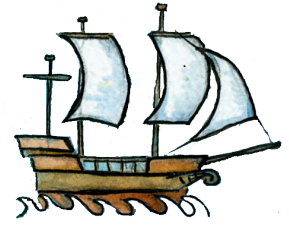


# Create a crew character TEACHING NOTES

## RESOURCES:

- Artwork \*
- Create your own character - notes sheet (one per child)
- Create your own character - interview sheet
- Display board (optional – see below)
- Plus: crayons, scissors and glue.



\*The artwork download for this activity consists of 4 sheets:

- 3 character outlines (each child needs one of these characters)
- The 4th sheet contains accessories – eye-patches, hats, telescopes, t-shirts, waistcoats, moustaches, bandanas (every child needs one of these sheets).

## OBJECTIVE

To complete a character portrait and develop their unique physical features; from this, develop the character's key personality traits and points of interest ie: their big secret, a challenge they need to overcome / the present they are searching for etc., and the reason for this voyage (which could be a Christmas voyage or a treasure hunting expedition or a trading voyage or whatever you decide).

We want the children to think about how to describe a character as more than a noun and a couple of grudging adjectives! The intention is to develop a character with a bit of a back story, a secret and a challenge – a character who could be clearly described and picked out in a line-up! This would be the beginning of creating a character and possibly the beginning of a story (plot development could be picked up from here).

Keystage objectives:

- Descriptive writing
- Use of simile
- New vocabulary
- Character development
- Presentation
- Interviewing and reporting

## DISPLAY SUGGESTIONS

- It's a nice idea to create a board in the classroom which has a picture of a galleon – this is the ship for which the class will create an entire new crew. The ship needs to be given a name (and there's room here for a little conversation about the naming of ships and the fact they're always female). Each of the crew members will have their portrait added to the board, labelled with their name, task on board, distinguishing physical features and key character points (secret, challenge + any personality traits). The labelling idea still requires the thinking and creativity of some character development but there is less writing involved.
- You may decide that this is to be another Christmas voyage – in which case the ship can be festooned with holly and other festive decoration and each of the crew members may be in search of the perfect present for someone special.
- The board display forms a nice backdrop for any presentation activities as each child introduces their crew member before adding them to the board.
- Another idea is to aim towards building a ship's manifest – with every portrait accompanied with a short written character description. These could even be bound into an 'old ship's log or manifest' – complete with tea-bagged paper to make the paper look old.



## DELIVERY SUGGESTIONS

Having read Grubson Pug's Christmas Voyage (or whilst reading it but after chapter 3 which contains the majority of crew introductions) this is the chance to create your own sea-faring crew character to sail aboard a brand new ship!

### Step 1 - BUILD YOUR CHARACTER

- Character outlines (one each)
- Create your own character notes sheet (one each)

You need to draw in the missing features for your chosen animal (cat, dog, mouse).

These features need to be right for your chosen animal, but you need to think about how you can make them a bit different – this will make your character unusual. They need to be different from one another.

Maybe have a class brainstorm to think of how they can differentiate the features – write words on the board.

Using the outlines of crew characters, draw on key features:

Ears - Eyes - Tails - Whiskers

On your notes sheet, write in 3 describing words for each of the features you have just drawn.

This is the perfect opportunity to use similes rather than a string of adjectives.

Finally, colour in your character and write in their name.

### Step 2 - DEVELOP YOUR CHARACTER

- Accessories sheets (one each)

We've got some lovely crew members now and each one is different from the others. What do they do?

Brainstorm jobs on board a ship and hand out the clothing and accessories sheets.

Decide what job your character has on board ship and give them the appropriate clothes (further discussion).

Fill in the next part of your notes sheet – only notes so just a few words will be fine, but use good descriptions again.

Colour / cut out and stick clothes onto your character.

### Step 3 - INTERVIEW YOUR CHARACTER

- Interview sheets (one each)

We need to know what kind of personality your characters have.

In pairs interview one another's characters / interview your own character using the questions on the notes sheet and write down the most important parts of what they say. NB: you must remember that you are answering questions in character!

We've also used the interview sheets to video children asking one another questions like reporters questioning a character.

Your character is now quite unique – you know what they look like, how they dress, what their job is and something about their personality.

You can finish your portraits ready for the display board by some creative labelling on the illustrations.

Use your best describing words for their features and write on their most interesting interview notes.

Display the characters around the ship and now the class has made a complete crew to sail aboard their ship – looking for adventure. They could develop this into a story from here ...

