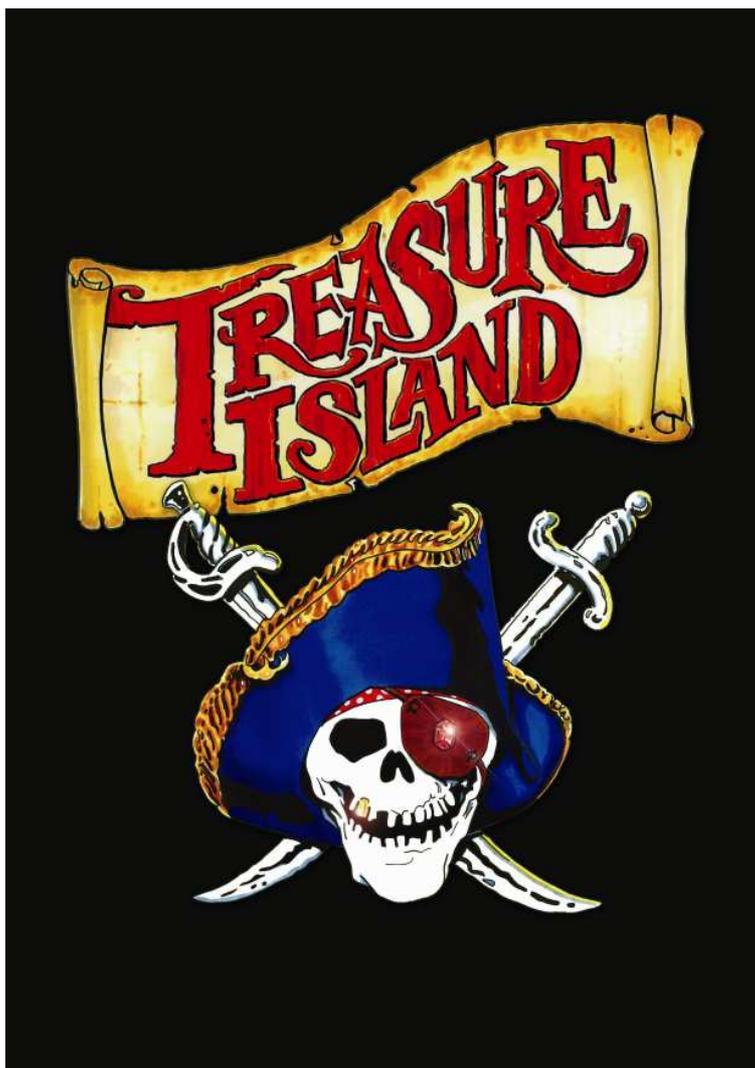


Northern Broadsides



education pack
2009

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Northern Broadsides

Introduction

Northern Broadsides is one of the country's leading exponents of classic drama – drama where it is the language that conjures the world of the play and enables the audience's imagination to take flight.

Treasure Island is a faithful re-telling of Robert Louis Stevenson's coming of age adventure story of young Jim Hawkins who becomes embroiled in the cutthroat world of greedy, amoral pirates. It is the third artistic collaboration for Northern Broadsides with Adam Sunderland and Andrew Pollard, the talent behind our hugely successful productions of *The Water Babies* (2007) and *HEIDI – A Goat's Tale* (2008).

The performance and production style of *Treasure Island* chimes with Broadsides' trademarks of simple staging, a high degree of theatrical invention, a muscularity of language, live music and ensemble precision.

We hope this pack will give you information and ideas for fun learning around our version of this timeless classic – *Treasure Island*.

The Story

Set in the days of sail ships and pirates *Treasure Island* tells of the adventures of Jim Hawkins and his search for the buried treasure of the notorious pirate Captain Flint.

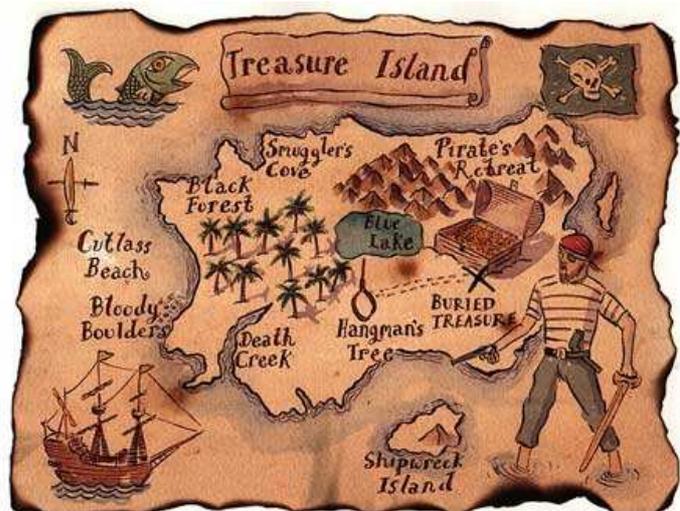
The story begins at his parent's inn '*The Admiral Benbow*'. A mysterious stranger called Billy Bones rents a room at the inn. Billy lives in fear of a 'one legged man' and continually warns Jim to keep a look out for him. One day he is visited by a fearful blind beggar called 'Blind Pew' who gives him the 'black spot' - the mark of imminent death among pirate crews. After Blind Pew leaves Billy collapses and dies of 'thundering apoplexy'.

Jim finds a map in Billy's sea chest just before Blind Pew returns with a band of evil pirates. Jim and his mother only just have time to hide before the pirates start to ransack the Inn looking for the map. Jim takes the map to Squire Trelawney and Doctor Livesey who realize that it is a treasure map showing where Captain Flint - an evil and infamous dead pirate - buried his ill gotten gains. The Squire and the Doctor decide to go and find the treasure and invite Jim to come along. In a few weeks the Squire has bought a ship called the '*Hispaniola*' and has hired a good crew headed by the admirable Captain Smollet. The cook is a one legged man called Long John Silver whom everyone admires.

The ship sets sail and Captain Smollet immediately begins to have doubts about the trustworthiness of this crew - but no trouble develops. However, the night before they reach Treasure Island Jim overhears Silver and other members of the crew plotting to kill them all. He realises that Silver and most of the crew are actually pirates.

Jim warns the Doctor, Squire and the Captain about the evil plans that are afoot. The Captain sends most of the pirates ashore as a reward for arriving at the Island. Jim decides at the last moment to go ashore with them and once ashore hides in the woods that cover the Island.

Whilst hiding he comes across Ben Gunn - an ex-pirate who was marooned on the island three years ago by his crew mates. Ben has renounced piracy and promises to help Jim and his friends. Meanwhile the Captain and the others have abandoned the *Hispaniola* and taken refuge in an old stockade on the Island. The pirates quickly realise that their plans have been discovered and attack the Captain and the others in an attempt to get the treasure map - however, for the time being the Captain and co. are safe.



The next morning Silver approaches waving a flag of truce. Silver offers them their lives in exchange for the treasure map, the Captain refuses and soon another gunfight starts. The stockade is attacked by the pirates but are fought off, though there are men killed on both sides. Captain Smollett is also injured.

Jim decides to escape from the stockade and sneaks off without telling the others. He finds a boat that Ben Gunn had told him he had hidden and then sails out to the Hispaniola and cuts its mooring ropes. He falls asleep in the boat exhausted.

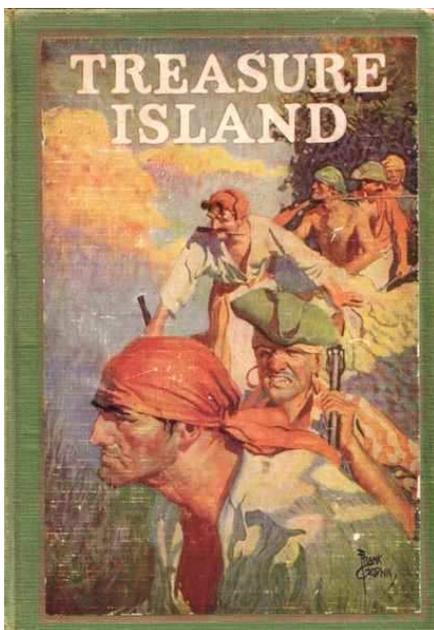
In the morning he only just manages to escape from drowning as the sea has become very rough. Luckily he spots the drifting Hispaniola and manages to board her. There are only two pirates on board, one of whom has been killed in a drunken brawl by the other. After a terrifying fight Jim kills the last pirate and manages to steer the ship into a small cove. He then heads back to the stockade to rejoin his friends.

The stockade is now in the hands of Silver and his mates. Jim is captured and is given the choice to join them. When he refuses the pirates want to kill him but Silver talks them out of it. Silver tells Jim that the Doctor has given him a map and abandoned the stockade in exchange for being allowed to go free.

Silver tells Jim that he is now on the side of the Doctor. At this point the pirates attempt to give Silver the black spot but withdraw it when he reveals that he has the map. They agree to go and find the treasure the next day.

The treasure hunt begins and Jim is dragged along. The weather is hot and sweaty and the pirates are edgy. When they finally reach the spot where the treasure should be hidden they discover only an empty chest - the treasure has gone! Silver immediately realises that there will be trouble and gives Jim a pistol with which to defend himself. The pirates turn angrily on Silver and are just about to attack him when there is a shot from the woods which kills one of them. The Doctor and Ben Gunn then appear from among the trees and the remaining pirates run off, heading for the remaining long boat left from the Hispaniola.

Jim and his friends easily get there before them and demolish the boat. At this point Ben Gunn reveals that he dug up the treasure several years ago and it is now in his cave. Jim now takes everyone to the Hispaniola and they transport the treasure from Ben's cave to her hold. Silver still claims to be on the Doctor's side and helps them at every opportunity. Finally they set sail and leave Treasure Island and the last couple of pirates behind. They first sail the Hispaniola to America to get more crewman and moor there for one night.



In the morning they discover that Silver and some of the treasure has disappeared. Finally they return home, the Captain makes a full recovery, Ben Gunn becomes a respectable citizen and Jim swears never to go chasing treasure again. No one ever hears of Long John Silver again.

Robert Louis Stevenson



Robert Louis Stevenson, the author of *Treasure Island* was born in Edinburgh on 13th November 1850. Robert was ill with tuberculosis (TB) from a very early age. This serious disease which at that time was incurable and which eventually killed him aged only 44, forced him to spend long months indoors, often in bed and it was then that Robert started to make up stories to entertain himself.

At the age of seventeen Robert enrolled at Edinburgh University to study engineering but abandoned this course to study law. He qualified in 1875 but did not practice since by now he knew he wanted to be a writer.

In the university's summer vacations he went to France in the company of other young artists, both writers and painters and his first published work was an essay called 'Roads'. In an age where there were no aeroplanes and travel was very uncomfortable and dangerous, Robert travelled all over the world and the books he wrote about his travels were very popular.

He met his wife Fanny Osbourne in France in 1876 when he was twenty-five. Fanny was thirty-six, an independent American 'new woman', separated from her husband and with two children. They married two years later.

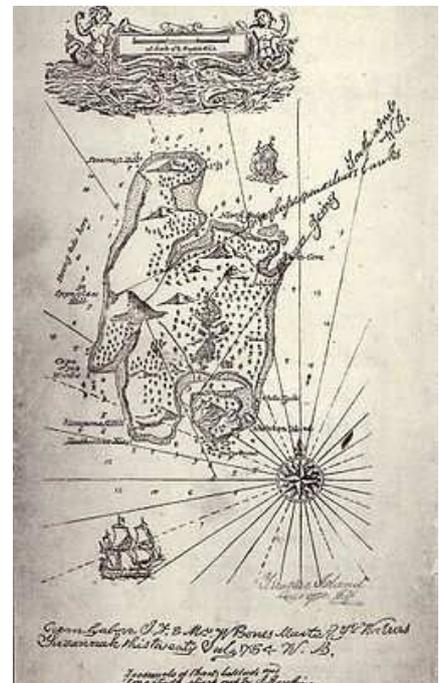
The idea for *Treasure Island* came from Robert's 12 year old stepson Lloyd Osbourne while on holiday in Scotland. The two of them sketched a map of a treasure island together and Jim Hawkin's adventure began.

Treasure Island was first serialised in the children's magazine *Young Folks* between 1881-82 under the title *The Sea Cook, or Treasure Island*

The eventual book became a bestseller – the *Harry Potter* of its day, loved by both children and grown-ups. It's said that the British Prime Minister of the time, William Gladstone, stayed up all night reading it to find out what happened.

The original map was lost, but here is the map he later reconstructed.

The popular icon of the treasure map where X marks the spot, is a fictional invention that can be traced back to Stevenson's original map.



Who's who in Treasure Island:

Jim Hawkins

A brave, adventurous and lively lad, Jim is the hero of the book and it is Jim who finds the map and eventually saves everyone from the pirates. The events and adventures on Treasure Island test him to the limits.

Mrs Hawkins

Jim's mum, a widow who runs the The Admiral Benbow Inn.

Billy Bones

Bones is a drunken, violent and yet terrified ex-pirate who brings the map to Jim's Inn. He is given the Black Spot by Blind Pew and dies of a heart attack from terror.

Blind Pew

Blind Pew is an evil and sinister pirate who was blinded in a pirate attack. He is cruel, scary and determined to get the map. He gives Billy Bones the Black Spot and is trampled to death by horses

Dr Livesey

The Doctor is a decent, honourable man, who is practical and sensible even when things get tough. Due to his commonsense the treasure is found and brought safely home

Squire Trelawney

The Squire provides the money to fund the secret treasure hunt but he lets the secret out, alerting Long John Silver and his pirate mates. He is a brave man and means well but he is a little bit stupid - he is also hopeless at keeping secrets.

Long John Silver

Long John Silver is hired by Squire Trelawney to be the cook on the Hispaniola but Silver turns out not to be a cook but an evil pirate who is also hunting for Captain Flint's treasure. He is a clever, sneaky villain who is feared by all. He escapes at the end of the book with some of the treasure and is never seen again

Captain Smollet

Captain Smollet is a fine, upstanding gentleman and an excellent captain. He is immediately suspicious of his motley crew, but taken in by Long John Silver. He proves to be very brave and eventually retires on the money made from the treasure.

Ben Gunn

A wild and strange character, Ben Gunn, is a reformed pirate and has been marooned on the island for three years. He helps Jim and the others to overcome Long John and the pirates and take the treasure home.

Israel Hands

A tough, quick tempered pirate - a henchman of Long John Silver.

Who's Who behind the scenes

The Director – Adam Sunderland

- Decides which actors will play which characters.
- Works with the actors on the script helping them to create their characters and gives stage directions.
- Works closely with the writer, designers and composer

The Writer/Adaptor – Andrew Pollard

- Reads the novel and works out the most important parts of the story
- Writes the script, adapting the action of the book to suit our theatre show

The Designer – Dawn Outhwaite

- Makes a model of what she thinks the set should look like and how it can make the play work.
- Draws and makes the costumes.

The Puppeteer – Lee Threadgold

- Designs and makes the puppets in Treasure Island.
- Works with the actors to manipulate and create the puppet characters from items they have in the show.

The Lighting Designer – Jason Taylor

- Creates the mood of each scene by choosing which lights to use.
- Decides where each light goes and which colour they should have.

The Composer – Jenni Molloy

- Writes the music, working closely with the director to achieve the “feel” of the production

The Producer – Sue Andrews

- Makes sure there is enough money to make the show and pay the wages
- Arranges the contracts with the theatres

The Stage Management Team:

Kay Burnett - (Production Manager)

- Makes sure the director, designers and actors have everything they need to make the show.
- Organises the building of the set and finds/makes the props.
- Joins the DSM and Technical Manager at each theatre on the tour for the ‘get-in’ (building the set and making sure the show looks good on the venue’s stage)

Janie V Morris (Deputy Stage Manager)

- ‘On the book’ (following the script as the actors say the lines) throughout rehearsals.
- Looks after the actors
- Works backstage during the show

Julie Washington (Technical Manager)

- Re-creates the lighting design in each theatre
- Operates the lighting during the show

Working together

- Julie and Janie will share the maintenance (washing, ironing and repairing) of the costumes on the Treasure Island tour and will pack the show into the van (which they will be driving!) when the show is ready to move to the next venue on the tour.

Pirates!

A few facts:

- As long as there have been ships there have been pirates. Piracy was a big problem for ancient civilizations – the Egyptians, Greeks and Romans.
- The best time and place in history to be a pirate was probably in the Caribbean (known then as the Spanish Main) from about 1560 to 1730. It's from that period that we get most of our ideas about how pirates dressed and spoke.
- Pirates of this era really did wear earrings and bandanas, had wooden legs or hooks for hands – because many lost limbs in battle.
- Pirate crews were democracies – they elected their captain, who was expected to fight alongside the crew.
- Many pirate films and books show pirates making their victims walk the plank but this probably happened only on rare occasions – swords and guns were much more effective.
- Pirate didn't get a steady wage. Instead they shared out goods and treasure (booty) they had seized.
- Flying the Jolly Roger (the traditional pirate skull and crossbones) flag was a way of intimidating the crews of ships the pirates wanted to capture.
- One country's pirate is another's hero. Countries have often employed pirate – sometimes called privateers – to harass the ships of enemy nations. Probably the most famous privateer was Sir Francis Drake, commissioned by Elizabeth I of England to attack Spanish ships.
- Not all 'gentlemen of fortune' were gentlemen! There have been many famous female pirates, such as Mary Read and Anne Bonny in the early 1700s.
- Pirates still exist today. Nowadays, they are more likely to have balaclavas and machine guns than bandana and cutlasses.
- In 1995 two Americans set up International Talk Like a Pirate Day – 19th September.



A Motley Crew

Pirates didn't wear a proper uniform, they had to wear whatever they could steal from the ships they attacked and hoped they'd find something that fitted. Very often this wasn't possible so most pirates wore a mis-matched selection of what they managed to plunder. Naturally, this limited selection of clothing meant that their outfits were often multi-colored as well. This created the term "Motley-Crew". The word Motley comes from the multi-coloured woollen fabric of mixed threads which was common during the 14th to the 17th century in England.

Edward Teach or Edward Thatch, better known as Blackbeard, was a notorious English pirate operating in the Caribbean and western Atlantic during the early 18th century



Here is a list of common pirate clothing.

Motley clothing - bright mismatched color fabrics.

Bandana –a triangular or square piece of cloth tied around the head which kept the sweat out of the eyes.

Tri-cornered hat - Made of felt and leather.

Doublet or coat- an elaborate and expensive item of clothing, decorated with ornate braids and fabrics. Often worn only when on land.

Breeches - trousers

Knitted caps - called Monmouth caps

Waistcoats - These were worn by flamboyant pirate captains.

Drawers - tight fitting breeches to allow for the difficult tasks of a pirate

Stockings - Woollen stockings for practical wear at sea and silk for land use

Shirts - The puffed sleeves were suited to pirate clothing on land.

Gold Hoop Earrings - A sign of wealth but also believed to serve a practical purpose in easing sea sickness by applying pressure to ear lobes.

Bracelets, chains, pins and pendants - Gold, silver, precious jewels and pearls

Sash or baldric - made of fine fabrics, sometimes overlaid with a leather sash to take the weight of pirate weapons

Braids and ribbons - adorned various elements of pirate clothing but were also used to braid a pirate beard or hair.

Pirate Boots - Ranged from boot covers, to Bucket boots up to thigh-high boots, Pirate seamen often went barefoot – a good idea if you were 'swabbing the deck'

Pirate belts - these wide belts were worn around the waist and diagonally across the shoulder in order to take the weight of pirate weapons

Buckles - Ornate buckles were used to adorn pirate belts and shoes

Fancy buttons - a decorative addition to pirate clothing

Scarves - a flamboyant addition to pirate clothing

Wigs - stolen or purpose made – a favourite accessory of Pirate captains.

How to talk like a Pirate

Pirates have their own language, there are many unusual words and phrases from this era that are used in the book – here are some of them and their meanings. Find some of them in the word search on the next page.

Ahoy: Hey!

Avast: "What's up?" or "What are you doing?"

Aye: Yes

Black spot: marking someone for death.

Booty: treasure

Buccanneer: a pirate

Davy Jones' Locker: the bottom o' the sea, where the souls of dead men lie

Doubloon: Spanish gold coin – worth about seven weeks pay for an average sailor.

Fiddlers Green: the private heaven where pirates hope to go when they die.

Gentlemen o' fortune: a slightly more positive term for pirates!

Go on the account: to embark on a piratical cruise

Grog: A pirate's favorite drink.

Jack: a flag or a sailor

Jolly Roger: the skull and crossbones, the pirate flag!

Keelhaul: a truly vicious punishment where an offender was tied to a rope and dragged along the barnacle-encrusted bottom of a ship. .

Landlubber: "Land-lover," someone not used to life onboard a ship.

Lass: A woman.

Lily-livered: faint of heart, cowardly

Loaded to the Gunwales (pronounced "gunnels"): drunk

Matey: A shipmate or a friend.

Me hearty: a friend or shipmate.

Me: My.

Pieces o' eight: Spanish pieces of silver which can be cut into eight pieces to make change

Privateer: a pirate officially sanctioned by a national power

Sea dog Experienced sailor

Sea rover: Pirate ship

Scallywag: A bad person. A scoundrel.

Scurvy dog!: a fine insult!

Shiver me timbers!: an exclamation of surprise

Sprogs: raw, untrained recruits

Squadron: a group of ten or less warships

Squiffy: a buffoon

Swaggy: a ship the pirates intend to loot

Swashbucklin!: fighting on the high seas

Sweet trade: the career of piracy

Walk the plank: A dire punishment in which one must walk off a wooden board on the side of a ship and fall into the sea.

Wench: a lady

Yo-ho-ho: Pirate laughter

Treasure Island wordsearch

W Z G S Z M D L A W D L G V C
L A K A C C I B W F J A O P F
Q G L S W O S J U O X N D W R
T T H K Q Y H F L D Q D Y X X
G O R G T P L L Z C V L V R G
V F V B T H Y L R H O U R C O
Z R K R P R E E A C D B U X N
L K L B O S X P C C U B C U N
M L U G Q H Y P L S S E S O A
N C E A O E Z L M A I R O O V
L R H N Y O H O H O N L K R A
T O P S K C A L B T B K V W S
Y R F J Q Y A I W U A N V E T
I W P Z D A M E O D B J E T R
L T S M R C T D G U Y C X Z C

Find these words in the grid

AHOY
AVAST
BLACKSPOT
DOUBLOON
GROG
JIM
JOLLYROGER
LANDLUBBER
SCALLYWAG
SCURVYDOG
SILVER
WALKTHEPLANK
YOHOHO

The Hispaniola

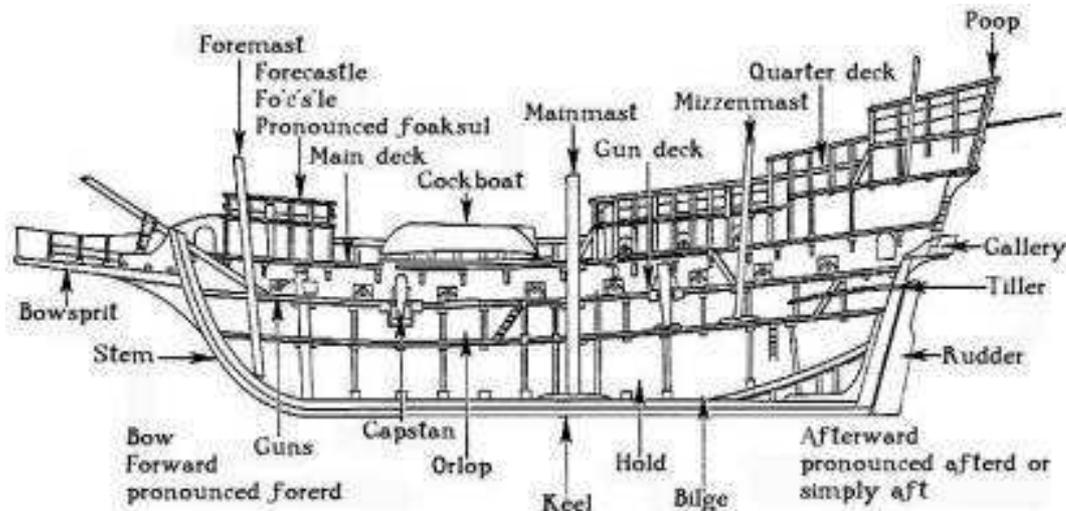
Welcome aboard!

The Hispaniola is a 200 ton schooner, a swift, easy to manoeuvre, middle-sized sailing ship used a lot in the 1700s and 1800s.

On Deck

If you stand **amidships** on the scrubbed wooden deck, you are standing in the middle between the **bow** (front) and the **stern** (back) of the ship. The long sides of the ship are called the **broadside**s. Everything in front of you is **fore** and behind you is **aft or after-deck**. To your left is called **port** and the right is **starboard**.

Behind you, when you're standing on the **waist** (flat part of the deck) there is a raised structure called the **quarter-deck** and a covered entrance with a ladder leading down to the lower decks. In front of you is the **forecastle** which is where the crew sleeps.



this shows a side section of a typical sailing ship

On either side of you, the sides of the ship rise above the level of the deck – these are called the **bulwarks** and the ledges running along the tops are the **gunwales** because they are used to rest guns on. You will see near you what looks like a huge drum with bars sticking out from it fixed to the deck, this is the **capstan** which is turned round and round to winch up heavy weights. Also on the deck are the **swivel gun**, the ship's rotating cannon called a **brass nine** because it's made of brass and can fire cannonballs weighing up to nine pounds. Also on deck will be the **apple barrel** where Jim is hiding when he overhears the mutineers' plot!

Below decks is the **galley**, the ship's kitchen where Long John Silver can be found. The wooden walls all around you are called **bulk-heads**. Keep walking towards the **aft** of the ship and you will eventually arrive at the captain's **cabin**.

Things to do

Imagine you are marooned on a desert island

What is the island like?

What would you miss?

How would you pass the time?

What could you eat and drink?

Would you meet anyone/thing?

Act out a scene – you think you are alone on the island, you see footprints in the sand – follow them – who do you meet?

Write a letter home – or send a letter in a bottle

You can take 3 items to your desert island – what are they and why do you want them?



Who would/wouldn't you trust on board the Hispaniola and why?

Look at a map of the world, choose a possible Treasure Island. Plot the route in your own Hispaniola.

Draw your own treasure island map using symbols to show the features of the landscape. Give the features names (you could use your friends' or teachers' names - Emily's Cave, Jake Smith Creek).



Make a set of clues to direct a partner to buried treasure – X marks the spot!

Give your friends Pirate names.

Design a pirate flag

Further information

www.northern-broadsides.co.uk

www.pirates-life.com

www.talklikeapirate.com

www.nationalgeographic.com/pirates/bbeard

recommended reading:

Treasure Island introduced by Eoin Colfer Puffin Classics

Pirates: Fact and Fiction David Cordingly and John Falconer
Collins & Brown Ltd., 1992

*Kidnapped: Being Memoirs of the Adventures of David Balfour in the Year
1751*, Robert Louis Stevenson

Pirates, Rachel Wright
Franklin Watts, 1991.

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