

**BRISTOL  
OLD VIC**  
AT CHRISTMAS

Artwork Steph Pyne | Photo Paul Blakemore

# TREASURE ISLAND

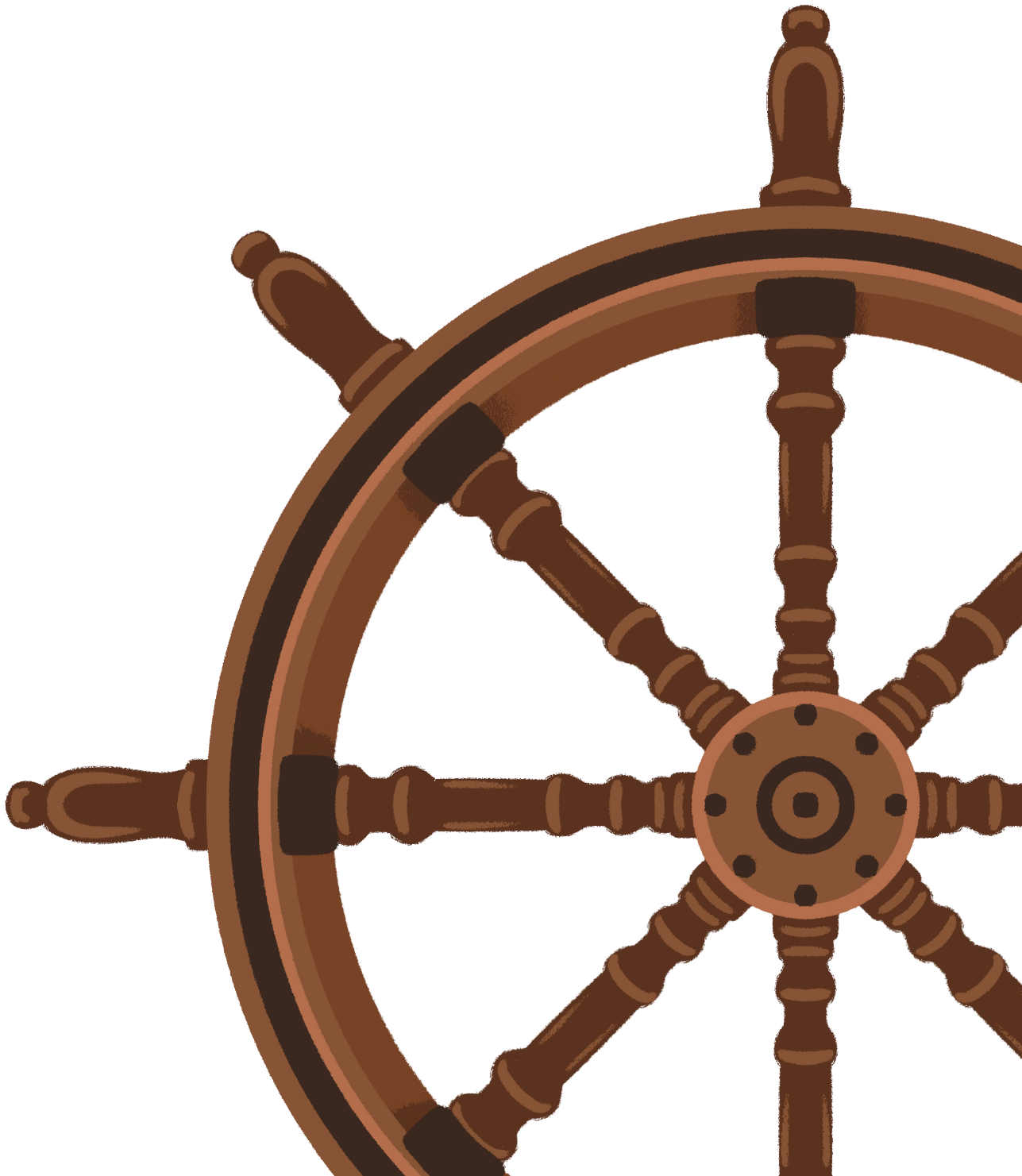
A NEW MUSICAL ADVENTURE



**KS2 EDUCATION PACK**

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# PLOT

*Treasure Island follows Jim, a 13-year-old girl from Bristol, as she embarks on an exciting journey to find Captain Flint's mysterious buried treasure.*

There once was a fearsome pirate named Captain Flint, who buried his treasure where no-one could find it — but one night he was caught in a terrible storm and was never seen again...

In present day Bristol, young Jim Hawkins is desperate for adventure, and to become a pirate herself! (Some say her dad was a pirate.) One day, a man called Billy Bones visits her mum's inn, carrying a strange chest. However, another pirate soon follows him, and kills him with the pirate curse: the black spot! Jim and her mum open the chest and discover a necklace and a treasure map. She takes the map to Squire Trelawney, the Doctor and the sailor Captain Smollett and together they discover that it's Captain Flint's treasure map! They assemble a crew and (after persuading Jim's mum) set out on an expedition to find the buried treasure.

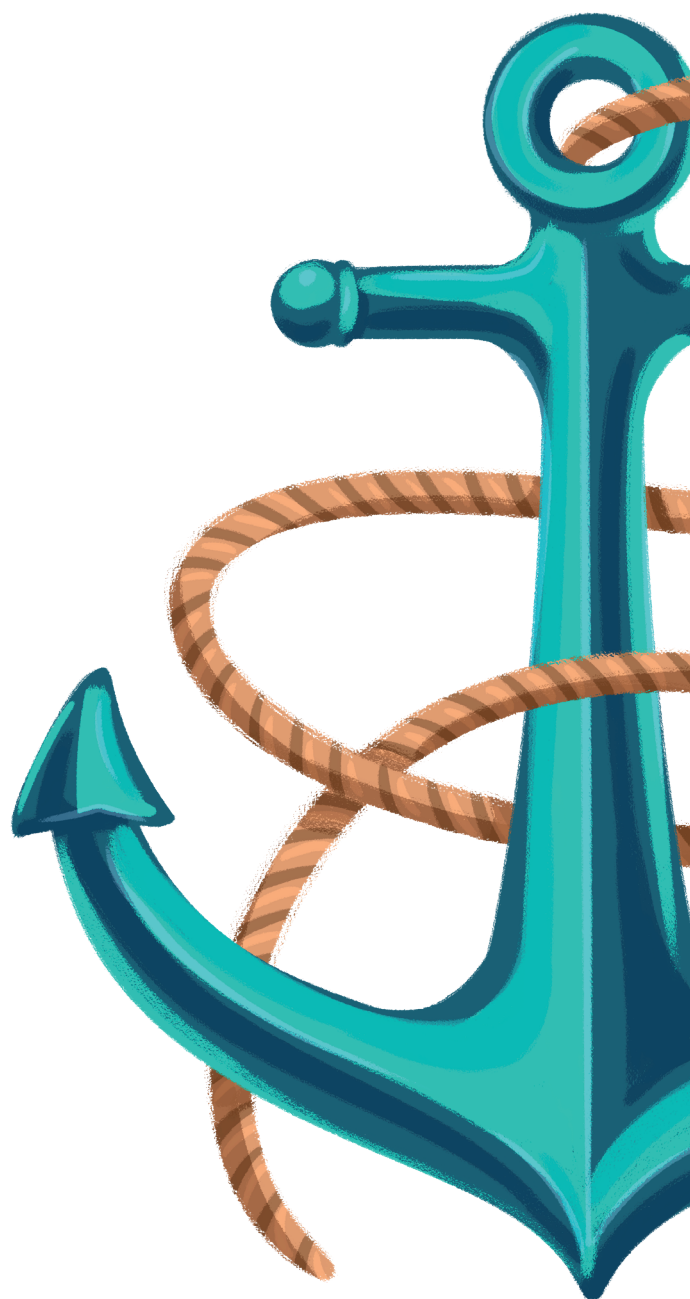
Aboard the ship, Jim meets and becomes friends with the ship's cook: Long John Silver. They swear to be 'first mates'. Jim decides she trusts him and reveals the existence of the treasure map, but later she over overhears Long John Silver telling his cronies (Hands and O'Brien) about a plot to throw Jim, Smollett, the Doctor and the Squire overboard and take the treasure map for themselves! They make a break for it in a rowboat but Jim is knocked into the water.

She washes up on a beach where she meets Ben Gunn, a castaway. It is revealed that Ben was a member of Flint's crew, and only survived being killed by him by a stroke of (toilet-related) luck!

The Squire, the Doctor and the Captain all arrive on the island with Long John Silver, Hands and O'Brien hot on their heels. Just as it seems like Silver has them cornered, Jim arrives, and exchanges the treasure

map for their lives, but Silver goes back on his word and snatches Jim, dragging her off to help dig for the treasure.

Jim appeals to Long John Silver's heart, and reminds him of the pact they made to be first mates, but he rejects her. The Squire, Captain and Smollett come to her rescue but they are all confronted by the ghost of Captain Flint. It is revealed that Jim's dad was part of Flint's crew along with Silver, Hands and O'Brien, and died trying to save them. The pirates are repentant and agree to be taken back to Bristol to face justice. However, on the way back, Long John Silver escapes... but he leaves the treasure for Jim to keep.



# TREASURE ISLAND THROUGH THE YEARS

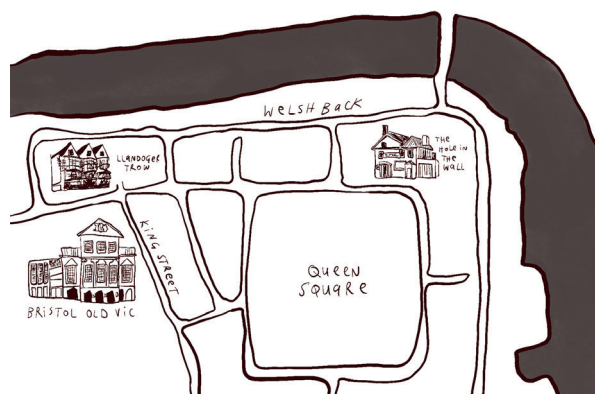
*Treasure Island* has been staged three times by Bristol Old Vic: in 1946, 1967 and 2011.

*Treasure Island* features the character 'Hands'. 'Basilica' Hands was a real pirate, known to have sailed with the infamous Blackbeard. Many say that Blackbeard was from Bristol...

The castaway Ben Gunn was inspired by the character of Robinson Crusoe, from the book by Daniel Defoe, who was in turn inspired by a real castaway called Alexander Selkirk. Selkirk lived on Queen's Square, and is said to have met Daniel Defoe at the Llandoger Trow, just round the corner!

The Llandoger Trow itself is said to be the inspiration for the Admiral Benbow Inn in *Treasure Island*.

In the book, Long John Silver is found at inn called the Spy-glass, which some say was inspired by The Hole In The Wall (formerly known as the Coach and Horses). You can find The Hole In the Wall on Welsh Back, a few minutes' walk from Bristol Old Vic!



By Elinor Lower

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**LITTLE THEATRE**  
 COLSTON ST. BRISTOL  
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**BRISTOL OLD VIC COMPANY**  
 Director: VAL MAY Associate Directors: NAT BRENNER ANTHONY TUCKER  
 Presented by The Bristol Old Vic Trust Ltd. and Bristol Corporation in association with the Arts Council of Great Britain

LAST WEEKS UNTIL SATURDAY, 3RD FEBRUARY  
**TREASURE ISLAND**  
 by R. L. STEVENSON

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TUESDAY, 6TH FEBRUARY – SATURDAY, 2ND MARCH  
**THE SCHOOL FOR WIVES**  
 by MOLIERE Translated by MILES MALLESON

FRANK BARRIE ANGELA DOWN MARTIN FRIEND  
 DAVID GLOVER NORMAN TYRRELL  
 NORMAN HENRY MARCIA WARREN NEIL CUNNINGHAM

Directed by JOHN DAVID  
 Sets Designed by MICHAEL SWINDLEHURST  
 Costumes designed by LORNA McNAB

MONDAY TUESDAY WEDNESDAY at 7.15 THURSDAY FRIDAY SATURDAY at 7.45  
 MATINEE SATURDAY at 3.0

EVENINGS 8/6 7/- 5/- 3/6  
 MATINEES 6/- 5/- 3/6

NEXT PRODUCTION — Opens Tuesday, 5th March  
**LOOT**  
 by JOE ORTON

*Desmond Tripp, copyright University of Bristol Theatre Collection*



*Image courtesy of University of Bristol Theatre Collection*



Photo Mark Douet

## The Black Spot

**Group size: The whole class**

Similar to tag. One person is ‘cursed’ with the Black Spot, and is trying to curse other members of the ‘crew’. The rest of the players are trying to avoid being cursed.

(Important: you may only move at walking speed! This is a game of pirate tactics, not a running race.)

The ‘cursed’ pirate must attempt to tag another another player. If they succeed, that player must perform the most dramatic, impressive pirate death they can and drop to the ground. They are now dead! While this happens, all other players must freeze in shock. If they move, they are dead too and must also perform their best death!

When the ‘cursed’ pirate is ready, they can unfreeze the group by starting to walk again.

If a player is being approached by the cursed pirate, they can save themselves from death by shouting out the name of another player (ideally one far away from them). This transfers the ‘curse’ to that player, and that player is now “it”. The previously cursed pirate is now a regular player again

The game continues until there is only a cursed pirate and a single crew member left standing. They are the winners!

## Who’s Steering The Ship?

**Group size: Around 6**

*You’re on a pirate ship, but there’s some confusion about who’s in charge!*

Each round, half the group will each be assigned a number between 1-10, which they must keep to themselves. The number relates to how “in charge” you are on the ship, with 1 being the least in charge (perhaps a stowaway), and 10 being the most (perhaps the captain/the kraken/a siren calling them from the rocks!).

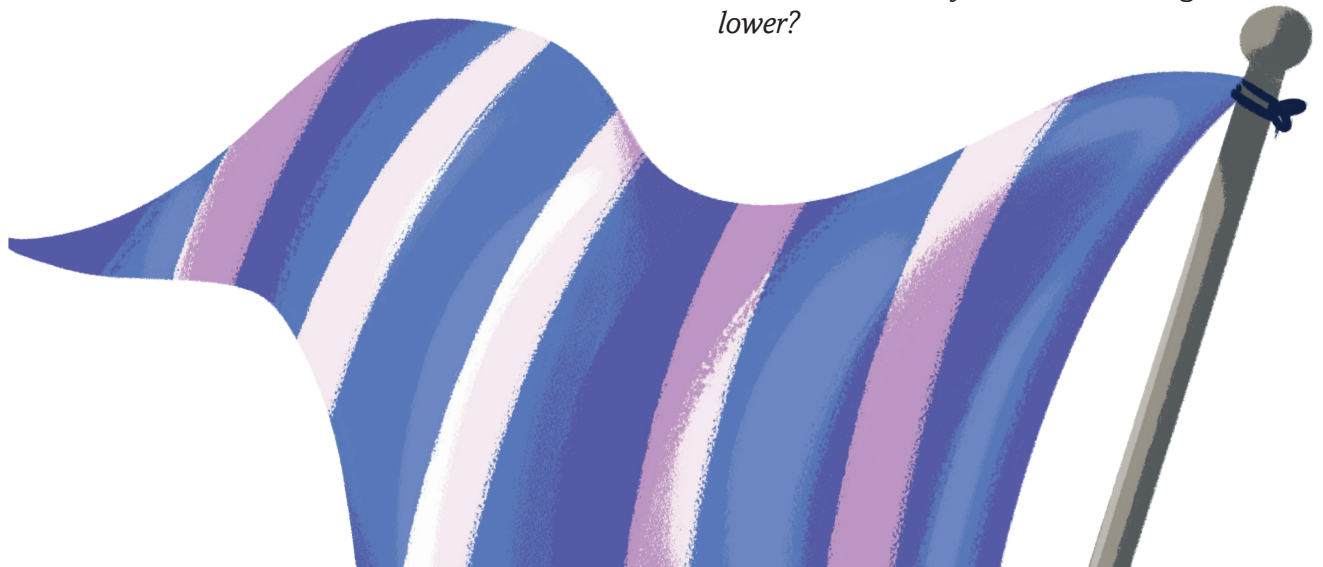
They will then improvise a scene together, set on the ship, in which they attempt to demonstrate their power/lack of power. For example, they might immediately start scrubbing the decks, or try to boss the others around.

But: they won’t know each other’s numbers — so there might be power struggles!

At the end, the watching half will try to guess which number each person had.

Then swap over, with performers becoming watchers!

*Top tip: try to avoid saying anything that will make your number too obvious. Think about body language, actions a person of your number might do, and how they might behave around others. If there’s someone you suspect might be the same number as you... do you try to befriend them? Challenge them to a duel? You decide! What if their number is higher/ lower?*



## Create Your Own Sea Shanty

**Group size: The whole class**

Sea shanties were an important part of seafaring life - they helped sailors to work in time together, whilst also keeping boredom at bay. Why not have a go at making up your own?

Pick a theme: shanties are often about life on the ship, something funny that happened, or legends/famous stories. They're often in the first person ("When I was a young sailor...") or the third person ("There once was a ship that put to sea...")

Set your rhythm: many use the time signatures of 6/8 or 12/8, strong beats which have a bit of swing to them (de-Dum-de-Dum-de-Dum)

Match the beat to your words: using the rhythm you've chosen, think about your narrative. Are there characters? Where do they start out? What happens to them? Where do they end up?

Build a chorus: try to come up with something short and catchy – it doesn't have to be complicated. The chorus to Drunken Sailor is: *Way hay and up she rises / Way hay and up she rises / Way hay and up she rises / Early in the morning!*

Choose a tune: you might want to copy one from a shanty you've heard before (such as 'Drunken Sailor' or 'Wellerman') or come up with your own. Remember: the chords/melodies of shanties are often crunchy and use lots of minor scales.

Practice and perform: The best thing about a sea shanty is singing it with lots of people. Once you've finished, teach it to others so you can clap and stomp and sing together!

For inspiration: check out The Longest Johns, a Bristol band that specialise in sea shanties!

