



★ THE LEGEND OF THE CRESCENT MOON ★

Primary Version

BEFORE THE PLAY

SECOND CYCLE OF
PRIMARY EDUCATION

Name: _____



THE STORY



Read the story and look at the comic.



1. Mike works in a museum. Professor Donalson shows him the Crescent Moon.



2. Mike gets on the ship. Magic takes him to the Caribbean.



3. Mike meets Annie and John. They want to find Atlantis.



4. Grace O'Malley wants the map. She says it is at the dock.



5. At the dock, Lady Valery gives them the map.



6. They sail to Atlantis. Poseidon protects the magic light.



7. Grace wants the light, but Mike takes it back.



8. Mike brings back the light: love, kindness and hope.



Let's discover the story!





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Name: _____

MISSION TO ATLANTIS

Read and circle the correct word.

1 1. Mike works in a (museum / sea).



2 2. Lady Valery gives them the (map / light).



3 3. The ship sails to (Atlantis / the dock).



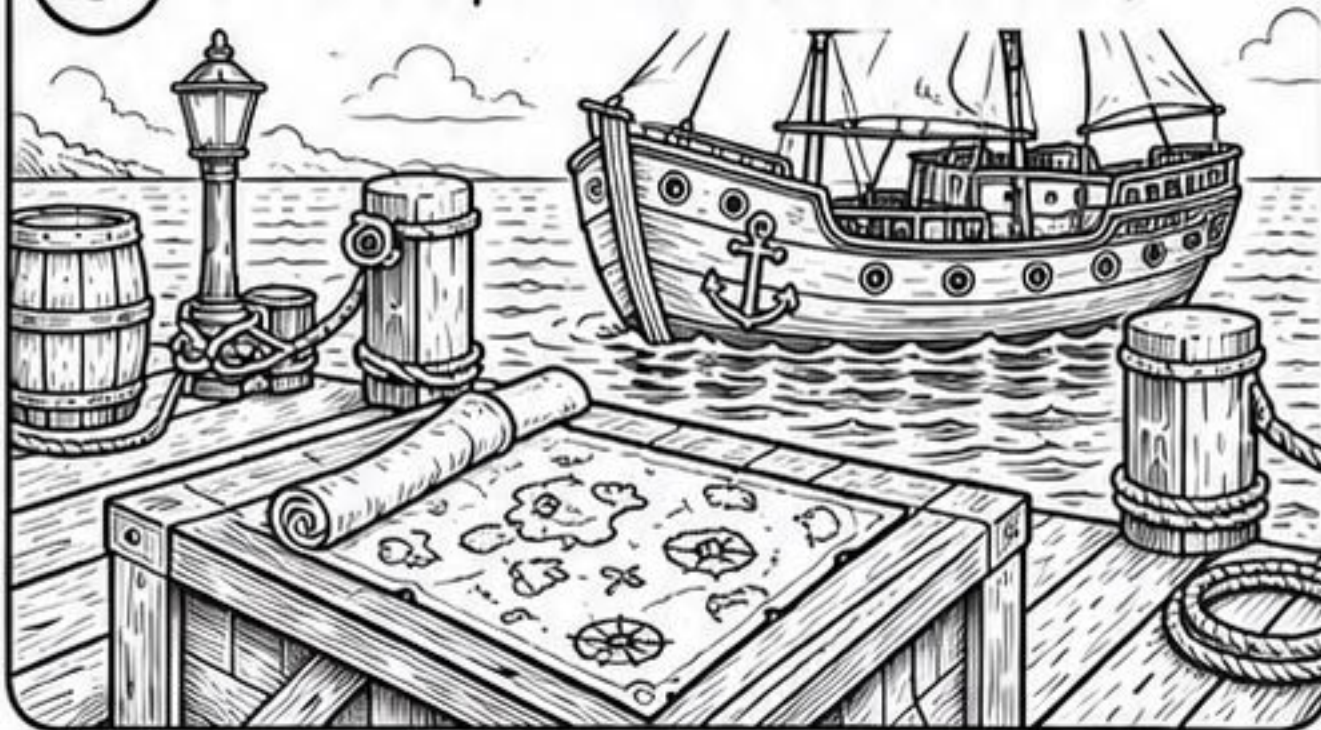
4 4. Poseidon protects the (light / treasure).



5 5. Annie chooses the (light / greed).



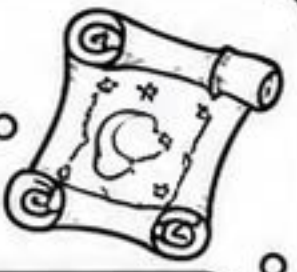
6 6. The map is at the (dock / moon).



The adventure begins!



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Name: _____

WHO IS WHO?

Match each character to the correct clue.



Mike



Annie Bonny



John



Grace O'Malley



Lady Valery



Poseidon

★ I clean the museum.

★ I am the captain.

★ I help Annie.

★ I want the map.

★ I have the map.

★ I protect Atlantis.

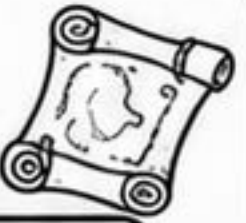


Let's discover the story!





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Name: _____

PLACES IN THE STORY

Match each place to the correct name.



MUSEUM

THE CRESCENT MOON

THE DOCK

ATLANTIS

Where are they?





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SONG ACTIVITY

SECOND CYCLE OF
PRIMARY EDUCATION

Name: _____



PIRATE DREAM



We study this song because in the play we are going to become pirates.

1. Listen and circle.

Circle the words you hear in the song.

pirate

ship

sea

wind

waves

brave

free

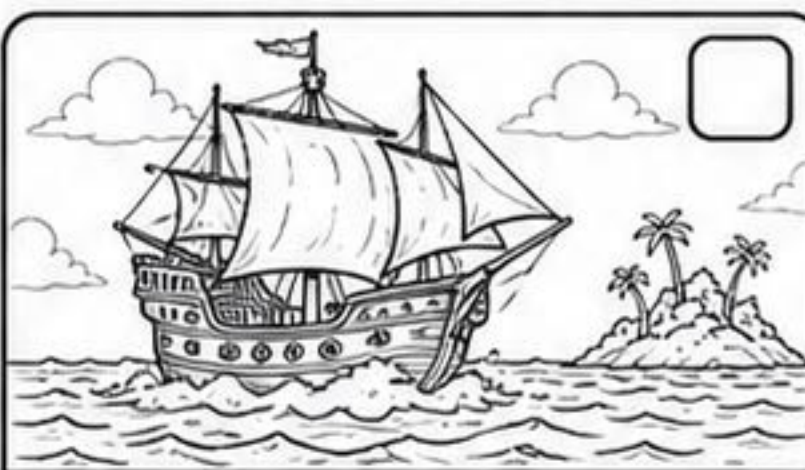
dream



2. What does Mike dream of? Tick (✓).



be a pirate



cross the sea



feel the wind



sail the ship



sleep all day



clean the museum

3. Draw.

Draw yourself as a pirate.



Let's sing and dream like pirates!





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SONG ACTIVITY

SECOND CYCLE OF
PRIMARY EDUCATION

Name: _____



NOT FOR



We study this song because it reminds us to choose the light, not greed.



1. Listen and circle.



Circle the words you hear in the song.

light

hope

kindness

love

gold

power

greed

choose



2. What is the song about? Tick (✓).



choose the light

☐

help others

☐

not for gold

☐

not for power

☐

be greedy

☐

take it all

☐

3. Complete.

light

hope

kindness



We choose the _____.



The song brings _____.



We act with _____.

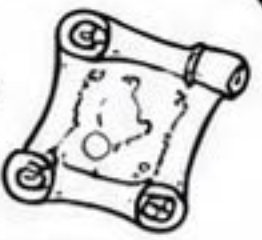


We choose the light!





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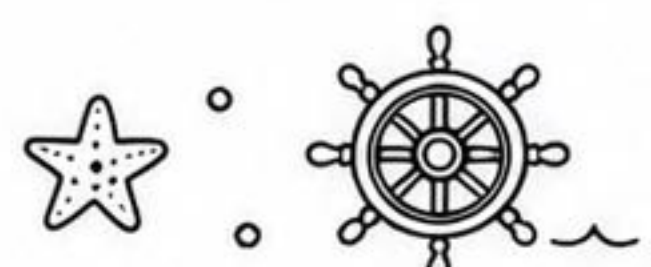
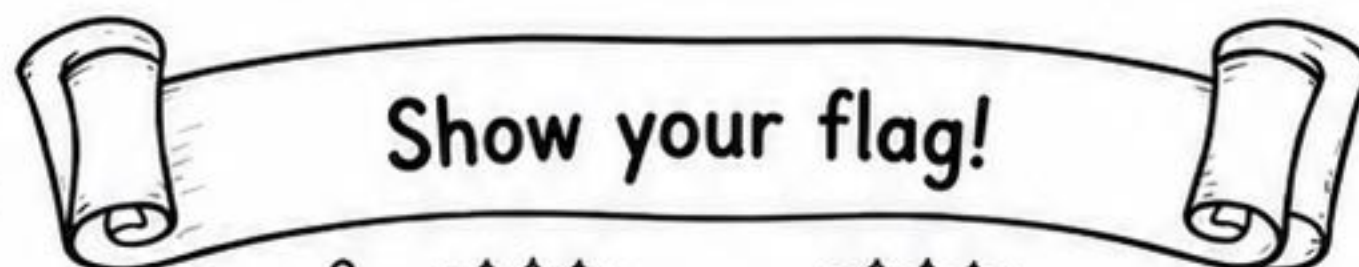
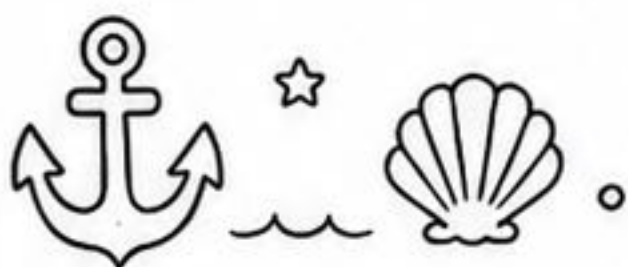
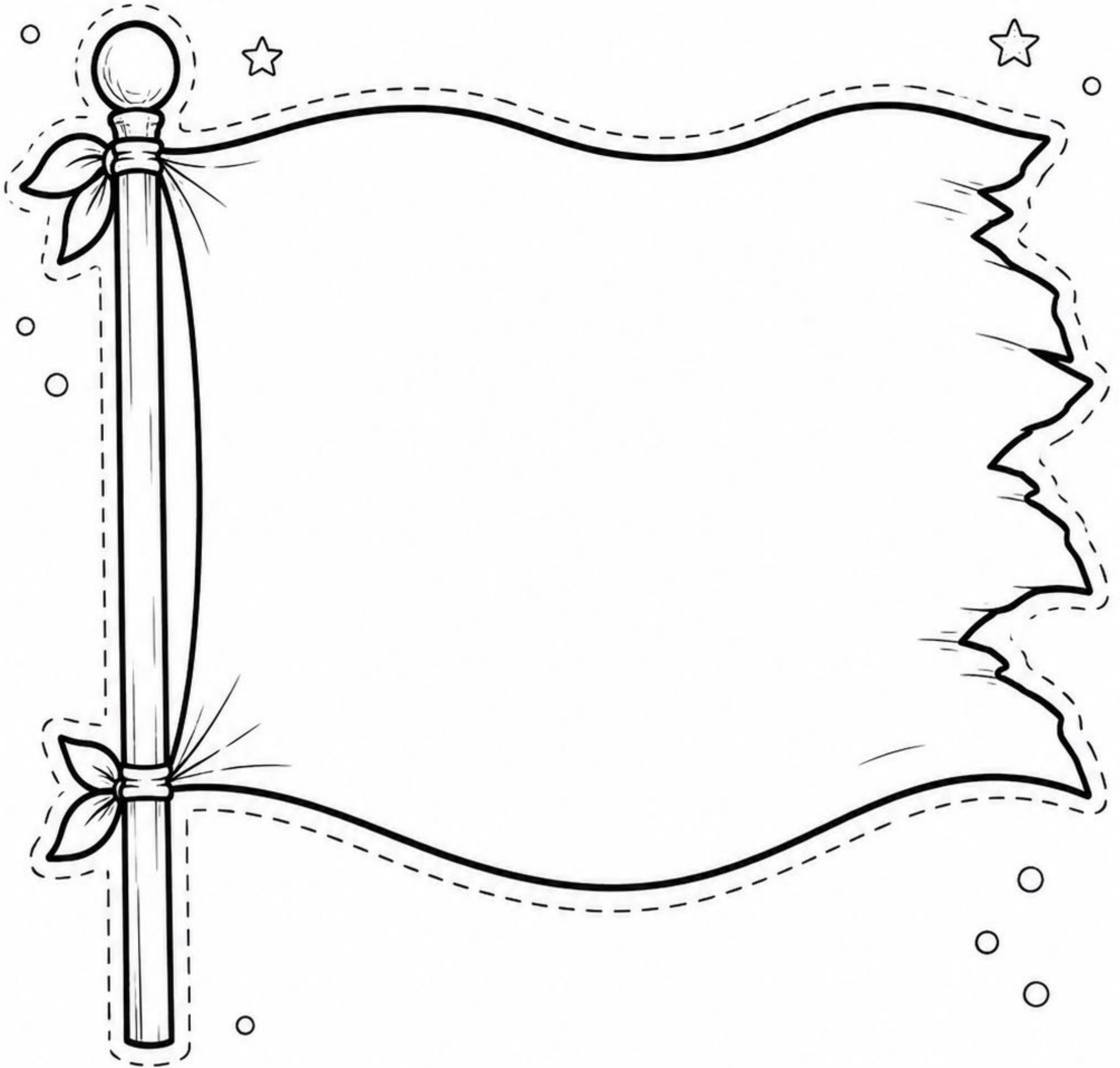
AFTER THE PLAY

**SECOND CYCLE OF
PRIMARY EDUCATION**

Name: _____

★ DESIGN YOUR PIRATE FLAG ★

Draw a pirate symbol on the flag. Then colour it, cut it out and show it to the class.





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AFTER THE PLAY

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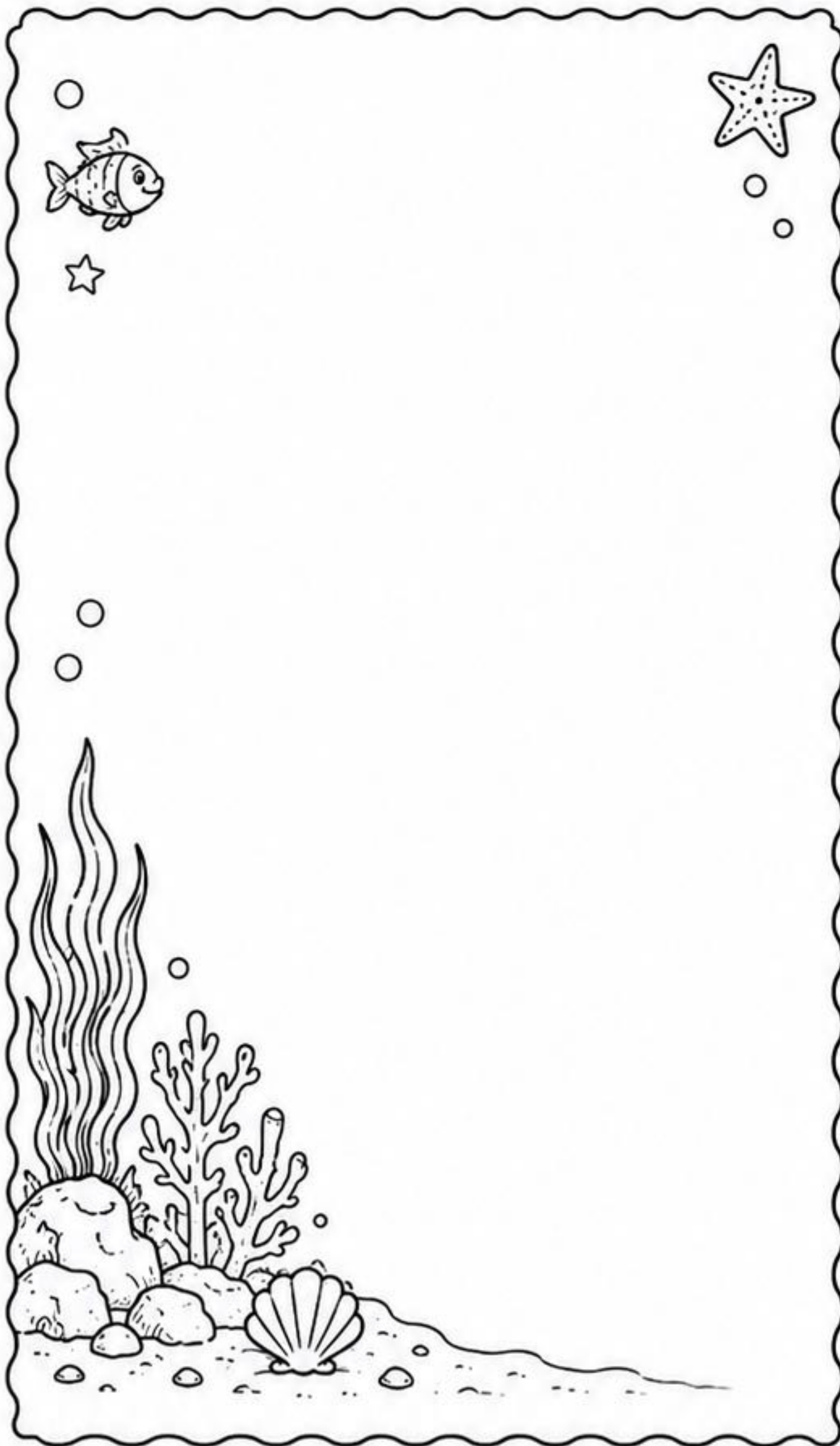
Name: _____



★ POSTCARD FROM ATLANTIS ★



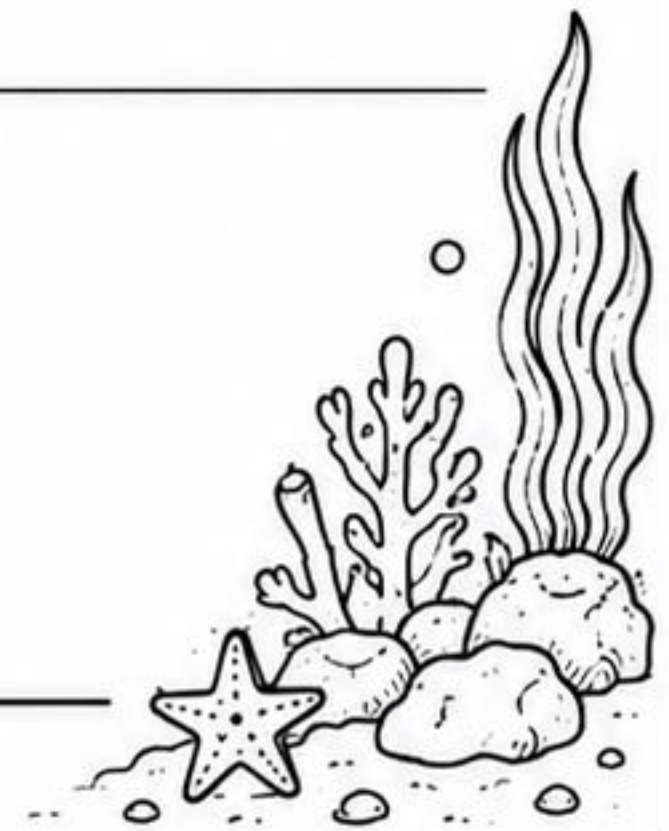
Draw and write a postcard from Atlantis.



Dear _____,



From _____

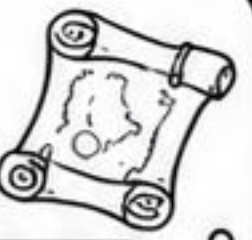


Greetings from Atlantis!





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AFTER THE PLAY

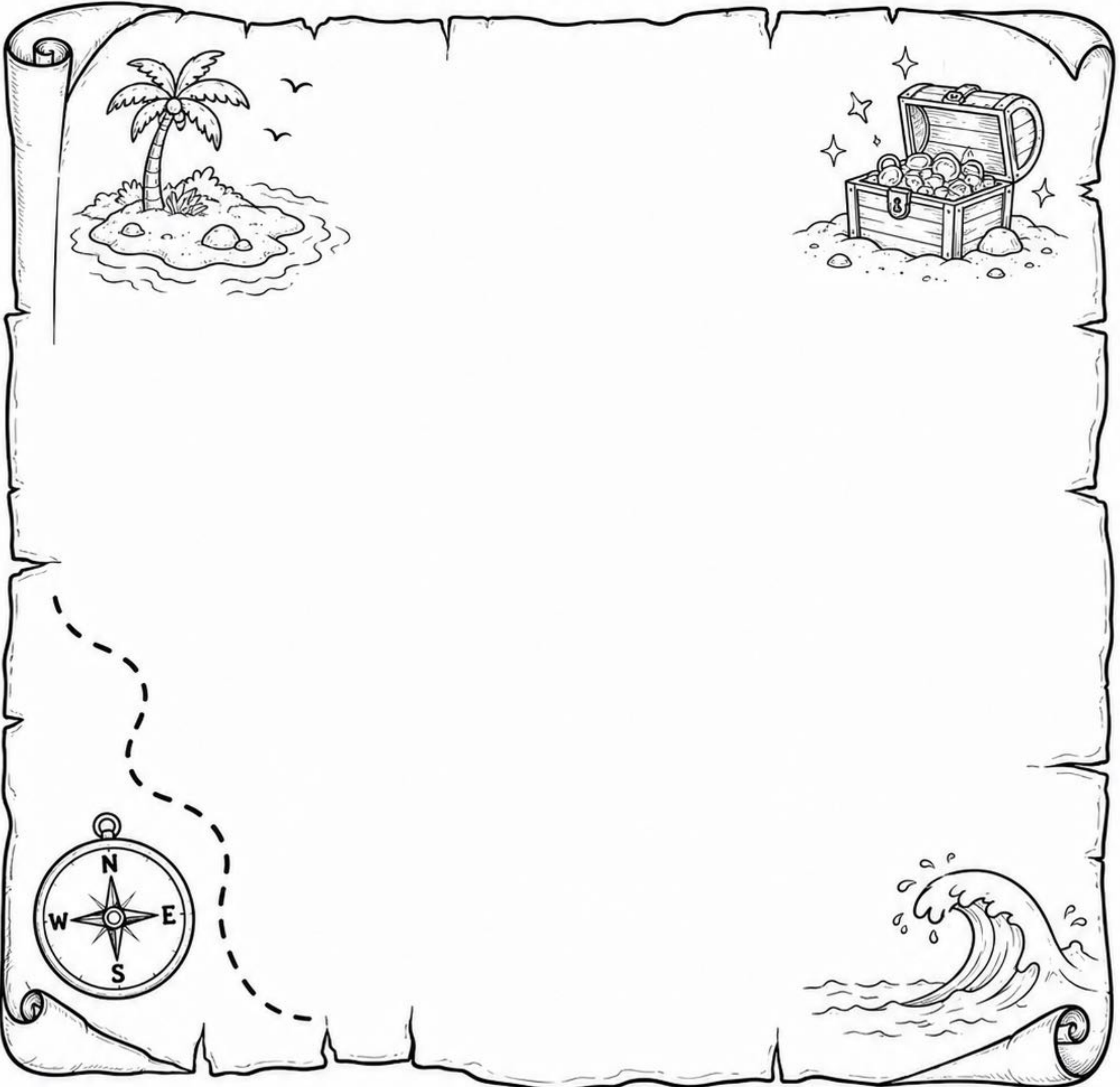
**SECOND CYCLE OF
PRIMARY EDUCATION**

Name: _____

★ DRAW YOUR TREASURE MAP ★



Draw your own treasure map. Add a route, clues and an X.

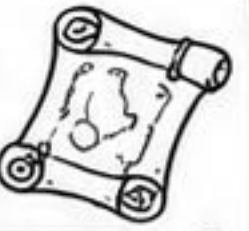


Follow the clues!





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Name: _____

A NEW ADVENTURE

Imagine a new adventure for Mike, Annie and John.



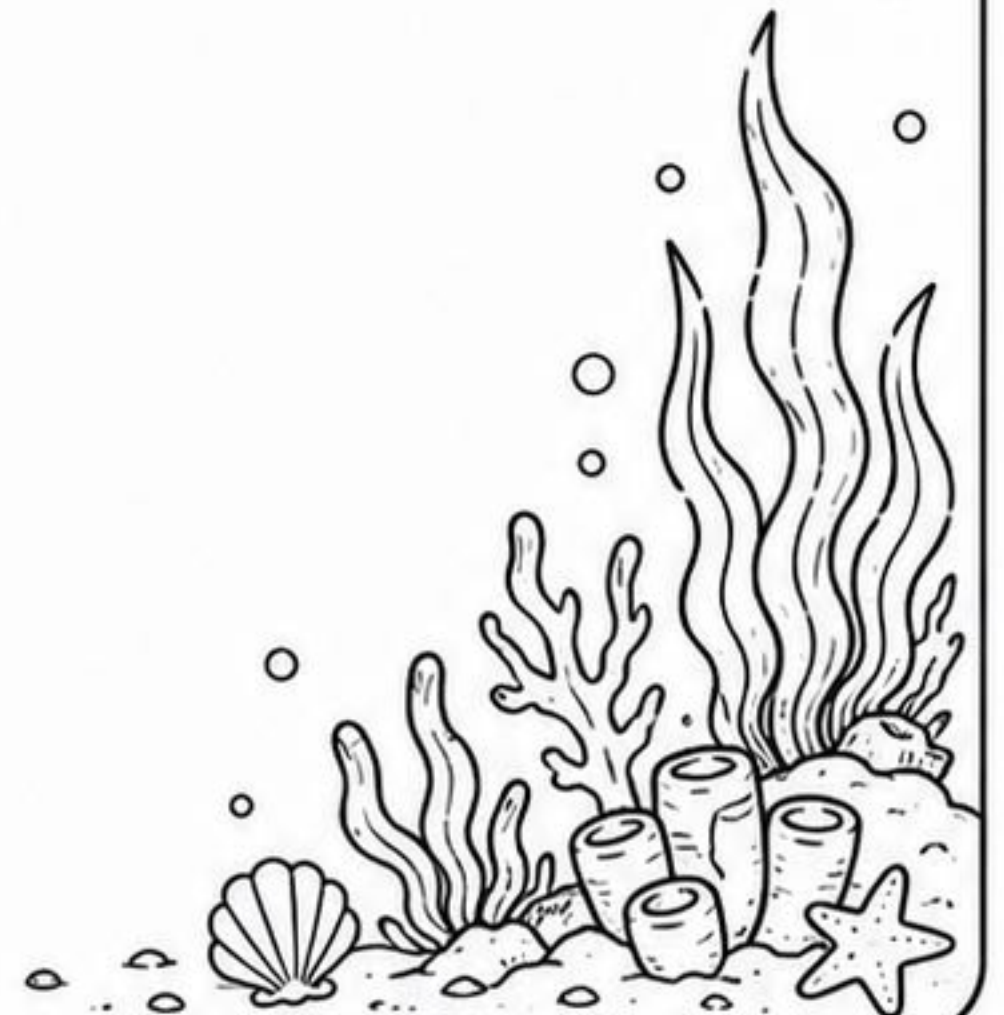
Where do they go?



Who do they meet?



What do they find?



Create a new adventure!

