



THE LEGEND OF THE CRESCENT MOON

Primary Version

★ TEACHER'S GUIDE ★



FIRST CYCLE OF
PRIMARY EDUCATION

1 ABOUT THE PROJECT

The Legend of the Crescent Moon is an original musical theatre play designed for children in Primary Education. It combines adventure, friendship, imagination and values through an engaging story, memorable songs and colourful characters.

This guide offers ideas and resources to help teachers prepare pupils before the show, extend their learning afterwards and connect the experience with the Andalusian curriculum.



OBJECTIVES OF THE PROJECT



Improve communication in English

Listening, speaking and understanding through songs, dialogue and classroom activities.



Learn and use new vocabulary

Linked to the topic of adventure, the sea and emotions.



Develop social and emotional skills

Teamwork, empathy, respect, kindness and making good choices.



Encourage creativity and imagination

Through drama, movement, art and play.



Discover the world around us

Exploring places, nature and stories in a fun and meaningful way.



Enjoy music and movement

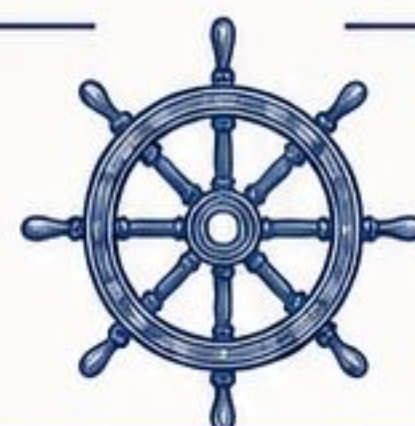
Learning and performing songs to support language and memory.



This project brings English to life through a motivating and inclusive theatrical experience that helps children learn while they enjoy.

A PLAYFUL, INCLUSIVE AND COMPETENCE-BASED APPROACH

- ★ Activities are adapted to different levels and can be flexible for mixed-ability classes.
- ★ Pupils learn by doing, playing and collaborating.
- ★ The materials encourage active participation and a positive learning environment.



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★ THE STORY ★

An adventure about friendship, courage and choices

SUMMARY

Mike is a museum cleaner with a special gift: with a little magic, he can travel to faraway places. One day, Professor Donalson shows him a mysterious ship called the *Crescent Moon* and Mike appears in the Caribbean.

There he meets Annie Bonny, a brave pirate captain, and John, her loyal friend. Together they dream of finding Atlantis, a legendary city that holds a magical light that can bring hope and happiness to the world.

They must face many challenges. Grace O'Malley, a clever and greedy pirate, wants the treasure for herself. Lady Valery Blackmore also wants the map that can lead them to Atlantis. But with teamwork and courage, Mike and his friends keep going on their journey.

When they finally reach Atlantis, Poseidon, the king of the sea, gives them the magical light. But Grace tries to steal it! In the end, Mike chooses to share the light with the world. He understands that the real treasure is love, kindness and hope.

Mike returns home, knowing that he can always follow his dreams and make a difference.



FOCUS

- Understanding the main events of the play.
- Recognising the characters and their roles.
- Identifying the main theme: making good choices.
- Developing empathy and values.



IDEAS TO EXPLAIN IT IN CLASS

- ★ Use the comic from the worksheet "Our Story" to retell the story step by step.
- ★ Show the photos or a short video clip from the play. Ask: Who are they? Where are they? What is happening?
- ★ Create a story map on the board with the main places (Museum → Ship → Caribbean → Atlantis → Home).
- ★ Use simple gestures or drama to act out key moments.
- ★ Encourage pupils to predict what might happen next.



ACTIVITY IDEA

Story Sequence

Give pupils 6 pictures from the comic (or draw similar ones). In pairs, they put them in the correct order and tell the story.

Discussion questions:

- What was Mike's dream?
- What problems did they face?
- What choice did Mike make in the end?
- How do you think Mike feels at the end?



LANGUAGE IN ACTION

Use time words to organise the story: *first, then, next, after that, finally*.
Practice: "First, Mike is in the museum. Then, he goes to the ship..."



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★ VOCABULARY ★

Three student worksheets to build the key language of the play



VOCABULARY WORKSHEETS

Students work with 3 vocabulary worksheets. Each one groups key words from the play in a clear and visual way.

1 Vocabulary 1 – Places and Objects:

museum, ship, sea, dock, map, treasure, heart, light.

2 Vocabulary 2 – Characters and Roles:

cleaner, pirate, captain, crew, ghost, god, lady, friend.

3 Vocabulary 3 – Sea and Adventure:

wave, storm, wind, moon, Atlantis, adventure, dream, choose.

1 Vocabulary 1
Places and Objects

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★ VOCABULARY ★
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★ VOCABULARY 1 ★
Look, read and learn.

1 museum Tasman Museum Tasman Museum	2 ship Tasman Sea Tasman Sea	3 sea Tasman Sea Tasman Sea	4 dock Tasman Sea Tasman Sea
5 map Tasman Sea Tasman Sea	6 treasure Tasman Sea Tasman Sea	7 heart Tasman Sea Tasman Sea	8 light Tasman Sea Tasman Sea

2 Vocabulary 2
Characters and Roles

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★ VOCABULARY 2 ★
Look, read and learn.

1 cleaner Tasman Sea Tasman Sea	2 captain Tasman Sea Tasman Sea	3 crew Tasman Sea Tasman Sea
4 ghost Tasman Sea Tasman Sea	5 god Tasman Sea Tasman Sea	6 lady Tasman Sea Tasman Sea

3 Vocabulary 3
Sea and Adventure

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★ VOCABULARY 3 ★
Look, read and learn.

1 wave Tasman Sea Tasman Sea	2 storm Tasman Sea Tasman Sea	3 wind Tasman Sea Tasman Sea
4 moon Tasman Sea Tasman Sea	5 Atlantis Tasman Sea Tasman Sea	6 adventure Tasman Sea Tasman Sea
7 choose Tasman Sea Tasman Sea	8 dream Tasman Sea Tasman Sea	9 friend Tasman Sea Tasman Sea



FOCUS

- ★ listening to and pronouncing new words.
- ★ understanding vocabulary through images and context.
- ★ grouping words into characters, places, objects and adventure language.
- ★ preparing pupils for the story, songs and classroom tasks.



AUDIO SUPPORT

There is a vocabulary audio on the website. Pupils can listen to the words recorded by native speakers, hear clear pronunciation and repeat them aloud.

- Use the audio to listen, repeat and point to the correct picture.
- Play the audio several times so pupils can gain confidence with pronunciation.



IDEAS TO USE IN CLASS

Listen and point: play the audio and ask pupils to point to the correct picture.

- ★ **Mime and guess:** act out a word such as *pirate*, *captain*, *wave* or *wind*.
- ★ **Category sorting:** sort word cards into places, characters, objects and adventure words.
- ★ **Draw and label:** pupils draw one word from each worksheet and label it.
- ★ **Quick pair quiz:** in pairs, one pupil says the word and the other finds the picture.



ACTIVITY IDEA

Vocabulary Treasure Hunt

Place picture cards or word cards around the classroom. Pupils listen to a word, find the correct card, and say the word aloud. You can also ask them to put the cards into the correct worksheet group: Vocabulary 1, 2 or 3.

LANGUAGE IN ACTION

Encourage short oral sentences such as:

'It is a ship.' 'He is a pirate.' 'I can see the moon.' 'Atlantis is under the sea.'





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PAGE 4: BEFORE THE PLAY ACTIVITIES

These five worksheets prepare pupils for the play.

They introduce the story, the characters, the places and the key ideas that appear in the adventure.

1



OUR STORY

- **Focus:** understanding the plot in sequence.
- **How to use it:** read the six comic-style boxes together and explain the story step by step.
- **Classroom ideas:** ask pupils "What happens first? Then? Finally?" and invite them to retell the story using the pictures.

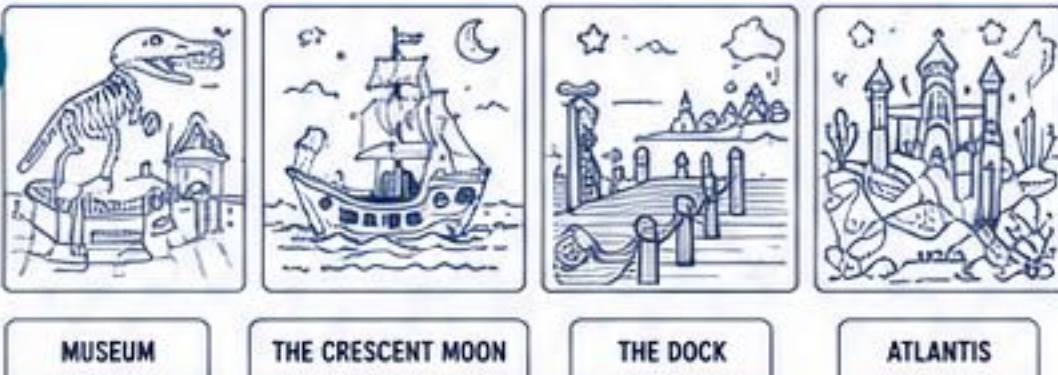
2



MEET THE CHARACTERS

- **Focus:** recognising the main characters.
- **How to use it:** pupils match each character to the correct name.
- **Classroom ideas:** say the names aloud, describe each character, and ask simple questions such as "Who is Mike?" or "Who is Poseidon?"

3



MUSEUM

THE CRESCENT MOON

THE DOCK

ATLANTIS

PLACES IN THE STORY

- **Focus:** learning the main settings.
- **How to use it:** pupils match the pictures to Museum, The Crescent Moon, The Dock and Atlantis.
- **Classroom ideas:** ask "Where are they?" and relate each place to a moment in the story.

4



OUR STORY BEGINS

- **Focus:** sequencing the beginning of the adventure.
- **How to use it:** pupils put the four pictures in order from the museum to the sea journey.
- **Classroom ideas:** encourage oral retelling with sequence words such as first, next, then and finally.

5



FOLLOW THE MAP

- **Focus:** following a route and reviewing adventure vocabulary.
- **How to use it:** pupils trace the path to the treasure.
- **Classroom ideas:** practise simple direction language and ask pupils to describe the journey.



TEACHING TIP

Use these worksheets before the performance to build confidence, introduce key vocabulary and help pupils follow the story more easily during the play.





PAGE 5: SONG ACTIVITIES

These two song worksheets help pupils explore the play through music, listening and simple speaking tasks. They can be used before the performance to prepare the class or afterwards to review language and characters.

THE LEGEND OF THE CRESCENT MOON
Primary Version
SONG ACTIVITY
FIRST CYCLE OF PRIMARY EDUCATION

Name: _____

CLEAN

We study this song because Mike is a museum cleaner. He loves cleaning.

1. Listen and circle.
Circle the words you hear in the song.

clean	floor	room	stars
moon	ship	treasure	map

2. What does Mike clean? Tick (✓).

 the floor	 the room	 the stars
 the moon	 the ship	 the treasure

3. Draw.
Draw Mike cleaning the museum.

1. Clean

- **Focus:** listening for key words, understanding Mike's role, revising simple nouns from the story.
- **How to use it:** pupils listen and circle the words they hear, tick what Mike cleans, and draw Mike cleaning the museum.
- **Classroom ideas:** mime cleaning actions, repeat the key vocabulary aloud, ask pupils "What does Mike clean?", and let them compare answers in pairs.

THE LEGEND OF THE CRESCENT MOON
Primary Version
SONG ACTIVITY
FIRST 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	storm

2. What does Mike dream of? Tick (✓).

 be a pirate	 cross the sea	 feel the wind
 soil the ship	 sleep all day	 clean the museum

3. Draw.
Draw yourself as a pirate.

2. Pirate Dream

- **Focus:** pirate vocabulary, imagination, actions and feelings.
- **How to use it:** pupils listen and circle the words they hear, tick what Mike dreams of, and draw themselves as pirates.
- **Classroom ideas:** act out pirate actions, ask pupils "What does Mike dream of?", use gesture and repetition for new words, and let children describe their pirate drawing.



Teaching tip

Use gestures, repetition and singing along to build confidence. Play each song more than once and invite pupils to join in with actions, key words and simple answers.



PAGE 6: AFTER THE PLAY ACTIVITIES

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These four worksheets help pupils reflect on the play after watching it. They revisit the characters, key values and favourite moments, and they encourage speaking, drawing and personal response.

THE LEGEND OF THE CRESCENT MOON
Primary Version
AFTER THE PLAY
FIRST CYCLE OF PRIMARY EDUCATION

Name: _____

COLOUR THE STORY

Instructions: Colour the picture.

We choose the light!

1. Colour the Story

- **Focus:** recalling the ending and the main characters.
- **How to use it:** pupils colour the final scene and identify the characters in the picture.
- **Classroom ideas:** ask "Who can you see?", "Where are they?", and "What happens at the end of the play?"

THE LEGEND OF THE CRESCENT MOON
Primary Version
AFTER THE PLAY
FIRST CYCLE OF PRIMARY EDUCATION

Name: _____

Match each character to the correct clue.

			☐ I clean the museum.
			☐ I am the captain.
			☐ I help Annie.
			☐ I want the map.
			☐ I have the map at the dock.
			☐ I protect Atlantis.

2. Who Is It?

- **Focus:** recognising characters and matching them to clues.
- **How to use it:** pupils read the short clues and match them to the correct character.
- **Classroom ideas:** read the clues aloud and play a simple "Who am I?" game.

THE LEGEND OF THE CRESCENT MOON
Primary Version
MY FAVOURITE MOMENT
Think about the play.

1. Tick your favourite character.

					
☐ Mike	☐ Annie	☐ John	☐ Grace	☐ Valery	☐ Poseidon

2. Draw your favourite moment.

3. Complete.

I choose the light! _____

3. My Favourite Moment

- **Focus:** personal response and speaking about the play.
- **How to use it:** pupils choose a favourite character, draw a favourite moment and complete the final sentence.
- **Classroom ideas:** invite pupils to share why they chose that moment or character.

THE LEGEND OF THE CRESCENT MOON
Primary Version
CHOOSE THE LIGHT
Tick (✓) the good choices. Cross (X) the greedy choices.

 be brave	 share	 be kind	 take all the gold
 push	 be mean	 help	 greed

We choose the light!

4. Choose the Light

- **Focus:** values and good choices.
- **How to use it:** pupils tick the good choices and cross the greedy choices.
- **Classroom ideas:** discuss kindness, sharing, bravery and helping others.



Teaching tip

Use these worksheets after the performance to check understanding, reinforce values and give pupils a chance to respond creatively.

FIRST CYCLE OF
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★ CURRICULAR CONNECTIONS ★

How the project connects with the Andalusian curriculum for the First Cycle of Primary Education

1 AREAS OF LEARNING

The activities in this guide connect naturally with the main learning areas of the First Cycle of Primary Education.

**Foreign Language (English)**

listening, speaking, vocabulary and classroom interaction through songs, stories and simple tasks.

**Spanish Language and Literacy**

understanding the story, sequencing events, retelling and expressing ideas orally.

**Artistic Education**

drama, music, movement, drawing and creative response to the play.

**Social and Natural Environment**

exploring places, travel, the sea, nature, friendship and cooperation.

**Values and Civic Education**

reflecting on kindness, empathy, respect, sharing and good choices.

2 KEY COMPETENCES

**Linguistic Communication Competence**

Pupils listen, speak, describe, answer and retell.

**Multilingual Competence**

Children use English in meaningful and motivating situations.

**Personal, Social and Learning to Learn Competence**

They participate, reflect, cooperate and gain confidence.

**Citizenship Competence**

The story encourages respect, teamwork and positive decision-making.

**Cultural Awareness and Expression Competence**

Theatre, music and visual activities help children express themselves creatively.

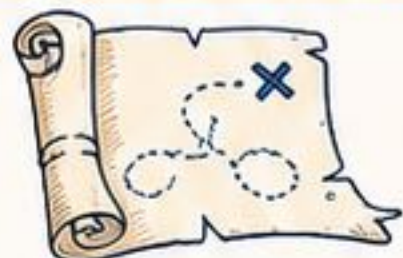
3 WHAT PUPILS DEVELOP

- ★ understanding a simple story in sequence
- ★ recognising characters and places
- ★ listening carefully and following instructions
- ★ singing and joining in with rhythm and actions
- ★ expressing opinions, feelings and preferences
- ★ working in pairs or small groups
- ★ thinking about values such as courage, kindness and sharing



4 TEACHING APPROACH

- ★ active and participatory learning
- ★ inclusive and age-appropriate tasks
- ★ visual support, repetition and oral practice
- ★ links between theatre and classroom learning
- ★ flexible use before and after the performance



This guide supports competency-based learning and helps teachers connect the theatrical experience with the educational goals of the First Cycle of Primary Education in Andalusia.





FIRST CYCLE OF
PRIMARY EDUCATION

★ ANSWER KEY ★

Answers for the activities that need correction. Open colouring, drawing and personal-response tasks do not need an answer key.

1 BEFORE THE PLAY



Meet the Characters

- Mike → the cleaner boy with cap and mop
- Annie Bonny → the pirate captain girl
- John → the boy pirate with a bandana
- Grace O'Malley → the serious pirate girl
- Professor Donalson → the professor with glasses and a book
- Poseidon → the sea god with a trident



Places in the Story

- Top left → Museum
- Top right → The Crescent Moon
- Bottom left → The Dock
- Bottom right → Atlantis



Our Story Begins

Correct order:

1. Mike cleans the museum.
2. Mike sees the Crescent Moon.
3. Mike sails on the ship.
4. Mike meets Annie and John.

Picture positions on the worksheet:
bottom left = 1, top left = 2,
bottom right = 3, top right = 4.

2 SONG ACTIVITIES



Clean

1. Circle: clean, floor, room, stars, moon.
2. Tick (✓): the floor, the room, the stars, the moon.



Pirate Dream

1. Circle: pirate, ship, sea, wind, waves, brave, free, storm.
2. Tick (✓): be a pirate, cross the sea, feel the wind, sail the ship.

3 AFTER THE PLAY



Who Is It?

- Mike → I clean the museum.
- Annie Bonny → I am the captain.
- John → I help Annie.
- Grace O'Malley → I want the map.
- Lady Valery → I have the map at the dock.
- Poseidon → I protect Atlantis.



Choose the Light

Tick (✓): be brave, share, be kind, help.

Cross (X): take all the gold, push, be mean, greed.



Teaching tip: Use this page to correct the closed activities quickly. Open tasks such as colouring, drawing and personal responses can be discussed in class instead of corrected with a fixed answer.

