

1, 2, Pirate Stew

By Kylie Howarth

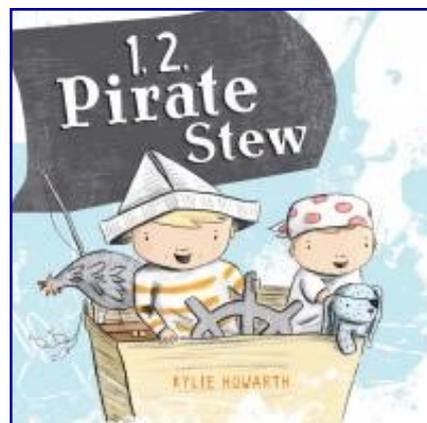
Publisher: Five Mile Press/Bonnier Publishing

ISBN 9781760403201

\$19.99

1, 2, Round up the crew. 3, 4, Now grab an oar...

Take one large cardboard box, two imaginative kids, add a splash of pirate pets... and you have a recipe for adventure! Count along from 1 to 22 to discover the secret of the missing treasure and some very special pirate stew.



Themes:

- Pirates
- Imaginative Play
- Counting
- Having fun

Discussion Questions:

- As a class, brainstorm everything that you know about pirates and make a comprehensive list of all the words that you associate with them.
- The children in the story were imagining they were pirates. Do you like to play 'pirate' games? If so, what do you do when you are pretending that you are a pirate? Do you ever pretend to be something else? If so, what is your favourite thing to pretend to be and why?
- What other games do you make up to play with your friends and family? Do you think its important to use your imagination when you are playing, rather than just playing a game with set rules, for example, a board game?
- The book can be sung to the tune *One, Two Buckle My Shoe*. Have a class sing along using the words from the story, and then also with the words from the original tune.
- Can you think of any other rhymes or songs that use counting?
- Can you recall what was in the children's treasure box? Where did that treasure eventually end up?

Activities:

- Write your own recipe for 'Pirate Stew'. You may like to do two versions—one that is real and that you could actually make and eat, and the other one using your imagination containing things that no one would want to eat!
- Create your own 'pirate' room at school. The children could each make a their own pirate hat, eye-patch and/or bandana, and as a class, you may like to make a treasure box, along with items to fill it with, as well as your own class 'pirate flag'.