



THE LEGEND OF THE CRESCENT MOON

THIRD CYCLE
OF PRIMARY
EDUCATION

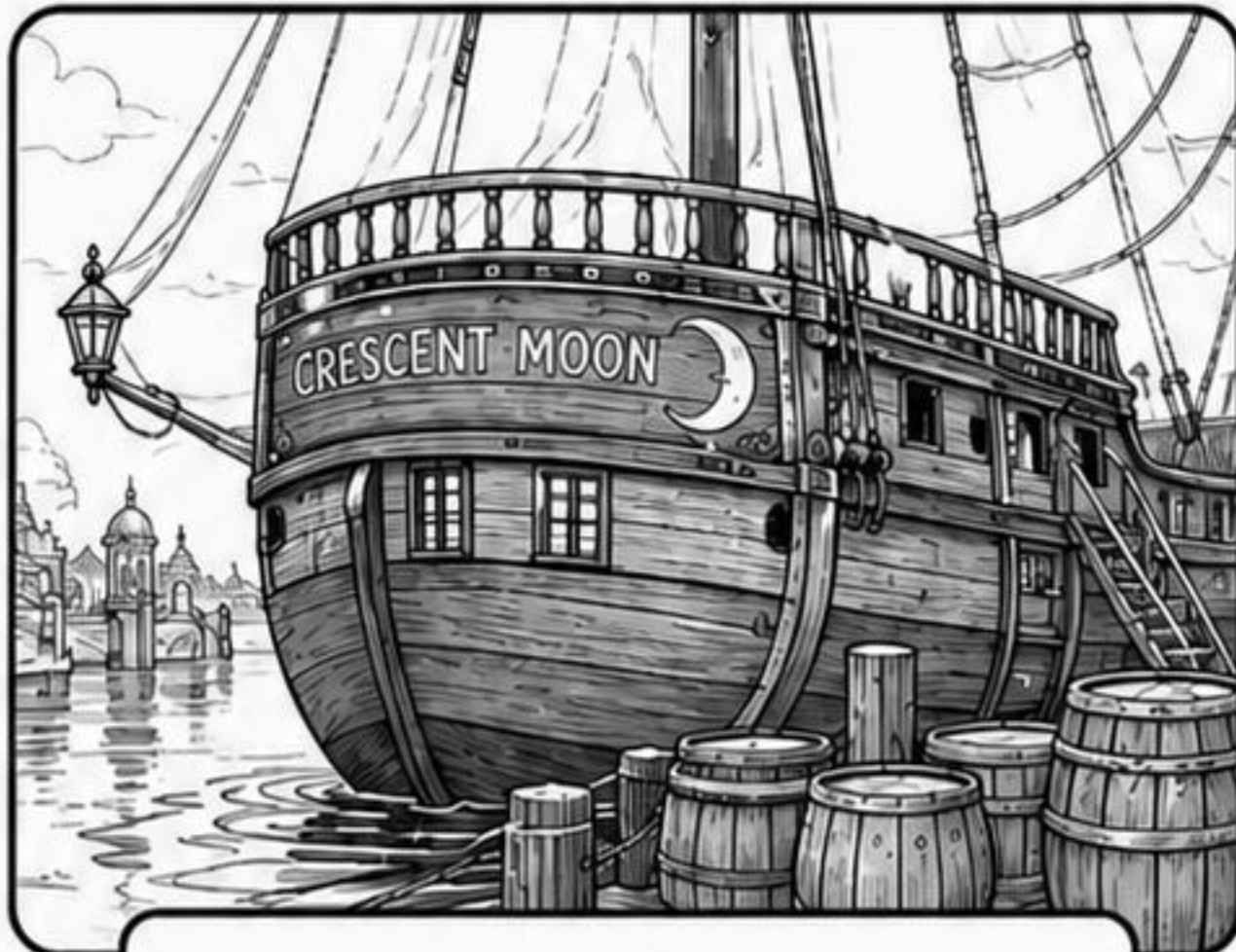
★ Primary Version ★

BEFORE THE PY

Name: _____

PLACES IN THE STORY

Match each place to the correct name.



MUSEUM

THE CRESCENT MOON

THE DOCK

ATLANTIS

Where are they?



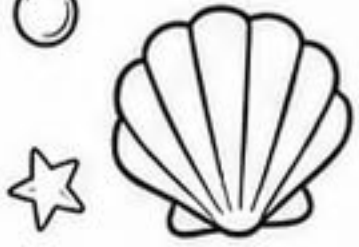
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BEFORE THE PLAY

Name: _____



WHO IS WHO?



Match each character to the correct clue.



Mike



Annie Bonny



John



Grace
O'Malley



Lady Valery



Poseidon

1 I work in the museum.

2 I am the captain of
the Crescent Moon.

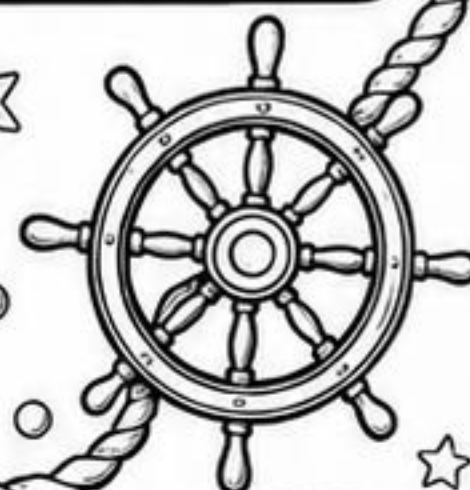
3 I help Annie
on the ship.

4 I want the map.

5 I give them
the map.

6 I protect Atlantis.

Let's discover the story!





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BEFORE THE PLAY

Name: _____



MISSION TO ATLANTIS

Read and circle the correct word.



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



2. Annie is the (captain / professor).



3. Lady Valery gives them the (map / trident).



4. They sail to (Atlantis / the museum).



5. Poseidon protects the (Heart of Atlantis / dock).



6. Mike chooses the (light / greed).

The adventure begins!



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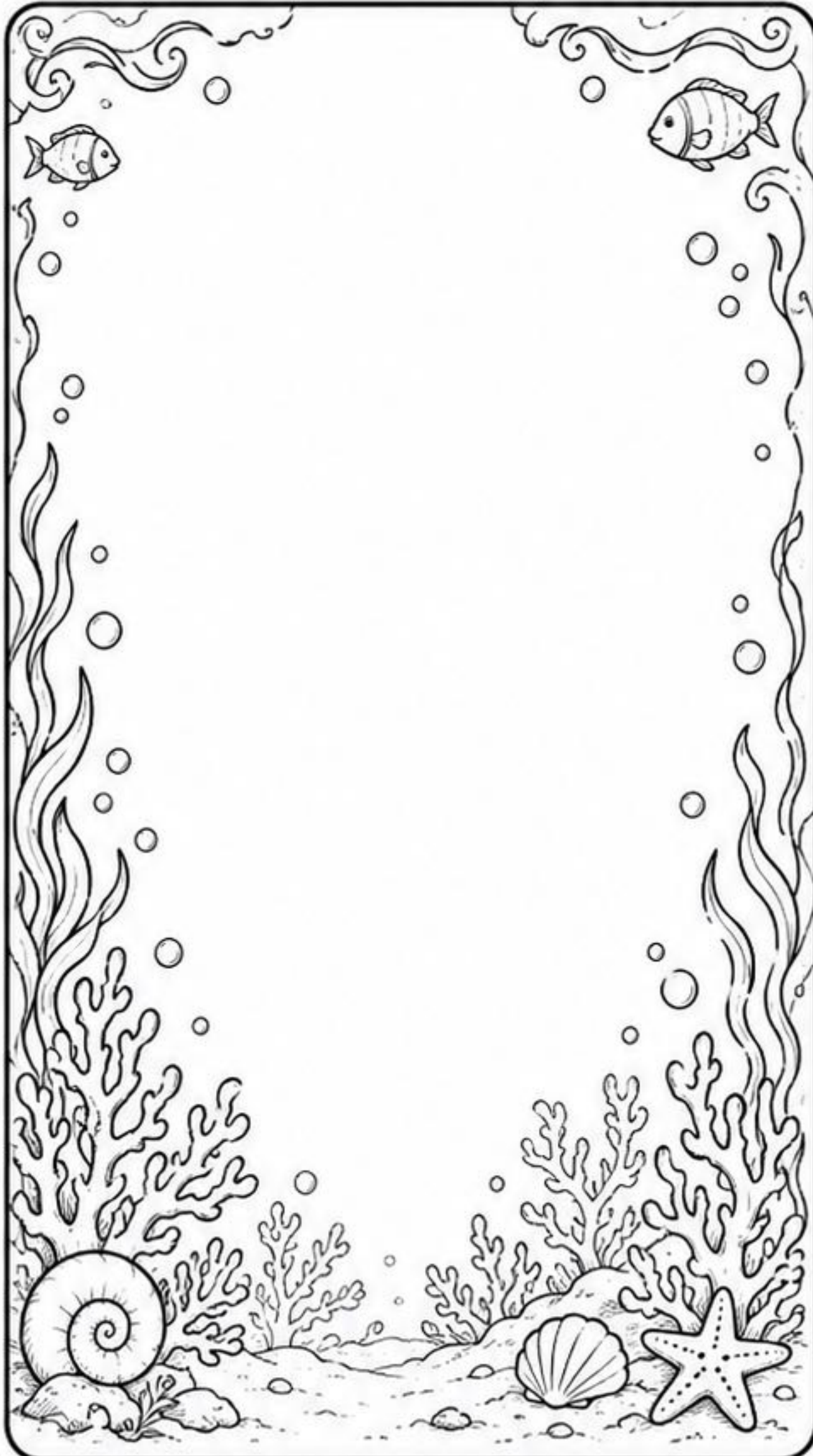
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AFTER THE PLAY

Name: _____

POSTCARD FROM ATLANTIS

Draw and write a postcard from Atlantis.

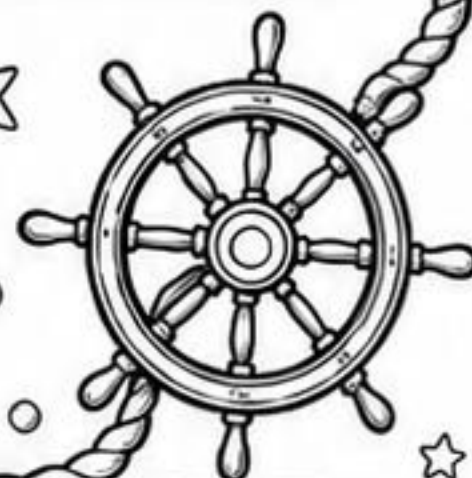


Dear _____,



From _____

Greetings from Atlantis!





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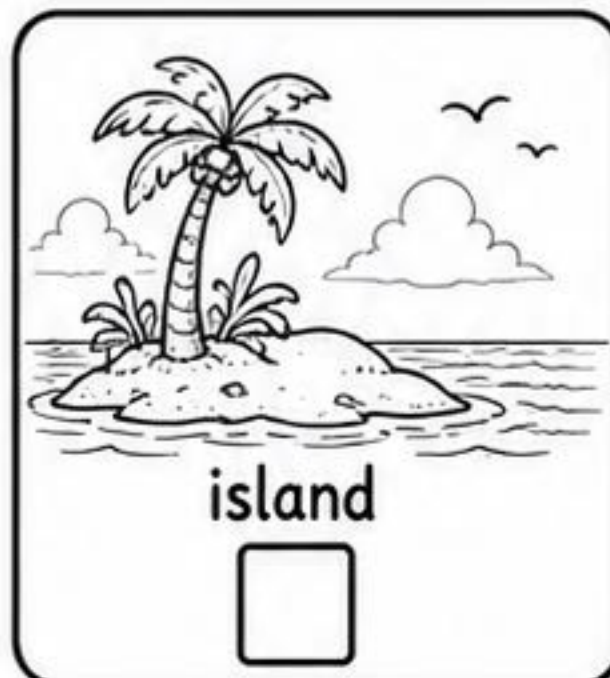
PIRATE DREAM

Listen and circle the key words.

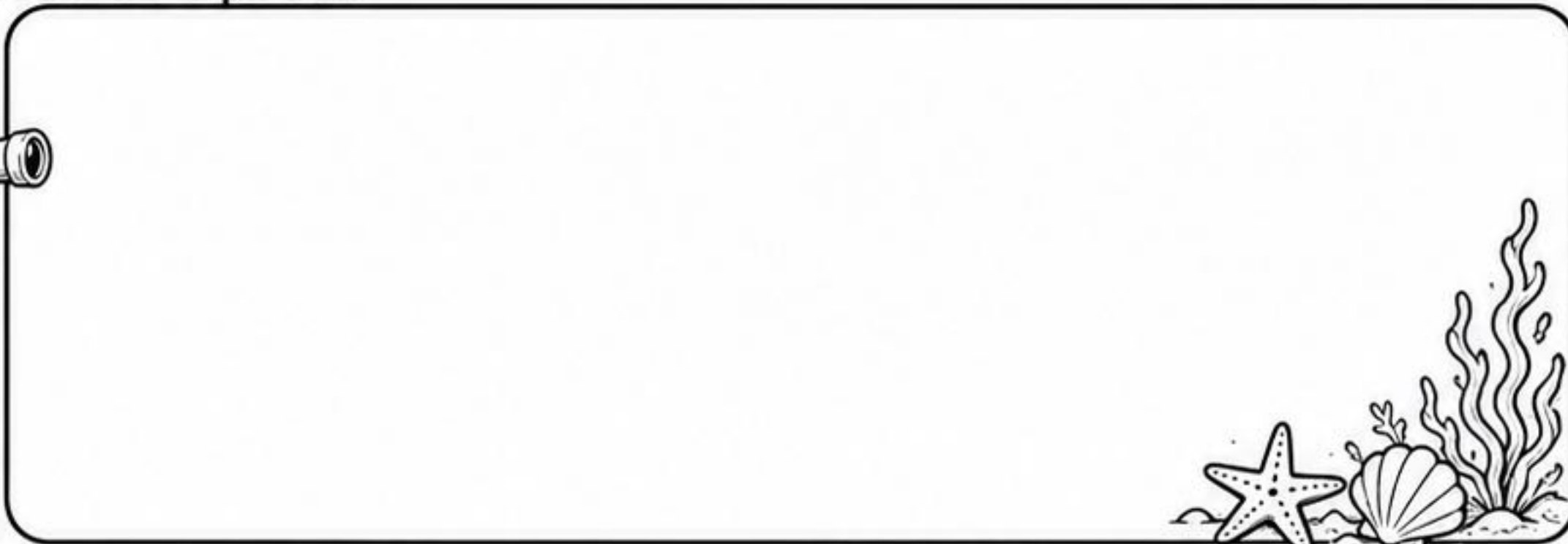
1. Listen and circle the key words.



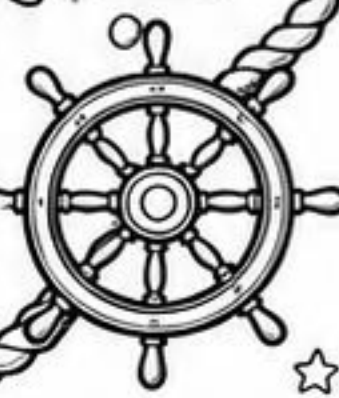
2. Tick the things Mike dreams of.



3. Draw yourself as a pirate.



Let's dream like pirates!





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BEFORE THE PLAY

Name: _____



NOT FOR

Listen and work with the song "Not For".



1 VOCABULARY: Match.

Match the words with their correct meaning.

- | | |
|-------------|---|
| 1. light | a. the ability to do things or have control |
| 2. hope | b. the centre of our feelings |
| 3. kindness | c. the wish that good things will happen |
| 4. gold | d. very friendly and caring |
| 5. greed | e. a bright flame or shine |
| 6. power | f. a precious yellow metal |
| 7. choose | g. wanting more than you need |
| 8. heart | h. to decide between options |

1. _____ 2. _____ 3. _____ 4. _____
5. _____ 6. _____ 7. _____ 8. _____

2 LISTENING: True or False.

Listen to the song and tick (✓) True or False.



- | | True | False |
|---|--------------------------|--------------------------|
| 1. The song is about finding gold. | ☐ | ☐ |
| 2. Mike chooses the light. | ☐ | ☐ |
| 3. The song says greed makes us happy. | ☐ | ☐ |
| 4. Kindness is a treasure in the song. | ☐ | ☐ |
| 5. The Heart of Atlantis is made of gold. | ☐ | ☐ |
| 6. The song encourages us to help others. | ☐ | ☐ |
| 7. The song tells us to have more power. | ☐ | ☐ |
| 8. The song celebrates good choices. | ☐ | ☐ |

3 UNDERSTANDING: Complete the sentences.

Complete the sentences with words from Activity 1.

- | | |
|---|---|
| 1. Mike learns that the real treasure is not _____. | 5. We all have a _____ that can choose what is right. |
| 2. The song tells us to follow our _____. | 6. The song gives us _____ for the future. |
| 3. When we are kind, we bring _____ to the world. | 7. It is important to _____ between good and bad choices. |
| 4. Greed makes people want more _____ than they need. | 8. The magical _____ shines in Atlantis. |

4 THINK AND WRITE.

Answer the questions in your own words.

- What is the main message of the song "Not For"?

- Why do you think Mike decides to choose the light?

- What is more important than gold? Why?



5 LYRICS: Order the lines.

Listen again and number the lines in the correct order (1-6).

- | | |
|--------------------------|------------------------------|
| ☐ | Not for gold, not for power, |
| ☐ | Not for greed, not for fame. |
| ☐ | We choose the light, |
| ☐ | We choose the love, |
| ☐ | That shines inside, |
| ☐ | Not for gold, not for power. |



Good choices make the world brighter!



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STORY SUMMARY

Read this page before the activities.



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



2. Magic takes Mike to the ship called the Crescent Moon.



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



4. Grace O'Malley wants the map. Lady Valery gives the map to Mike and his friends.



5. They sail to Atlantis. Poseidon protects the Heart of Atlantis.



6. Mike chooses the light, not greed. He believes in good things.

Now you know the story!





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AFTER THE PLAY

Name: _____

IMAGINE ATLANTIS

Imagine Atlantis after the story. Draw your own underwater city.

You can include: palaces, sea animals, plants, treasure, the Heart of Atlantis.



Use your imagination!



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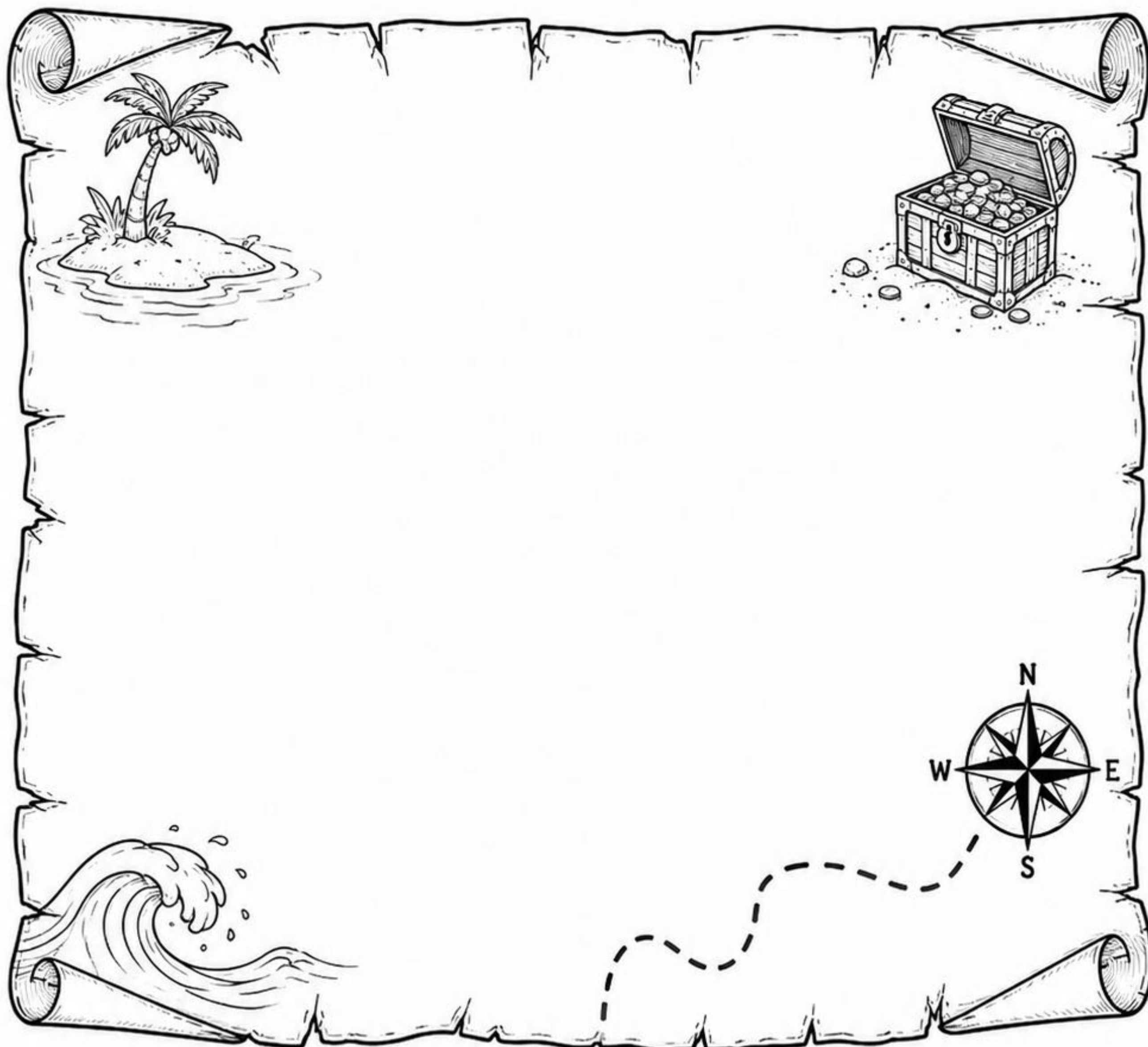
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AFTER THE PLAY

Name: _____

DRAW YOUR TREASURE MAP

Draw your own treasure map. Add a route, 3 clues and an X.



Follow the clues!