



THE LEGEND OF THE CRESCENT MOON

1st–2nd ESO (Secondary Level)

★ TEACHER'S GUIDE ★



SECONDARY EDUCATION
1st–2nd ESO (12–14)

1 OUR PROJECT ★

The Legend of the Crescent Moon is an original musical theatre play in English that combines adventure, music and values. The story follows Mike, a museum cleaner at the Naval Museum in London. After hearing the legend of the pirate ship *Crescent Moon*, he climbs aboard and is transported to the Caribbean. There he meets Captain Annie Bonny and John, and joins their search for Atlantis and the Heart of Atlantis, a magical source of light.

To reach Atlantis, the crew must first find a map guarded by Lady Valery Blackmoor. Their journey is threatened by Grace O'Malley, who wants the Heart for greed and power. In the end, Mike learns that the true treasure is not gold or fame, but the light we choose to protect and share.

This guide helps teachers prepare students before the performance and deepen understanding afterwards. The student materials include: Story Summary, Vocabulary, Worksheets 1–3 (Before the Performance), Worksheets 4–6 (After the Performance), and Worksheet 7 (Songs).



OBJECTIVES OF THE PROJECT

-  **Improve communication in English**
Listening, speaking, reading and writing through theatre-based activities.
-  **Expand vocabulary and comprehension**
Key words, characters, places, actions and themes from the play.
-  **Develop critical thinking**
Discussing choices, consequences, greed, courage and friendship.
-  **Promote creativity**
Writing, drawing, speaking and personal response tasks.
-  **Connect learning across subjects**
Links with legends, maps, the sea, myths and culture.
-  **Encourage participation and teamwork**
Cooperative, inclusive and motivating classroom work.

TEACHING IDEAS AND APPROACHES

-  **BEFORE THE PLAY**
- Activate prior knowledge.
 - Read the summary.
 - Work with the vocabulary.
 - Complete Worksheets 1–3.

-  **DURING THE PLAY**
- Encourage active listening.
 - Observe characters and songs.
 - Notice the conflict and key choices.

-  **AFTER THE PLAY**
- Complete Worksheets 4–7.
 - Discuss values and characters.
 - Reflect on Mike's final choice.

-  **CROSS-CURRICULAR PROJECTS**
- Create a map of the journey.
 - Design the Heart of Atlantis.
 - Write a diary entry.
 - Research myths of Atlantis.

-  **TEACHING APPROACH**
- Active and participatory learning.
 - Inclusive and motivating tasks.
 - Visual support and clear structure.
 - Cooperation and creativity.

CURRICULAR CONNECTIONS

-  **LANGUAGE AND LITERATURE (English)**
Reading comprehension, oral expression, writing, vocabulary and listening.
-  **SOCIAL SCIENCES**
Legends, historical imagination, the sea, journeys and Atlantis as myth.
-  **ARTS AND MUSIC**
Drama, songs, visual response and creativity.
-  **CITIZENSHIP AND VALUES EDUCATION**
Empathy, cooperation, responsibility and ethical choices.
-  **LEARNING TO LEARN / PERSONAL DEVELOPMENT**
Reflection, self-expression and making reasoned decisions.
-  **KEY COMPETENCES**
Communication in English, social and civic competence, cultural awareness, digital competence and learning to learn.

★ *With The Legend of the Crescent Moon, your students can enjoy a meaningful learning experience that strengthens language skills, imagination and values.* ★



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2 THE STORY AND THE CHARACTERS ★



THE STORY

- ✦ Mike is a museum cleaner at the Naval Museum in London.
- ✦ Professor Donalson tells him the legend of the *Crescent Moon*, the pirate ship of Captain Annie Bonny.
- ✦ When Mike climbs aboard and raises the sails, he is transported to the Caribbean and meets Annie Bonny and John.
- ✦ The crew is searching for Atlantis and the Heart of Atlantis, a magical source of light once lost because of human greed.
- ✦ To continue the journey, they must find a map protected by Lady Valery Blackmoor.
- ✦ Grace O'Malley wants the Heart for greed, money and power.
- ✦ In Atlantis, Poseidon tests the crew and protects the Heart.
- ✦ In the end, Mike learns that true treasure is not gold or fame, but the light we choose to protect and share.



MAIN CHARACTERS



1. MIKE

A museum cleaner who begins as an ordinary young man and grows in courage. He makes the final choice.



2. ANNIE BONNY

The brave captain of the *Crescent Moon*. Determined, adventurous and fair.



3. JOHN

Annie's loyal first mate. Supportive, honest and brave.



4. GRACE O'MALLEY

An ambitious and dangerous pirate who wants the Heart for herself.



5. POSEIDON

God of the sea and guardian of Atlantis and the Heart. He tests human intentions.



6. PROFESSOR DONALSON

The professor who tells Mike the legend and later wants the Heart in the present.



7. LADY VALERY BLACKMOOR

The ghostly guardian of the map who tests Mike before the journey continues.



KEY THEMES

- Courage
- Friendship
- Greed
- Responsibility
- Choice
- Hope
- Light and darkness



TEACHING IDEAS

- Discuss the choices made by the characters.
- Compare the main characters and their motivations.
- Explore symbols such as the Heart of Atlantis and the light.
- Connect the story to real life values and situations.



FOCUS OF THE PLAY

The play explores moral choices, teamwork and the difference between power and goodness. It shows how courage, friendship and responsibility can lead to a better world.



USEFUL LANGUAGE

- The story begins when...
- The main conflict is...
- This character represents...
- The message of the play is...

★ With *The Legend of the Crescent Moon*, your students will enjoy a meaningful learning experience that inspires their imagination, strengthens their skills and touches their hearts. ★



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3 VOCABULARY ★

How to work with the vocabulary page in class



Students use one vocabulary page organised into four semantic groups to understand the story before the performance and to support later activities. The words are carefully chosen from the play and include people, places, actions and ideas that are key to following the plot and messages. Reviewing them in class helps students build confidence and use the language meaningfully in discussions and creative tasks.

★ VOCABULARY ★

PEOPLE AND ROLES



PLACES AND OBJECTS



ACTIONS



IDEAS AND FEELINGS



THE VOCABULARY PAGE



PEOPLE AND ROLES

- **museum cleaner** — a person who cleans the 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



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 directions and places
- **treasure** — valuable things such as gold or jewels
- **Heart of Atlantis** — a magical treasure full of light
- **Atlantis** — the lost underwater city
- **sea** — the salt water that covers much of the Earth



ACTIONS

- **discover** — to find something for the first time
- **travel** — to go from one place to another
- **search** — to look for something
- **protect** — to keep something safe
- **trust** — to believe that someone is honest or good
- **choose** — to decide between different options
- **return** — to go back



IDEAS AND FEELINGS

- **adventure** — an exciting and unusual experience
- **courage** — bravery in a difficult situation
- **friendship** — a good and caring relationship
- **greed** — wanting too much money or power
- **danger** — something that can hurt you
- **secret** — something hidden from other people
- **light** — brightness that brings colour and hope
- **choice** — a decision you make



FOCUS

- understanding key vocabulary from the play
- organising words into semantic groups
- using definitions to support comprehension
- preparing students for the story and class discussion
- encouraging pronunciation and oral use of new words



IDEAS TO USE IN CLASS

- read and explain the words together
- classify words into the four groups
- match words with definitions
- use mime, pictures or examples
- create sentences
- pair quiz



ACTIVITY IDEA VOCABULARY TREASURE HUNT

Hide word cards from the four groups around the classroom (under chairs, behind books, on the board, etc.). Students work in teams to find the cards and sort them into the correct group. The first team to sort all the cards correctly wins a gold star!



LANGUAGE IN ACTION



Mike is a museum cleaner.



The crew travels by ship.



They search for the Heart of Atlantis.



Courage and friendship are important.



Mike chooses the light.

Building vocabulary helps students understand the play, express themselves and connect with the story.

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★ TEACHER'S GUIDE – ANSWER KEY ★

WORKSHEETS 1–7

Page 1 of 2



1 WORKSHEET 1 – BEFORE THE PERFORMANCE

1) Understanding the Story

1. Mike feels surprised and curious.
2. The Crescent Moon is Captain Annie Bonny's pirate ship.
3. The Heart of Atlantis is a magical stone that contains the light humanity lost because of greed.
4. Grace O'Malley wants the Heart for wealth and power.
5. Mike must decide whether to use the Heart for personal gain or protect its light from human greed.

2) Character Focus

These are sample answers.

- Mike — museum cleaner / main character — curious.
- Annie Bonny — captain of the Crescent Moon — brave.
- John — first mate — loyal.
- Grace O'Malley — dangerous pirate / antagonist — greedy.
- Poseidon — guardian of Atlantis and the Heart — powerful or protective.
- Professor Donalson — professor who tells Mike the legend — curious.

3) Predictions

Open answers. Accept logical ideas.

2 WORKSHEET 2 – BEFORE THE PERFORMANCE

1) Vocabulary in Context

A. Match:

1–f, 2–j, 3–h, 4–c, 5–b, 6–i,
7–a, 8–e, 9–d, 10–g.

B. Synonyms:

- | | |
|-------------|--------------|
| 1 boat | 6 brightness |
| 2 valuable | 7 risk |
| 3 bravery | 8 pal |
| 4 keep safe | 9 hidden |
| 5 journey | 10 back |

2) Understanding the Story

A. Choose:

1 b, 2 b, 3 b, 4 b, 5 c, 6 c.

B. Correct order:

1. Mike works in a museum.
2. Mike travels to the Caribbean.
3. Mike meets Annie Bonny and John.
4. The crew reaches Atlantis and meets Poseidon.
5. Grace O'Malley wants the Heart for herself.
6. Mike returns home and chooses the light.

3) Think!

Open answer.

3 WORKSHEET 3 – BEFORE THE PERFORMANCE

1) Deeper Understanding

1. Professor Donalson tells Mike that the Crescent Moon is Annie Bonny's pirate ship and that it is connected to Atlantis and the Heart of Atlantis.
2. Annie Bonny and John are searching for Atlantis and the Heart of Atlantis.
3. The Heart is important because it contains the light humanity lost because of greed.
4. Grace is a danger because she wants the Heart for wealth and power, and her greed puts the mission in danger.
5. Mike must choose between personal gain and protecting the Heart's light.

2) Think and Reflect

A. Table: sample answers.

Annie Bonny	captain of the ship	brave leader.
John	first mate	loyal to Annie.
Grace O'Malley	antagonist / pirate	wants the Heart for greed.
Poseidon	guardian of Atlantis	protects the Heart.
Professor Donalson	museum professor	tells Mike the legend.
Mike	protagonist / museum cleaner	joins the journey and makes the final choice.

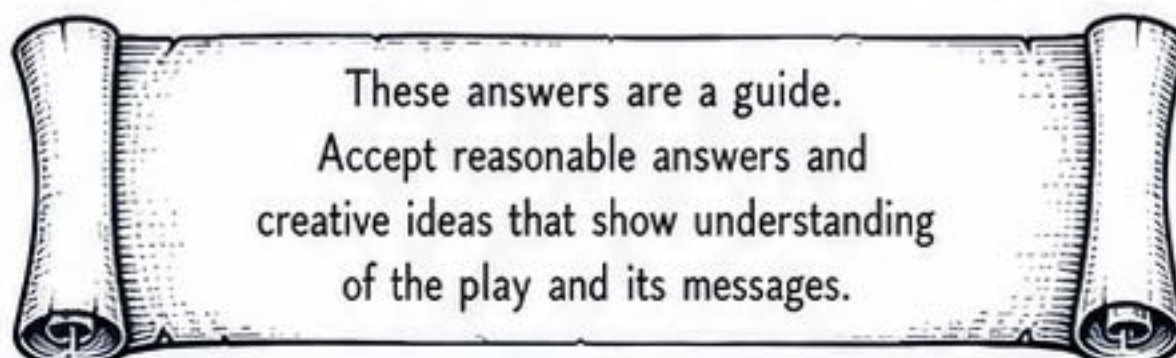
B. Two words from the box: sample answers.

- Annie Bonny — brave, determined.
- John — loyal, brave.
- Grace O'Malley — greedy, dangerous.
- Poseidon — powerful, protective.
- Professor Donalson — curious, ambitious.
- Mike — afraid, confused.

3) Predictions and Opinions

Open answers. Accept logical and well-supported responses.

These answers are a guide.
Accept reasonable answers and
creative ideas that show understanding
of the play and its messages.





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★ TEACHER'S GUIDE – ANSWER KEY ★

WORKSHEETS 1–7



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4 WORKSHEET 4 – AFTER THE PERFORMANCE

1) Remember and Understand

A. Read and write. Write a short answer.

1. The Crescent Moon is Annie Bonny's pirate ship, and the story begins in the Naval Museum in London.
2. The Heart of Atlantis is a magical stone containing humanity's lost light; it is important because it represents hope and goodness.
3. Mike, Annie Bonny and John travel on the Crescent Moon, following Lady Valery's map.
4. Poseidon wants to keep the Heart protected from human greed.
5. Grace tries to take the Heart and shoots John; he falls into the water.
6. Mike chooses to protect the light at the end.

B. True or False: 1 T, 2 F, 3 T, 4 F, 5 T, 6 F.

2) Your Opinions and Feelings

- A. Colour the stars — open responses.
- B. Answer the questions — open responses.

6 WORKSHEET 6 – AFTER THE PERFORMANCE

This is a creative, open-ended worksheet.

1) Create and Draw

- A. Draw your favourite scene — open.
- B. Design a new symbol for the Crescent Moon crew — open.
Why did you choose this symbol? — open.

2) Write a Letter

A or B — open.

3) Imagine Something New

1–4 — open.

4) My Final Opinion

1–3 — open.

Suggested teacher note:

Accept a wide range of thoughtful, coherent and creative responses. Reward clear links to the story, imagination, personal opinion, and correct use of English.

5 WORKSHEET 5 – AFTER THE PERFORMANCE

1) Remember and Organise

A. Summary words, in order:

museum; Crescent Moon; Annie Bonny; John; Heart of Atlantis; Atlantis; Poseidon; light.

B. Put the events in the correct order (numbers beside the printed lines): 6, 3, 4, 1, 5, 2.

2) Characters and Meaning

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

- Mike — choice.
- Annie Bonny — courage.
- John — loyalty.
- Grace O'Malley — greed.
- Poseidon — protection.
- Professor Donalson — ambition.

B. Answer the questions.

1. Because Poseidon wants to protect the Heart from greed and make sure it is used for good.
2. The Heart represents light, hope and goodness.
3. Mike learns that true treasure is not gold, fame or power, and that doing what is right matters more than personal gain.
4. Grace represents greed and creates the main conflict because she tries to steal the Heart.

3) Your Opinion

A and B — open responses.

7 WORKSHEET 7 – SONGS

1) I Choose the Light

- A. Match the lines: 1–e, 2–b, 3–a, 4–d, 5–c.
- B. Choose the correct message:
b) *Choosing the light means doing what is right.*
- C. Write your idea — open response.

2) Not For

- A. Complete the sentences: 1 fame, 2 power, 3 treasure, 4 gain, 5 light.
- B. Match the words with their meaning: 1–c, 2–a, 3–b, 4–d, 5–e.

3) Song Reflection

1. Open answer with a reason.
2. Sample idea: *The songs teach values such as courage, goodness, doing what is right, and caring more about what is truly valuable than power, fame or personal gain.*



These answers are a guide.
Accept logical and well-justified answers,
especially in creative and opinion tasks.

