

THE LEGEND OF THE CRESCENT MOON

A PLAY IN ENGLISH

FOR 3rd-4th ESO



STORY SUMMARY



Mike is a **museum cleaner** in London. At the **Naval Museum**, he discovers the **Crescent Moon**, Captain **Annie Bonny's** ship. He feels amazed and a little frightened. **Professor Donalson** tells him about the missing crew and the **Heart of Atlantis**, a magical stone that preserves humanity's lost light.



When Mike climbs aboard and raises the sails, he is mysteriously transported to the **Caribbean**. There he meets **Annie Bonny** and her loyal first mate, **John**. Although he feels **disoriented** and **unsure** of himself, Mike **becomes part of their crew** and **eventually joins their quest**.



At the dock, **Lady Valery Blackmoor** gives Mike the map when he says he wants **Atlantis** for its light. **Grace O'Malley** steals it, but **John** recovers it while Mike distracts her. **Grace** wants the **Heart** for **wealth** and **power** and follows the crew towards **Atlantis**.



At **Atlantis**, **Poseidon** questions **Annie's** intentions. He believes humanity has chosen **greed** and **selfishness**. **Annie, Mike** and **John** choose the **light**, and **Poseidon** finally gives **Annie** the **Heart** so that its light can return to the world.



Throughout the journey, Mike learns that **courage** means acting despite fear. He also discovers the value of **friendship**, **loyalty** and **responsibility**. Their mission is threatened by **Grace's greed** and the **danger** she brings.



In the end, Mike must decide whether to allow the **Heart** to be used for **personal gain** or to **defend** its **light** from **human greed**.

WILL MIKE CHOOSE POWER,
OR WILL HE CHOOSE WHAT IS RIGHT?



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VOCABULARY

Key words from the play. Read them carefully and use them in the activities.

People and Roles

- **museum cleaner** — a person who cleans and takes care of a museum
- **pirate** — a person who sails the sea and attacks ships
- **captain** — the leader of a ship
- **crew** — the people who work on a ship
- **first mate** — the captain's main helper on a ship
- **guardian** — a person who protects something important
- **antagonist** — the character who creates the main conflict

Places and Objects

- **museum** — a place where old and important things are kept
- **ship** — a large boat that sails on the sea
- **map** — something that shows places and directions
- **Heart of Atlantis** — a magical stone full of light
- **Atlantis** — the legendary lost city under the sea
- **quest** — a long search for something important
- **dock** — the place where ships stop by the shore

Actions and Processes

- **discover** — to find something for the first time
- **search** — to look carefully for something
- **travel** — to go from one place to another
- **protect** — to keep someone or something safe
- **defend** — to guard against danger or attack
- **test** — to examine or prove someone's ability or intentions
- **choose** — to decide between different options

Ideas and Feelings

- **courage** — bravery in a difficult situation
- **greed** — wanting too much money or power
- **responsibility** — the duty to act correctly
- **ambition** — a strong desire for success or power
- **threat** — a danger that could cause harm
- **light** — a symbol of hope, goodness and truth
- **intention** — the aim behind an action
- **conflict** — a serious disagreement or struggle

Remember

Keep this page and use it to help you understand the play and complete the worksheets.



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WORKSHEET 1 – BEFORE THE PERFORMANCE

Read the story summary and complete the activities before watching the play.



1. UNDERSTANDING THE STORY

A. Answer the questions with complete sentences.

1. How does Mike feel when he discovers the Crescent Moon?

2. How does Mike feel when he arrives in the Caribbean?

3. What is the Heart of Atlantis?

4. Why does Grace O'Malley want the Heart?

5. What important choice does Mike have to make at the end of the story?



2. CHARACTER FOCUS

Complete the chart. Write each character's role in the story and one adjective that describes them.

Character	Role in the story	Adjective
Mike		
Annie Bonny		
John		
Grace O'Malley		
Poseidon		
Professor Donalson		

Word Bank: museum cleaner, main character, captain of the Crescent Moon, first mate, dangerous pirate, antagonist, guardian of Atlantis and the Heart, professor who tells Mike the legend, curious, brave, loyal, greedy, powerful, protective



3. PREDICTIONS

Open answers. Accept logical ideas.

A. What do you think Mike will do with the Heart of Atlantis? Why?

B. What problems might Grace O'Malley cause during the journey?

C. Which character do you think will help Mike the most? Why?

D. What do you think will happen when the crew reaches Atlantis?

Remember: Use the story summary to help you.
In Section 3, there can be more than one good answer.



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WORKSHEET 2 – BEFORE THE PERFORMANCE

Use the story and the vocabulary page to complete the tasks.

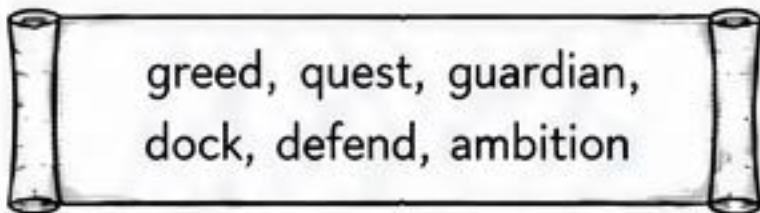


1. VOCABULARY IN CONTEXT

A. Match the words with their definitions.

- | | | |
|--------------|-------|--|
| 1. guardian | | a. a strong desire for success or power |
| 2. greed | | b. the place by the sea where ships stop |
| 3. quest | | c. a long search for something important |
| 4. ambition | | d. the purpose behind an action |
| 5. dock | | e. a person or force that protects something |
| 6. threat | | f. the ability to act bravely in a difficult situation |
| 7. courage | | g. a situation of struggle or opposition |
| 8. defend | | h. a danger that may cause harm |
| 9. intention | | i. wanting too much money or power |
| 10. conflict | | j. to protect from attack or danger |

B. Complete the sentences. Use each word once.



- The crew's _____ is to bring the light back to the world.
- Poseidon is the _____ of the Heart of Atlantis.
- Grace O'Malley's _____ makes her dangerous.
- The ship leaves the _____ and sails toward Atlantis.
- Mike must _____ the light from human greed.
- Too much _____ can lead people to make selfish choices.



2. CLOSE READING

A. Choose the correct option.

- Mike works

a) on a ship

b) in a museum

c) in a castle
- The Heart of Atlantis is

a) a treasure map

b) a magical stone

c) a weapon
- Lady Valery Blackmoor gives the crew

a) a sword

b) a map

c) a key
- Grace O'Malley wants the Heart mainly for

a) friendship

b) wealth and power

c) knowledge
- Poseidon is

a) the antagonist

b) the ship's cook

c) the guardian of Atlantis

B. Put the events in the correct order (1–6).

- _____ Mike meets Annie Bonny and John.
- _____ Mike discovers the Crescent Moon in the museum.
- _____ The crew receives the map from Lady Valery Blackmoor.
- _____ The crew reaches Atlantis.
- _____ Grace follows the ship towards Atlantis.
- _____ Mike decides whether to protect the light.



3. THINK CRITICALLY

Which seems stronger in the story: fear, ambition or responsibility? Explain your opinion.



THINK!

Use the story summary and the vocabulary page to help you. In Section 3, there can be more than one good answer.





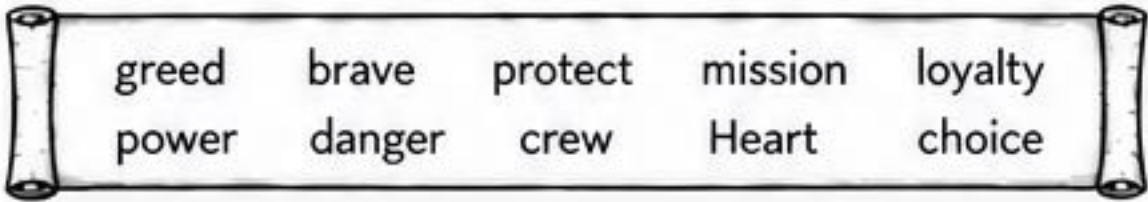
WORKSHEET 3 – BEFORE THE PERFORMANCE

Use the story and the vocabulary page to complete the tasks.



1. VOCABULARY

A. Complete the sentences. Use each word from the box once.



1. Annie Bonny is a _____ captain.
2. The _____ of Atlantis is a magical stone.
3. Grace O'Malley wants more _____.
4. Mike must make an important _____.
5. Poseidon wants to _____ the Heart.
6. The _____ works together to find Atlantis.
7. Their _____ is to return the Heart's light.
8. The crew is in _____ because of Grace.
9. John shows _____ to his friends.
10. Too much _____ can be very harmful.

B. Match the words with their closest meanings.

- | | |
|-------------|-----------------------|
| 1. loyal | a. protect |
| 2. ambition | b. trip |
| 3. defend | c. bravery |
| 4. journey | d. precious |
| 5. hidden | e. self-centred |
| 6. threat | f. desire for success |
| 7. valuable | g. danger |
| 8. courage | h. concealed |
| 9. selfish | i. faithful |
| 10. magical | j. supernatural |



2. READING COMPREHENSION

A. Answer the questions.

1. Where does the story begin?

2. Who gives the crew the map?

3. Why does Grace O'Malley want the Heart?

4. What decision does Mike have to make?

5. Why does Poseidon give Annie the Heart?

B. Are the sentences True (T) or False (F)?

Correct the false ones.

1. Mike finds the map in a book. T / F

2. Annie's main goal is to become rich. T / F

3. Grace O'Malley wants the Heart for power. T / F

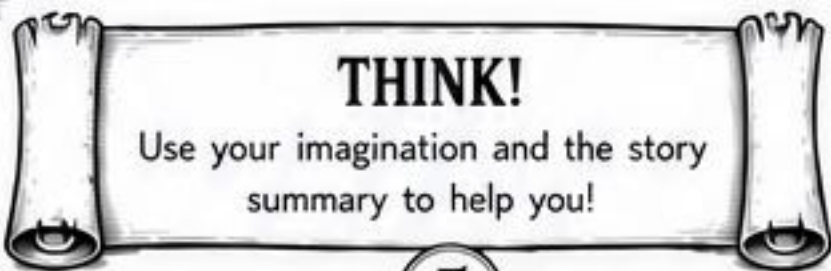
4. Poseidon gives the Heart to Annie Bonny. T / F

5. Mike faces a choice about protecting the Heart's light. T / F



3. PREDICTIONS

Look at the picture. What do you think will happen next in the story?
Write at least three sentences.



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WORKSHEET 4 – AFTER THE PERFORMANCE

Now that you have seen the play, complete these activities.



1. REMEMBER AND UNDERSTAND

A. Read and write. Write a short answer.

1. What is the Crescent Moon and where does the story begin?

2. What is the Heart of Atlantis and why is it important?

3. How do Mike, Annie Bonny and John travel to Atlantis?

4. Why does Poseidon want to keep the Heart protected?

5. What does Grace O'Malley do when Annie receives the Heart? What happens to John?

6. What choice does Mike make at the end of the story?

B. True or False? Read the sentences and circle True (T) or False (F).

- | | | |
|---|---|---|
| 1. Mike works as a cleaner in a museum. | T | F |
| 2. The crew is searching only for gold and jewels. | T | F |
| 3. Poseidon protects the Heart of Atlantis. | T | F |
| 4. Grace wants to return the Heart to Poseidon. | T | F |
| 5. Grace O'Malley shoots John, and he falls into the water. | T | F |
| 6. Mike decides to use the Heart to become famous. | T | F |



2. YOUR OPINIONS AND FEELINGS

A. What did you think of the play? Colour the stars.

The story	☆	☆	☆	☆	☆
The characters	☆	☆	☆	☆	☆
The music and songs	☆	☆	☆	☆	☆
The scenery and effects	☆	☆	☆	☆	☆
My overall opinion	☆	☆	☆	☆	☆

B. Answer the questions.

1. What was your favourite part of the play? Why?

2. Who is your favourite character? Why?

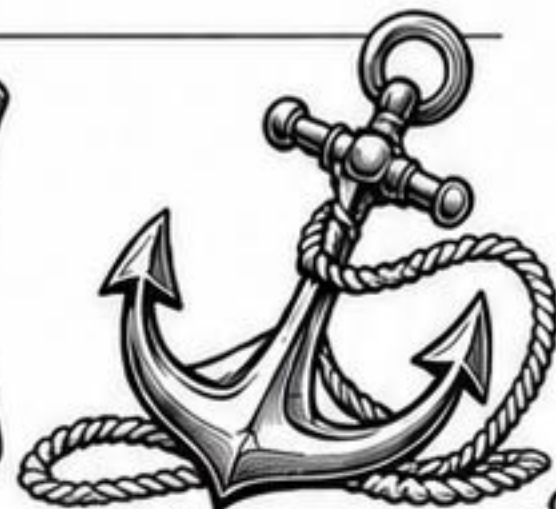
3. What did you like most about the play?

4. What did you like least about the play?



Remember:

- Every choice has a consequence.
- Light, friendship and courage can change the world.
- Real treasure is not gold, fame or power.



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WORKSHEET 5 – AFTER THE PERFORMANCE



Now think again about the play and complete these activities.



1. REMEMBER AND ORGANISE

A. Complete the summary with the words from the box.

museum, Crescent Moon, Annie Bonny, John, Atlantis, Poseidon, Heart of Atlantis, light

Mike works in a _____. One day he discovers the pirate ship called the _____. He travels to the Caribbean and meets _____ and _____. Together they search for the _____ in _____. There they meet _____, who guards the treasure. At the end, Mike chooses the _____.

B. Put the events in the correct order (1–6).

- _____ Mike returns home and chooses the light.
- _____ Mike meets Annie Bonny and John.
- _____ The crew reaches Atlantis and meets Poseidon.
- _____ Mike discovers the Crescent Moon in the museum.
- _____ Grace O'Malley tries to steal the Heart and John falls into the water.
- _____ Mike travels to the Caribbean.



2. CHARACTERS AND MEANING

A. Match each character to the idea that best describes them.

- | | | |
|-----------------------|---|--------------|
| 1. Mike | • | • courage |
| 2. Annie Bonny | • | • loyalty |
| 3. John | • | • greed |
| 4. Grace O'Malley | • | • protection |
| 5. Poseidon | • | • ambition |
| 6. Professor Donalson | • | • choice |

B. Answer the questions.

1. Why does Poseidon not want to give the Heart away easily?

2. What does the Heart of Atlantis represent in the story?

3. What lesson does Mike learn at the end?

4. Why is Grace O'Malley an important character in the conflict?



3. YOUR OPINION

A. Complete the sentences.

1. My favourite character was _____ because _____.
2. The most memorable moment was _____ because _____.
3. The main message of the play is _____.
4. If I had the Heart of Atlantis, I would _____.

B. Write 4–5 lines.

Do you agree with Mike's final choice? Why or why not?



Use the synopsis, your memory
and your own ideas.



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WORKSHEET 6 – AFTER THE PERFORMANCE



1. THINK AND DISCUSS

A. Choose the best option.

- The main conflict of the play is...
 - a fight for treasure
 - a race across the sea
 - greed vs. protecting the light
- The Heart of Atlantis symbolises...
 - wealth and power
 - hope and goodness
 - friendship
- Mike changes during the story because...
 - he becomes a sailor
 - he learns to be brave and responsible
 - Poseidon gives him a magic power
- What lesson does the play teach us?
 - Never trust anyone.
 - Money is the most important thing.
 - Real treasure is friendship, courage and making the right choice.

B. Answer the questions in complete sentences.

- Why does Mike eventually decide to help Annie Bonny and John?

- Why is Grace O'Malley a threat to the mission?

- What does Poseidon test in the crew?

- What final decision does Mike make?

C. Values and motives in the play. Write one example for each.

Value or motive	Example from the play
Courage	
Friendship	
Responsibility	
Greed	
Hope	



Remember: Values help us make better choices in real life.



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WORKSHEET 7 – THE SONG: I CHOOSE THE LIGHT



Listen to the song "I Choose the Light". Complete the activities and think about its message.



1. LISTENING AND LYRICS

A. Complete these selected lines. Repeated lines are omitted.

I choose the _____

No matter what it _____

In every single _____

In every _____ I take

In every _____

In every _____

In every _____

In every _____

B. Number these lines (1–10) by their FIRST appearance in the song.

- ☐ In every breath I take
- ☐ No matter what it takes
- ☐ In every day
- ☐ We choose the light
- ☐ In every way
- ☐ In every storm
- ☐ In every time
- ☐ In every step we take
- ☐ I choose the light
- ☐ In every single way



3. CREATIVE RESPONSE

Write a new verse for the song. Use the same structure and some of the expressions from the song. Write 4–6 lines.

In every _____
 In every _____
 In every _____
 In every _____
 In every _____
 In every _____

Use ideas like:

- In every...
- No matter...
- We choose...



4. PERSONAL CONNECTION

Think of a real situation in which you (or someone you know) chose to do the right thing, even though it was difficult. Write about it.

You can write about:

- helping someone
- telling the truth
- standing up for someone
- making a responsible decision

Remember: Choosing the light means doing what is right, even when it is not the easy way.

Small choices can make a big difference.





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MY VOCABULARY GUIDE

Key words from the script and the teacher's guide. Use them to discuss the play.

PEOPLE AND ROLES

- **crew** — the people who work together on a ship
- **captain** — the person in command of a ship
- **first mate** — the captain's main assistant
- **guardian** — someone who protects something important
- **rival** — someone competing for the same goal
- **ghost** — the spirit of a dead person

PLACES AND OBJECTS

- **dock** — the place by the water where ships stop
- **map** — a representation of places and directions
- **sails** — sheets of cloth that use wind to move a ship
- **treasure** — valuable objects, especially gold and jewels
- **Atlantis** — the legendary lost city beneath the sea
- **Heart of Atlantis** — the stone that preserves humanity's lost light

ACTIONS IN THE STORY

- **raise the sails** — to lift the sails so the ship can move
- **disappear** — to become impossible to see or find
- **snatch** — to take something suddenly and quickly
- **disarm** — to take a weapon away from someone
- **deserve** — to be worthy of something because of your actions
- **protect** — to keep someone or something safe
- **choose** — to decide between possible actions
- **return** — to go back, or to give something back

IDEAS AND MOTIVES

- **greed** — an excessive desire for wealth or power
- **ambition** — a strong desire for success or achievement
- **selfishness** — caring only about your own interests
- **courage** — the ability to act despite fear
- **loyalty** — support for someone even in difficult times
- **responsibility** — the duty to act carefully and accept consequences
- **fame** — the state of being known by many people
- **light and darkness** — symbols of goodness and selfishness in the play

REMEMBER

Ambition is not always selfish. Use a character's actions to explain your interpretation.
Support your ideas with examples from the play.

