|  |  |
| --- | --- |
| **Adventure Genre Element** | **Where This Element Can Be Found In Treasure Island** |
| HERO(ES) | Jim Hawkins- He is the protagonist and the narrator of the story. He shows courage and reclaims the ship from the pirates. |
| VILLIAN(S) | Long John Silver- He lied to the ship’s captain and crew about being a cook. He was looking for Captain Flint’s treasure secretly and steals some treasure. |
| HISTORICAL ELEMENT(S) | 18th Century Pirates  Continental Trade  Buried Treasure and Treasure Maps  Geography |
| ACTION AND VIOLENCE | Page 16: “No sooner said than done. Bare-headed as we were, we ran out at once in the gathering evening and the frosty fog.”  Page 103: “Several shots were fired but such was the hurry of the marksman that not one appears to have taken effect.” |
| THE QUEST | The characters were attempting to find Captain Flint’s treasure throughout the story. The search for it begins at the beginning of the book. Jim Hawkins (the hero) finds the treasure at the end of the book. |

Rubric for Group Plays

Play Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Group Members: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Does the play contain:**

* Title (1 point)
* Elements of Adventure Genre
  + Hero (1 point)
  + Villian (1 point)
  + Historical Element (3 points)
  + Action and Violence (1 point)
  + A Quest (1 point)
* At least 3 Characters (2 points)
* 2 or more Pages (4 points)
* A clear sequence of events (6 points)

20 possible points

Score: \_\_\_\_\_/20

Play Template

PLAY TITLE

By Authors’ Names Here

CHARACTERS

|  |  |
| --- | --- |
| **MOE** | Leader of the group. Doesn’t take any crap. Prone to violence. |
| **LARRY** | A follower. Tries to be inoffensive around Moe. |
| **CURLY** | Free spirit, sometimes stands up to Moe. |

SETTING

A haunted house.

TIME

Evening. Some time in the 1940s.

SCENES

Specific Setting Specific Time

|  |  |  |
| --- | --- | --- |
| Scene 1 | A Lecture Hall | Early evening |
| Scene 2 | Pantry | One hour later |
| Scene 3 | Attic | Midnight |

SCENE 1

(A lecture hall, early evening. Moe, Larry and Curly enter. Curly is wearing a funny hat.)

**MOE**

“Why don’t you take that hat off?”

**CURLY**

“Nyuck nyuck nyuck.”

**MOE**

(annoyed) 🡸Use Adjectives above speech quotes

“Oh, a wise guy!”

(Moe attempts to hit Curly but hits Larry instead.)

**Larry**

“Oh oh oh oh! Hey, what’s the big idea?”

**Moe**

“This.”

(Hits Larry.) 🡸 Describe characters’ actions below speech quotes

(A scream is heard from somewhere in the house.)🡸Move plot along between characters

talking

**Curly**

“What was that? What was that?!”

(All three run into the hallway and towards the from door, but the door is locked. They turn around and run back into the lecture hall.)

**Moe**

“We gotta get outa here.”

(They look around for an exit. Curly suddenly notices a painting in the lecture hall – its eyes are moving.