

Saving Neverland

— Teaching Resources —



Resource Pack for KS2 Teachers

Age 7+

Saving Neverland

Teaching Resources

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Explore the themes of:
Adventure, Magic, Danger,
Friendship, and Families.

Includes subject areas:
English, Creative writing,
Art and Design



Saving Neverland



Activity 1

Dear diary...



Objectives: To complete a diary entry using the illustration from page 24 as a prompt.

Imagine you are Martha, you wake up in the middle of the night and you see Peter Pan at your window! Turn your thoughts into a diary entry to share with your friends.

Dear diary...

DATE _____

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Dear diary...

DATE _____

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Activity 2

Taking inspiration from a classic story

Objectives: To use an existing story and character as inspiration for a new story

The author of *Saving Neverland*, Abi Elphinstone, has taken the classic story of Peter Pan and the world of Neverland, and used these as her inspiration to create a brand-new story with new characters.

Working in pairs or small groups, choose an existing story that you love, and then create a new character and adventure set within this world.

When you have created a new magical character, think of a name and work together to write the blurb for your new book.

REMINDER: A blurb is a small summary to grab the attention of the reader.

Blurb

Extension Task: Compare all of the blurbs with your classmates, vote for the best one and work together to see if you can write the beginning of chapter 1.

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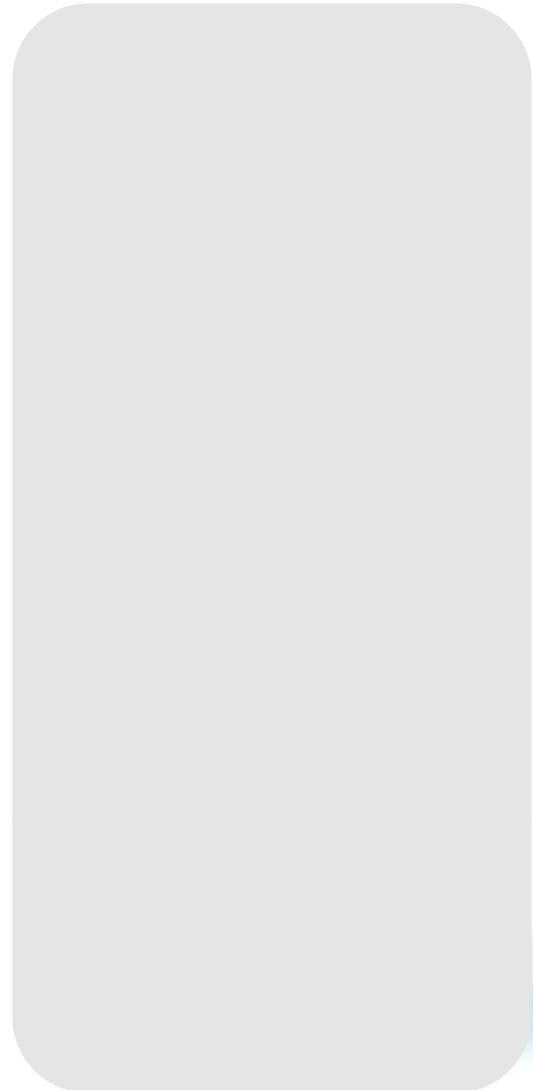


Activity 3

Flying high in the night sky

Objectives: Study the illustrations from *Saving Neverland* and think about how they make you feel, and their importance to the story.

Imagine you are flying high in the sky with Peter Pan, off on a magical adventure! Work in pairs or small groups and write down everything you can see in this illustration, and how you think flying to Neverland would make you feel.



Once you've written your captions, share them with the rest of the class and compare the similarities and differences.

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Activity 4

Riddles

Objectives: Create your own riddles.

Neverland is full of riddles, which the characters need to solve in order to save Neverland from Captain Hook and the ghost pirates! An example of one of these riddles can be found in this extract from page 170 of the book, below:

Turnip surveyed the icicles. 'What's that up there?' he said, pointing. 'Just above the hole?'
Everyone peered closer.

'Words!' Wombok cried. 'Carved into the ice!' Martha read them aloud:

'What is always in front of you, but can't be seen?'

Peter threw his hands up in frustration. 'Just what we need when we're in a rush: a riddle!'

Martha glared at the words. 'How can you not see something when it's right there in front of you? It makes no sense!'

'Air? That's in front of us, but we can't see it.' Martha shook her head. 'It's also behind us and around us...'

Peter turned back to the others. 'We need to solve this. Fast.'

Martha wracked her brains... thinking harder and harder until her brow furrowed, and her eyes squeezed shut. Then they pinged open.

'Things you can't touch even though they exist – that could be happiness or sadness, hope or despair!'

'Only those things wouldn't really be in front of you,' Turnip replied. 'They'd be inside you or around you.' He read the riddle again: 'What is always in front of you, but can't be seen?'

Armageddon sighed. Pickle headbutted an icicle.

Then, at exactly the same moment, Martha and Wombok exclaimed: 'The future!'

'It's ahead of everyone!' Martha cried.

Wombok nodded. 'And it's invisible!'

At their words, the icicles barring the cave disappeared completely, and the way into the heart of the Shiverpeaks lay open.



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Riddle

Riddle: What is always in front of you, but can't be seen?

Answer: The future

Work in pairs and see how many riddles like this one you can create. Then, swap your riddles with other pairs in the class and see if you can solve all of the riddles to help save Neverland.

A large, empty, light gray rectangular area intended for students to write their own riddles.

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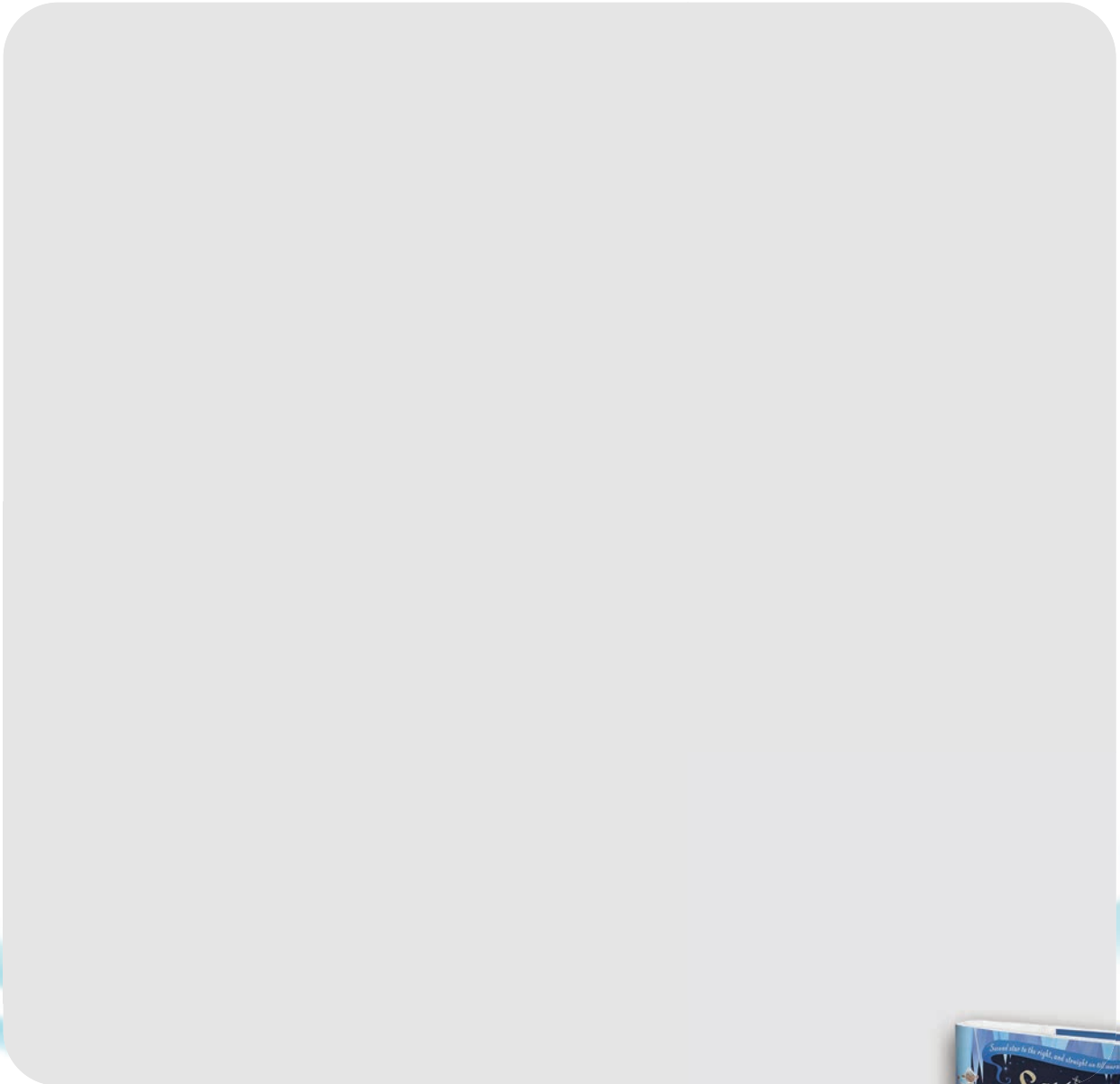


Activity 5

Bringing a toy to life

Objectives: Design your own magical toy.

Armageddon the mammoth is Martha's favourite childhood toy. Can you design a magical toy character who would be able to help Martha and Peter save Neverland? When you have designed your magical toy, write a short description of the magical powers the toy has to help you in your quest to save Neverland.



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Activity 6: The Comic Strip

Objectives: Write a caption or piece of dialogue underneath each illustration to make your own comic version of *Saving Neverland*.

Now you have finished reading *Saving Neverland*, it's time to check and see what you remember from the book. Look at all of the illustrations from the book on the template below. Work in pairs or small groups and write a comic book style caption or a piece of dialogue underneath each illustration. Once filled out, read through the comic to check that you're able to follow the story from start to finish.



Activity 6: *The Comic Strip (continued)*

Objectives: Write a caption or piece of dialogue underneath each illustration to make your own comic version of *Saving Neverland*.

Now you have finished reading *Saving Neverland*, it's time to check and see what you remember from the book. Look at all of the illustrations from the book on the template below. Work in pairs or small groups and write a comic book style caption or a piece of dialogue underneath each illustration. Once filled out, read through the comic to check that you're able to follow the story from start to finish.



Activity 7

Saving Neverland Part 2

Objectives: Create a sequel to *Saving Neverland*.

The sequel to *Saving Neverland* is in your hands! Use the map from the book to help you think of the next part of this magical adventure – you can even invent a new character or two.



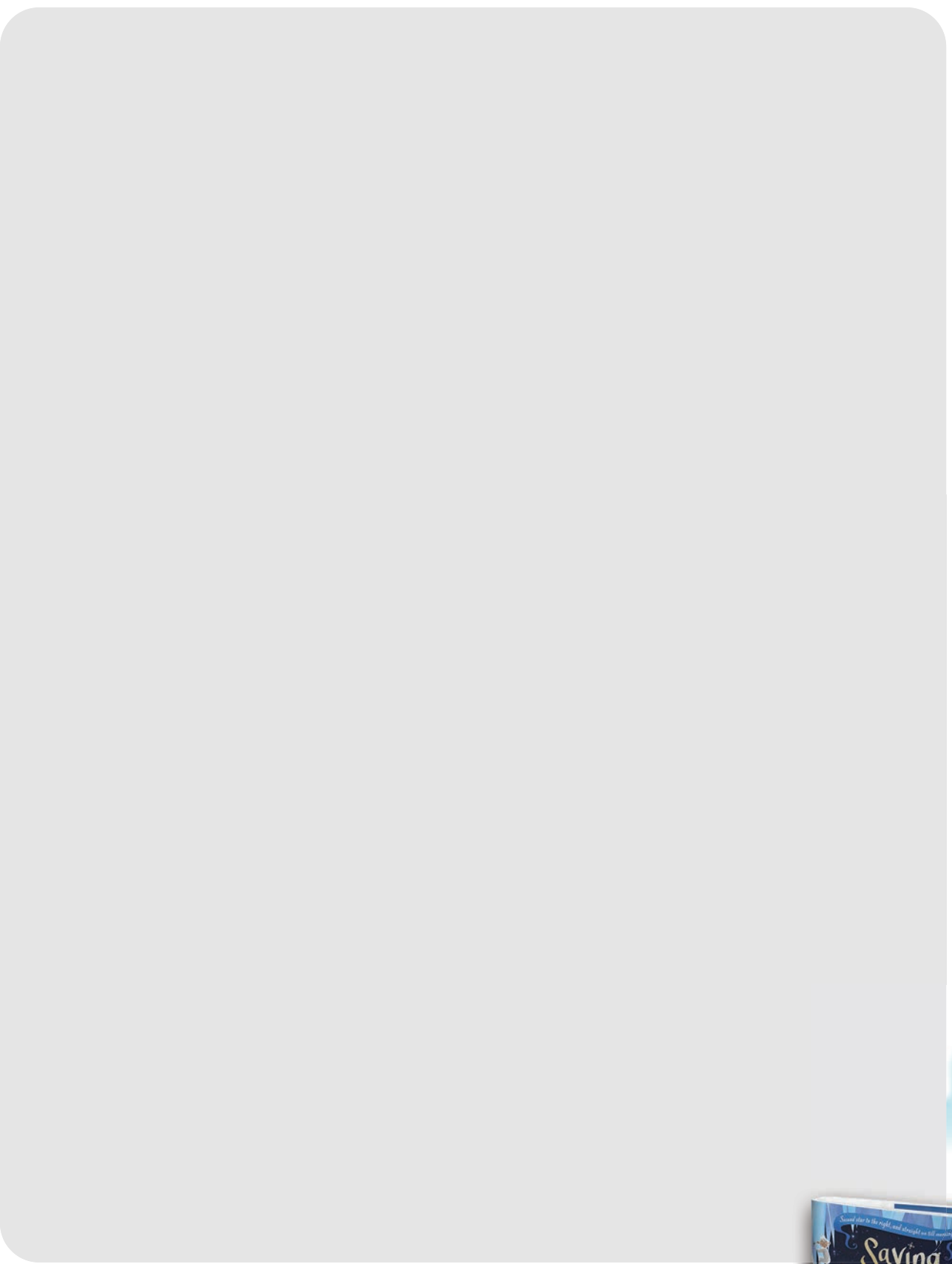
What locations on the map could you use as the base for this next part of the story?

Who will be the lead characters, alongside Peter Pan?

What dangers will you need to save Neverland from this time?

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