



TEACHERS' RESOURCES

RECOMMENDED FOR

Upper primary and lower secondary
(ages 9–14; years 4 to 8)

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KEY CURRICULUM AREAS

- **Learning areas:** English, Geography, Science
- **General capabilities:** Literacy, Critical and Creative Thinking, Personal and Social Capability, Ethical Understanding, Intercultural Understanding
- **Cross-curriculum priorities:** Asia and Australia's Engagement with Asia, Sustainability

REASONS FOR STUDYING THIS BOOK

- An incredibly exciting middle grade fantasy adventure on the high seas, filled with deadly mermaids, impossible tasks, dangerous quests, nailbiting battles . . . and two young friends who are determined to make their way in the world.

THEMES

- Growing up (the adolescent experience)
- Friendship, family and 'found family'
- Loyalty and honesty
- Kindness, tolerance and diversity
- Learning about other cultures
- Courage and bravery
- Life and death
- Religion
- Globalisation
- Identity
- Innocence, justice and truth

PREPARED BY

Penguin Random House Australia and Tamara Moss

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Lintang and the Pirate Queen Tamara Moss

BLURB

Lintang dreams of having adventures on the high seas.

When a deadly mythic attacks the same day the infamous Captain Shafira visits her island, Lintang gets her chance, defending her village with a bravery that earns her a place on the pirate queen's ship.

But they've barely left the island when Lintang discovers her best friend, Bayani, has stowed away. Telling Captain Shafira means betraying her friend, but keeping Bayani's secret risks everything . . . including their lives.

'A wonderful book with deliciously unexpected twists and turns, and the best pirate queen ever!' Lian Tanner, bestselling author of *THE KEEPERS*

'Combine a pirate adventure of mythic proportions, a uniquely charming cast of characters, and a vivid new fantasy world and you get Lintang and the Pirate Queen. Magical, inventive, and positively unforgettable.' Marissa Meyer, author of *THE LUNAR CHRONICLES*

'A rich and diverse world full of memorable characters and magical creatures. A delight to read.' Claire Fayers, author of *THE ACCIDENTAL PIRATES*

***Lintang and the Pirate Queen* is the first book in the Lintang series.**

PLOT SYNOPSIS

Lintang lives on the island of Desa, where she is about to turn thirteen and take on more adult responsibilities. Her mother doesn't think she's ready, especially when Lintang accidentally sets the larder on fire, burning Mother's precious panna leaves. Lintang's punishment is that she must stay home that evening instead of attending the feast to welcome Captain Shafira and her crew from the *Winda*. The infamous pirate queen is visiting Desa on her way to hunt down a nest of vicious sirens (a type of mythie, or mythical monster) in the west, and Lintang is desperate to see her.

Lintang decides to gather more panna leaves to try to get back in her mother's good books. She takes her best friend, Bayani, along with her. When a terrifying mythie – the night terror – attacks them in the plantation, Lintang and Bayani only survive thanks to a mysterious saviour.

It's soon revealed that their mysterious saviour was Captain Shafira, who drove the night terror away – and, to Lintang's delight, the pirate queen was so impressed by Lintang's bravery that she offers to hunt the night terror for the village in return for Lintang joining the *Winda*. Lintang will be able to help the ship pass the sea goddess who protects the waters surrounding the Twin Islands. Her dream of leaving her home to have adventures is about to come true.

Once aboard the *Winda*, Lintang meets Shafira's crew: fierce first mate Eire, navigator Quahah, weapons master Xiang, rigger Mei, helmswoman Zazi, elderly doctor Hewan, cook Dee (with her ever-present companion, a clam shell she thinks is her mother), and sullen young cabin girl Yamini. Meeting these extraordinary women – who hail from many countries far away and are unlike anyone Lintang has ever met – Lintang soon learns that it's wise to treat others with respect. As Quahah tells her, *'There are a lot of people in the world, kipper ... Most will be different from what you know, but treat them with the respect they deserve, and you'll do fine.'*

It's a message she takes to heart, and when Lintang meets Avalon, the ship's carpenter and the only boy on a ship crewed by women (a fact not everyone on the crew is happy about, when they are heading towards sirens, where the presence of males will put them in danger), Avalon is glad that the new ship's guest accepts him for who he is, and he and Lintang soon become friends.

Lintang also begins to learn more about the captain she hero-worships. Captain Shafira's promises mean everything to her, and she always, *always* keeps them. She is not a pirate queen as the legends tell it, but is travelling the world helping other people fight the mythies in the hope that others will hear the truths

about her past and how she was framed for a murder she didn't commit.

As Lintang explores the ship, though, she finds someone who could ruin everything: Bayani has stowed away, along with the mischievous pixie, Pelita, who follows him around. Now Lintang has a choice to make. She can either be loyal to her best friend, or risk losing the respect of Captain Shafira and being sent home. Worse, Bayani won't tell her why he's sneaked aboard. All Lintang knows is that he has a secret – something he's risking everything for, something that could endanger their entire expedition.

What Lintang will learn when Bayani's secret is revealed is something that changes their understanding of the world: the truth about the mythies. Why did these creatures of myth and legend suddenly invade the world over a hundred years ago, after a shower of shooting stars? Are they as terrifying as they seem? How can they be stopped?

Thus begins the first book in a series full of adventure, which will take Lintang, Bayani, Captain Shafira, Pelita and the crew of the *Winda* on dangerous quests across sea and land, facing impossible tasks and nailbiting battles and fighting injustice wherever they find it – and, for Lintang, learning the value of friendship and family, loyalty and honesty, kindness and tolerance, courage and bravery, and figuring out her place in the world.

ABOUT THE AUTHOR

West Australian author Tamara Moss has been writing seriously for over a decade. After majoring in Asian Studies at the University of Western Australia, Tamara has taught Japanese, interned at indie publisher Twelfth Planet Press, and worked at many different schools. She currently teaches upper primary – and her class loves to read and study *Lintang and the Pirate Queen*!

Book Week costume fun! Author and primary teacher Tamara Moss dressed as Captain Shafira, and students dressed as Lintang and Shafira.



AUTHOR'S INSPIRATION

Tamara says:

Years before I wrote *Lintang and the Pirate Queen*, I'd had an idea for a story where a ship captain hunted mythical creatures. There would also be a child stowaway who ended up as a crew member.

In my imagination, the child, the captain and all the crew were boys. But when I sat down to write the book, I realised it would be much more fun to go on this adventure with girls. (Don't worry, there are still a couple of boys on board.)

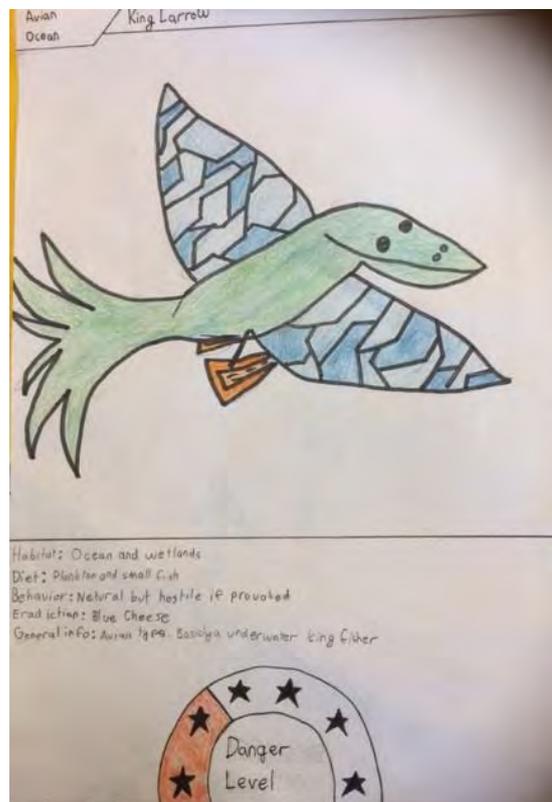
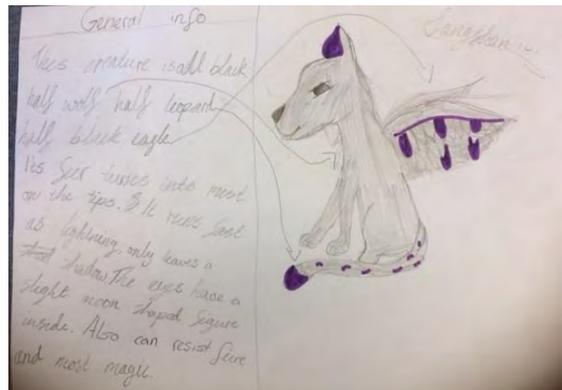
The girls would range in abilities. They would be strong girls, mean girls, funny girls, strange girls. They would be big and small and old and young and somewhere in between. They would duel each other, face monsters, fight for justice and save people.

And, most important of all, they would be awesome.

LESSON IDEAS

- Write and film an interview between someone pretending to be Lintang and a TV presenter. What questions would the TV presenter ask? How would Lintang answer them?
- Study the propheseeds' prophecy and create your own prophecy using the same rhythm and rhyme.
- Use Google Images to find pictures of people who could represent different characters from *Lintang and the Pirate Queen*.
- Discuss the benefits and downfalls of living in a tropical island village like Desa.
- Write a short story set on the *Winda* with you as the main character. What skills could you bring to the ship? Which crew members would you get along with? Who wouldn't you like? What mythies might you come across?
- Design and create the village of Desa using recycled materials.
- In small groups, create a festival dance like the ones they might do in Desa. (You might need to research dances from places such as Bali and Thailand to get an idea of what they look like.)
- Discuss in groups whether combining all countries in the world into a United Regions is a good thing or a bad thing. CHALLENGE: Use this as a debate topic.

- Study the chapter 'Pero and the Propheeseeds'. What techniques did the author use to create tension? Look at word choice, sentence structure, dialogue, the five senses and the weather.
- Choose and rate your favourite mythies (see Worksheet).
- Inspired by the stunning illustrations of mythies drawn by James Brouwer in the book, create your own mythie (see Worksheet). Below are some examples created by Tamara's students!



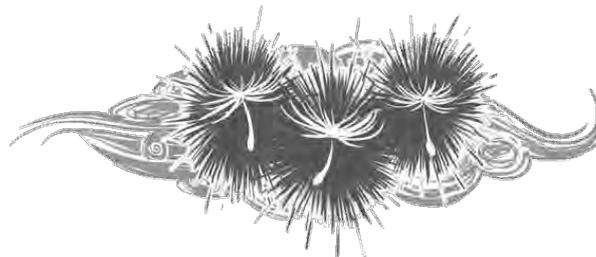
CURRICULUM LINKS: YEAR 5

Curriculum links	Lesson idea
<p>Living things have structural features and adaptations that help them to survive in their environment</p> <p>ACSSU043</p>	<p>Create a mythical creature. Label the features that help it survive in its environment.</p>
<p>Reasons (economic, political and social) for the establishment of British colonies in Australia after 1800</p> <p>ACHASSK106</p>	<p>Use the reasons for the establishment of British colonies in Australia to discuss why Vierzans might want the Twin Islands to be part of the United Regions.</p>
<p>Identify aspects of literary texts that convey details or information about particular social, cultural and historical contexts</p> <p>ACELT1608</p>	<p>Find phrases in the book that reveal information about particular social, cultural and historical contexts. For instance, the saying 'a glare that could puncture a blowfish' is particularly specific to a water-dominant region. Make up your own phrases that would fit in Lintang's world.</p>
<p>Recognise that ideas in literary texts can be conveyed from different viewpoints, which can lead to different kinds of interpretations and responses</p> <p>ACELT1610</p>	<p>Once you've finished the book, use the information from the text to write the scene where Bayani meets the propheseeds from Bayani's point of view. Think about how he would feel and react when he hears the prophecy. Consider why he would keep this secret from Lintang.</p>
<p>Use metalanguage to describe the effects of ideas, text structures and language features on particular audiences</p> <p>ACELT1795</p>	<p><i>The best mythie in Lintang and the Pirate Queen is Lanme Vanyan.</i> Write a persuasive text based on this statement.</p>
<p>Create literary texts using realistic and fantasy settings and characters that draw on the worlds represented in texts students have experienced</p> <p>ACELT1612</p>	<p>Choose one aspect of <i>Lintang and the Pirate Queen</i> and write a new story based around it. For example, the aspect can be a character, setting, item, or mythie.</p>



CURRICULUM LINKS: YEAR 6

Curriculum links	Lesson idea
The growth and survival of living things are affected by physical conditions of their environment <i>ACSSU094</i>	Lintang lives on a tropical island. Research rainforests and the impact of deforestation.
The world's cultural diversity, including that of its indigenous peoples <i>ACHASSK140</i>	Compare and contrast life in Lintang's village to a specific culture in Asia.
The geographical diversity of the Asia region and the location of its major countries in relation to Australia <i>ACHASSK138</i>	Using your knowledge of the geographical diversity of the Asian region, design your own map of Lintang's world with similar geographical features.
Make connections between students' own experiences and those of characters and events represented in texts drawn from different historical, social and cultural contexts <i>ACELT1613</i>	Lintang's village lifestyle is very different to the Australian lifestyle, but there are commonalities too. What are things about Desa that you identify with?
Identify and explain how choices in language, for example modality, emphasis, repetition and metaphor, influence personal response to different texts <i>ACELT1615</i>	Discuss in small groups what your favourite mythie is and why, using information from the text. OR rate the mythies from your favourite to your least favourite, giving reasons.
Create literary texts that adapt or combine aspects of texts students have experienced in innovative ways <i>ACELT1618</i>	Choose one aspect of <i>Lintang and the Pirate Queen</i> (for example a character, setting, item, or mythie) and use an aspect from another literary text to write your own scene. For example, you could write about Pelita causing trouble in a class in Hogwarts!
Analyse strategies authors use to influence readers <i>ACELY1801</i>	Choose a character from <i>Lintang and the Pirate Queen</i> . What strategies did the author use to make the reader feel a particular way about that character?



WORKSHEET: Creative writing 1

To engage your readers when writing a story, it's important to give your character a goal, as well as creating obstacles to keep the character from achieving that goal. Watch how Lintang's story unfolds, and how her actions to achieve her goal make things steadily worse:

GOAL: To study the layout of the larder so she'll be a good adult

ACTION: Leaves the larder door open

OBSTACLE: Pixie gets into the larder

GOAL: See Captain Shafira at the feast

ACTION: Plans to get more panna leaves from the plantation

OBSTACLE: Bayani won't let her go

GOAL: Get the pixie out of the larder

ACTION: Accidentally sets the larder on fire

OBSTACLE: Her mother forbids her from seeing Captain Shafira at the feast

GOAL: Convince Bayani to let her go

ACTION: Challenges Bayani to a duel – and wins! They get to go to the plantation!

OBSTACLE: They run into a predator mythie

Making your character desperate for something and keeping them from getting it is a great way to start a story. Brainstorm goals your main character might want, and what might get in the way. It could be as simple as a student needing to go to the toilet but the teacher won't let them, or as difficult as getting treasure from the middle of a booby-trapped temple.

GOAL	ACTION	OBSTACLE



WORKSHEET: Creative writing 2

There was a pixie in the larder, and Lintang was going to be in so much trouble.

An interesting first sentence is a great way to hook your reader. Try writing a variety of sentences that will make your reader want to know more. For example:

- **That was the day the clouds turned green.**

Why do you think the clouds turned green? Was it poison? Aliens? A snow storm? What's going to happen next?

Would you read on?

- **So there I was, in a school uniform that wasn't mine, with my foot stuck in a drain, and all I could think was, I should've stayed for that cup of tea.**

Why is the main character in a school uniform that's not theirs? Why is their foot stuck in a drain? What does a cup of tea have to do with it? How will they get out of this mess?

Would you read on?

- **It was the first afternoon Sam had ever missed soccer practice.**

Sam is obviously dedicated to soccer, so what happened? Why did Sam miss it this time? Did something happen? Was it to do with friends, family, school?

Would you read on?

- **This was the worst idea in the world.**

What's the idea? Why is it the worst? What will happen if the main character follows through with it?

Would you read on?

Your turn! Come up with some great first sentences and make your reader desperate to know more!

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____



WORKSHEET: Favourite mythies

Choose six of the mythical creatures from *Lintang and the Pirate Queen* and rate them from your favourite to least favourite.



Ranking	Mythie name	Short description of mythie	Why you've chosen this ranking
1			
2			
3			
4			
5			
6			

WORKSHEET: Create a mythie



Imagine you are the author of *The Mythie Guidebook*, and you've just discovered a new mythie to include in the next edition.

What kind of monster or creature is it? Where does it live, and what does it eat? Most importantly, how dangerous is it?

Mythie name: _____

Diet: _____

Habitat: _____

Frequency: _____

Behaviour: _____

Eradication: _____

Did you know? _____

Danger level: _____

Draw your mythie:

WORKSHEET: Character profile

Choose a crew member from the *Winda* and see what information you can find about them in the text.



Name: _____

Age: _____

Place of birth: _____

Family: _____

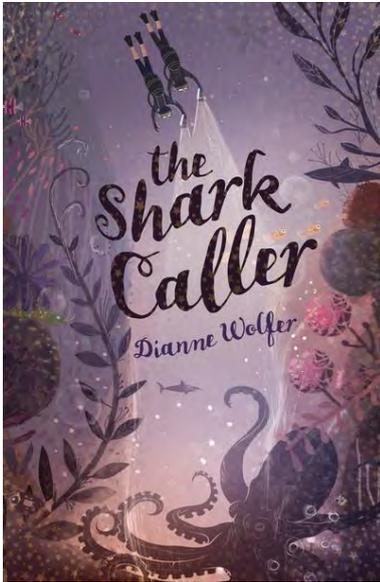
Physical description: _____

Personality: _____

Job on the *Winda*: _____

Draw a portrait:

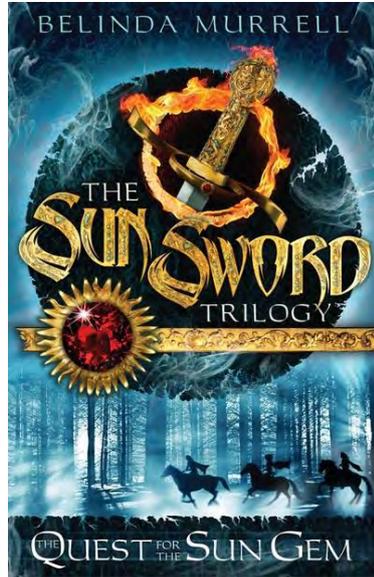
FURTHER READING FROM PENGUIN RANDOM HOUSE AUSTRALIA



The Shark Caller
by Dianne Wolfer

Only a twin from a shark calling family can appease the ancestors and bring a community back together in this powerful and haunting story.

Isabel is on a plane heading back to her island birthplace in Papua New Guinea. Izzy is looking forward to seeing her family again, but there's another tragic reason for the trip. Izzy's twin brother, Ray, died in a freak diving accident, and Izzy and her mum are taking his ashes home for traditional death ceremonies. After they arrive, Izzy realises things have changed since their last visit. Logging threatens the community's way of life and sharks no longer answer the song of the shark callers. Izzy's cousin Noah explains that the clan needs someone to undertake a traditional diving ritual. The person must be a twin from the shark calling lineage. The dive will be perilous. And Izzy is the last twin.



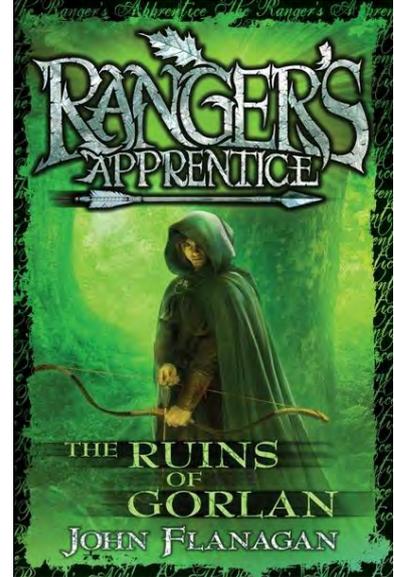
Sun Sword 1: The Quest for the Sun Gem
by Belinda Murrell

Magical and exciting, full of wonderful creatures, mysterious codes and puzzles, and with four courageous young heroes and heroines, this series will delight all 8 to 12 year olds.

After their village is attacked, a young brother and sister set off on a dangerous quest to save their captured family and friends - and free their land from the Sedah invaders.

Where are Ethan and Lily's parents being held? And where have the Sun Sword and its magical gems been hidden?

Joined by their friend Saxon and the determined Princess Roana, Ethan and Lily must solve puzzles and riddles, escape legendary sea monsters and outwit bandits along the way.



Ranger's Apprentice 1: The Ruins of Gorlan
by John Flanagan

The *New York Times* and Australian mega-bestselling series about Will and his friends from Castle Redmont starts here!

Will is small for his age, but agile and energetic. All his life, he has dreamed of becoming a great knight like the father he never knew, so he is devastated when he is rejected as an apprentice to Castle Redmont's Battleschool. Instead he is apprenticed to Halt, the mysterious Ranger whose uncanny ability to move unseen is thought to be the result of black magic. Reluctantly, Will learns to use a Ranger's secret weapons: a bow and arrow, a mottled cloak and a stubborn little pony. It may not be the sword and battlehorse he longs for, but when Will and Halt set out on a desperate mission to prevent the assassination of the King, Will finds that a Ranger's weapons are not so useless after all . . .



ORDER FORM

TITLE	AUTHOR	ISBN	SCHOOL YEAR	RRP	QTY	TOTAL
Lintang and the Pirate Queen	Tamara Moss	9780143783435	4-8	\$16.99		
<i>Lintang and the Forbidden Island</i>	<i>Tamara Moss</i>	<i>Coming soon!</i>	4-8	\$16.99		
The Shark Caller	Dianne Wolfer	9780143780557	5-9	\$17.99		
Sun Sword 1: The Quest for the Sun Gem	Belinda Murrell	9781742753812	4-7	\$15.99		
Ranger's Apprentice 1: The Ruins of Gorlan	John Flanagan	9781864719048	4-9	\$17.99		
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