW LESSON

MEDIA LIT MEETS WILLIE WO...

Expanding on MEEs Charlie&TCF Lessons now4MediaLit

8-10   ...   Digital

Lang. Arts   ...

VIEW LESSON

ISLAND BUILDING

Explore Treasure Island through Minecraft.

8-10   11-13   Lang. Arts

VIEW LESSON

LIFE AS A VOYAGEUR!

La vie des voyageurs!

8-10   ...   Geography

History   ...

VIEW LESSON

BLOKBY 2070

En fremtidsdystopi i Minecraft

8-10   11-13

Government   Lang. Arts

VIEW LESSON

MAKING

Explore Kensuke's Kingdom in Minecraft.

8-10   11-13   Lang. Arts

VIEW LESSON

SHIPWRECKED

Explore Robinson Crusoe and
Swiss Family Robinson.

КРАСНАЯ ШАПОЧКА

Путешествие в мир сказки:
Красная Ш�...

6-7   8-10   ...   Gaming

Lang. Arts

8-10   11-13   Lang. Arts

VIEW LESSON

VIEW LESSON

WRITING AN ADVENTURE JO...

Explore Robinson Crusoe and
Swiss Family Robinson.

NAMING AND EXPLORING

Explore Robinson Crusoe and
Swiss Family Robinson.

8-10   11-13   Lang. Arts

8-10   11-13   Lang. Arts

VIEW LESSON

VIEW LESSON

A HOME FROM HOME

Explore Robinson Crusoe and Swiss Family Robinson.

8-10   **11-13**   **Lang. Arts**

VIEW LESSON

A DAY IN THE LIFE...

Explore Kensuke's Kingdom in Minecraft.

8-10   **11-13**   **Lang. Arts**

VIEW LESSON

MESSAGE IN A BOTTLE

Explore Kensuke's Kingdom in Minecraft.

8-10   **11-13**   **Lang. Arts**

VIEW LESSON

MAKING, RC & SWF

Explore Robinson Crusoe and Swiss Family Robinson.

8-10   **11-13**   **Lang. Arts**

VIEW LESSON

FINDING

SAVING

Explore Kensuke's Kingdom in Minecraft.

Explore Kensuke's Kingdom in Minecraft.

ESCAPE!
Explore Kensuke's Kingdom in Minecraft.

Explore Kensuke's Kingdom in Minecraft.

Explore Kensuke's Kingdom in Minecraft.