

# The Search for the Atlantean Treasure

## Scene 1: Seaside Inn – Back Room

[The scene is set in a dark room with a big, wooden table in the middle. Captain Fairfurrow and his first mate, Johnson, sit facing each other with a map on the table that is held down by some large, metal cups.]

**Captain Fairfurrow:** [stroking his beard] Ahoy Johnson, me first mate! Do ye know why I've brought ye here tonight?

**Johnson:** Aye, Captain Fairfurrow! I've heard rumours of a lost **Atlantean** treasure hidden deep in the sea that only a foolish person would go after. Are we those fools?

**Captain Fairfurrow:** [leaning forward] Aha! Exactly! We be gathering a crew, Johnson; a crew brave enough to face the dangers of the seas. We need people who won't be scared of seeing a terrifying sea monster or a hair-raising storm. Do ye know anyone up for the task?

**Johnson:** Aye, Captain! I know a few folks crazy enough for the job and they're good with swords too. Luckily, they're drinking in this very inn tonight!

**Captain Fairfurrow:** Then let's go find them, Johnson! The more, the merrier! Where are they? Are they ready to set sail?

**Johnson:** Aye, Captain! The group of people are in the bar but I'm afraid they're quite a rowdy, raucous bunch.

**Captain Fairfurrow:** No time to waste! Let's go, Johnson!

[Johnson quickly rolls up the maps and charts. The captain and Johnson leave through a creaky door. The sound of laughter and music can be heard when it opens and it becomes quiet when it closes. Captain Fairfurrow looks around carefully.]



## Scene 2: Seaside Inn – Bar

[Captain Fairfurrow and Johnson enter the noisy bar. It's filled with pirates drinking and singing along to the **accordion** music.]

**Captain Fairfurrow:** [raising his voice] Listen up, everyone! I be looking for people to join me crew. We'll be embarking on an adventure tonight to find the lost Atlantean treasure!

[The room becomes quiet before the pirates burst into laughter.]

**Pirate 1:** You must be mad! There's no such thing!

**Pirate 2:** [slamming his fist on the table] He's gone crazy! Many have been lost looking for that treasure. It's just a story!

**Captain Fairfurrow:** Then what do ye



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call this? [He holds out the map which has a big golden X on it that glimmers in the candlelight.]

**Pirate 1:** Is that the map?!

**Pirate 2:** It can't be! If we found this, we'd be rich beyond our wildest dreams!

**Pirate 3:** Where do I sign?

[Johnson puts a feather pen and a piece of paper on the table. After seeing the map, the pirates eagerly sign up for the mission.]



## Scene 3: The Heart of the Deep Blue

[After hours of sailing, a storm rages with lightning flashing and waves crashing against the ship. The crew frantically works to keep The Black Tide afloat.]

**Johnson:** [struggling to hold on] Captain! The waves! They're tearing us apart!

**Captain Fairfarrow:** [shouting over the storm] We mustn't give up, Johnson! The Atlantean treasure is waiting for us! Hold on tight crew, for there are great riches beyond this storm!



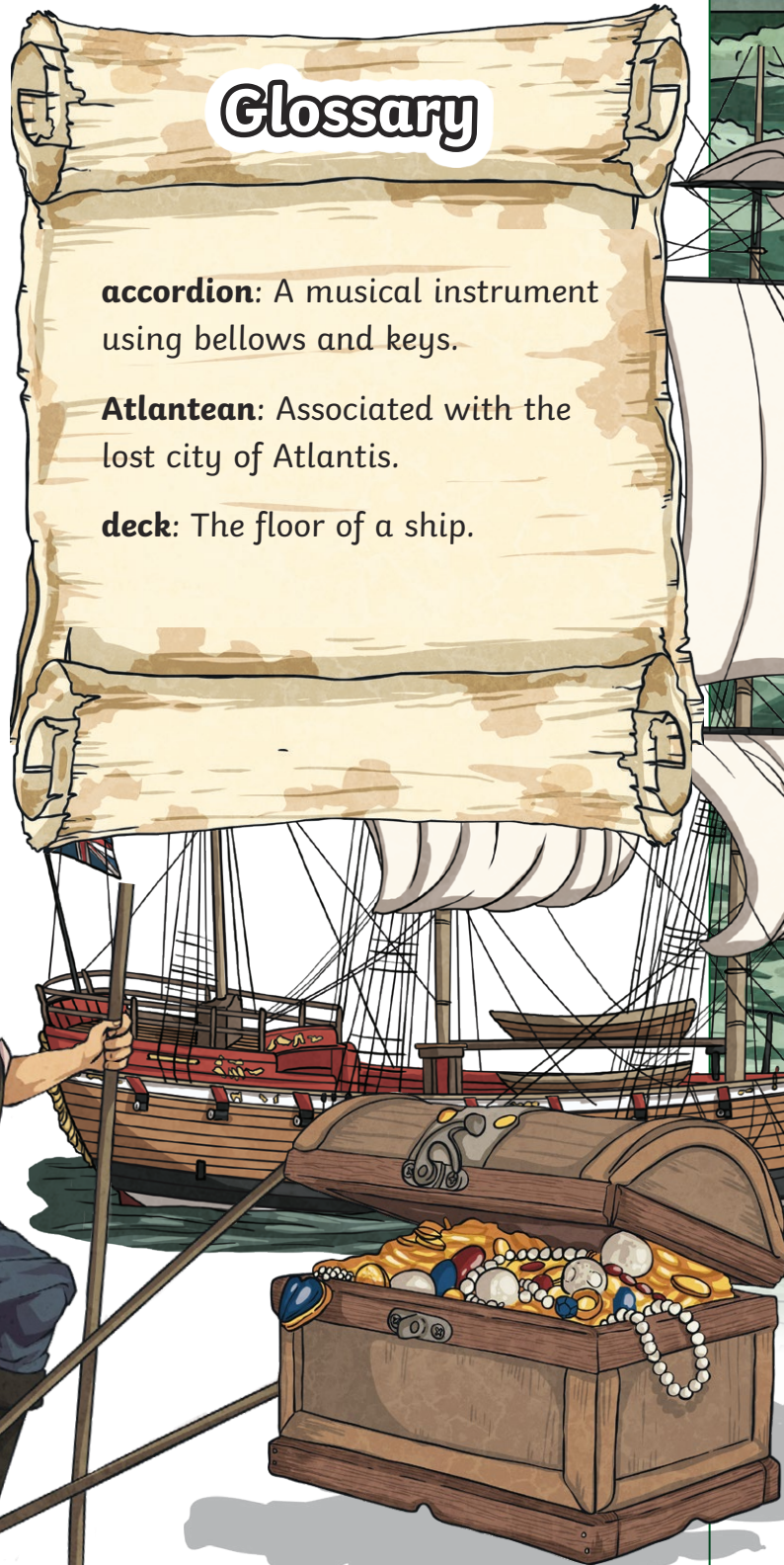
[The ship moves violently, throwing the crew off balance and many fall to the **deck**. A strong wind snatches the map from Captain Fairfarrow's hand.]

## Glossary

**accordion:** A musical instrument using bellows and keys.

**Atlantean:** Associated with the lost city of Atlantis.

**deck:** The floor of a ship.



# Questions

1. Where does Scene 1 take place? Tick one.

- ☐ on board a ship
- ☐ in the bar of an inn
- ☐ in a harbour
- ☐ the back room of an inn

2. Draw **three** lines and match each scene with its summary.

Scene 1

Scene 2

Scene 3

A storm rages and threatens to sink the ship.

Captain Fairfurrow and Johnson discuss recruiting people for a mission.

People are recruited into Captain Fairfurrow's crew.

3. Look at **Scene 2: Seaside Inn – Bar**.

Find and copy one word which means the same as 'setting off'.

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4. Fill in the missing words.

[After hours of sailing, a storm \_\_\_\_\_ with lightning flashing and waves crashing against the ship. The crew \_\_\_\_\_ works to keep The Black Tide afloat.]

5. Where does the ship encounter a fierce storm?

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6. Why do you think Captain Fairfurrow didn't want to give up when faced with the storm in Scene 3? Give reasons for your answer.

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7. What features has the writer used to help guide the reader through the play script?

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8. What do you think will happen next in this play? Do you foresee any problems? Explain your answer using evidence from the text.

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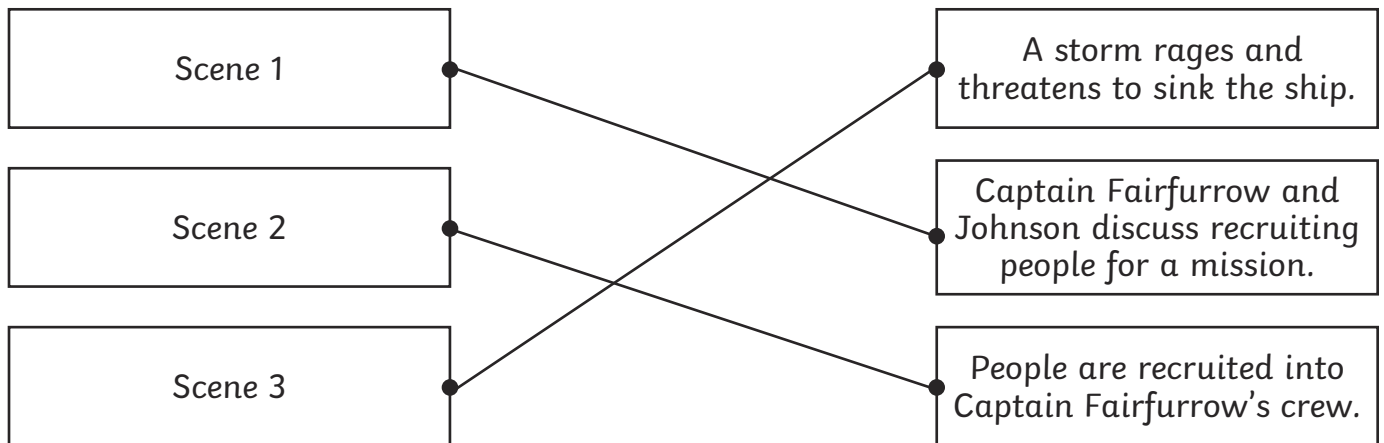
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# Answers

1. Where does Scene 1 take place? Tick one.

- ☐ on board a ship
- ☐ in the bar of an inn
- ☐ in a harbour
- ☒ **the back room of an inn**

2. Draw **three** lines and match each scene with its summary.



3. Look at **Scene 2: Seaside Inn - Bar**.

Find and copy one word which means the same as 'setting off'.

**embarking**

4. Fill in the missing words.

[After hours of sailing, a storm **rages** with lightning flashing and waves crashing against the ship. The crew **frantically** works to keep The Black Tide afloat.]

5. Where does the ship encounter a fierce storm?

**The ship encounters a fierce storm in the heart of the deep blue/the middle of the sea.**

6. Why do you think Captain Fairfurrow didn't want to give up when faced with the storm in Scene 3? Give reasons for your answer.

**Pupils' own responses, such as: I don't think Captain Fairfurrow wanted to give up because he was convinced that there was treasure to be found after the storm. In the text, he says, '...there are great riches beyond this storm!'**

7. What features has the writer used to help guide the reader through the play script?  
**Pupils' own responses, such as: The writer has used stage directions in square brackets to describe the scenes and to direct the actors how to move and speak. They have also put character names to the left with a colon to make it clear who is speaking.**

8. What do you think will happen next in this play? Do you foresee any problems? Explain your answer using evidence from the text.  
**Pupils' own responses, such as: I think the crew will end up lost because, at the end of the text, the map has been snatched from the captain by the wind, meaning they might not know where to go next. They might even be shipwrecked as the storm seemed to have become more violent.**



# The Search for the Atlantean Treasure

## Scene 1: Seaside Inn – Back Room

[The scene is set in a dark room with a wooden table in the middle, lit by a candle. Captain Fairfurrow and his first mate Johnson sit facing each other; a map is spread across the table, held in place by a bottle and some **tankards**.]

**Captain Fairfurrow:** [stroking his beard] Arr Johnson, me first mate! Do ye know why I've brought ye here tonight?

**Johnson:** Aye, Captain Fairfurrow! I've heard rumours of a lost treasure, hidden by the **Atlanteans** in the deep sea that only a foolish person would go after. Are we those fools?

**Captain Fairfurrow:** [leaning forward] Aha! Exactly! We need a brave crew, Johnson; a crew that is not scared of scary sea monsters or stormy weather. Do ye know anyone suitable for the job?

**Johnson:** Aye, Captain! I know a few people who are crazy enough for the job and good with a sword too. Luckily, they are in this inn tonight!

**Captain Fairfurrow:** Then let's find them, Johnson, my friend! The more people, the better! Where are they? Are they ready to set sail?

**Johnson:** Aye, Captain! The group of people are in the bar but I'm afraid they are quite raucous!

**Captain Fairfurrow:** We shouldn't waste any more time! Lead the way, Johnson!

[Johnson quickly rolls up the maps and charts. The captain and Johnson leave towards the left side of the stage through a creaking, wooden door. When the door swings open, loud laughter and music can be heard but when it closes, the noise fades away.]

## Scene 2: Seaside Inn – Bar

[Captain Fairfurrow and Johnson enter the noisy bar. It's filled with pirates drinking and singing along to the **accordion** music.]

**Captain Fairfurrow:** [raising his voice above the noise] Listen everyone! I be looking for people to join me crew. We are going on an adventure tonight to find the lost Atlantean treasure!

[The room becomes quiet for a moment before everyone bursts into laughter again.]

**Pirate 1:** You must be crazy! There's no such thing!

**Pirate 2:** [slamming his hand on the table] He's gone mad! Many good people have been lost in search of that treasure. It's only a story!

**Captain Fairfurrow:** Then what do you call this? [He triumphantly holds out the chart with a big golden X shining in the candlelight.]



# The Search for the Atlantean Treasure

**Pirate 1:** Is that the map?!

**Pirate 2:** It can't be! If we found this, we'd be very rich!

**Pirate 3:** Where do I sign?

[Johnson slams a feather pen and a piece of paper on the table. After seeing the map, the pirates rush to sign up for the adventure.]



## Scene 3: On Board The Black Tide

[Captain Fairfurrow stands at the ship's helm, looking at his crew, while Johnson unfolds the map.]

**Captain Fairfurrow:** [pointing at the map] This is our route. The treasure is in the heart of the great deep blue. We will sail through dangerous waters, where the wind howls and waves are strong. Get ready, crew!

[The crew exchange determined looks, ready to face whatever challenges lie ahead.]

## Scene 4: The Heart of the Deep Blue

[After hours of sailing, a storm rages, lightning flashes and waves crash against the ship. The crew hurriedly works to keep The Black Tide afloat.]

**Johnson:** [struggling to hold on] Captain! The waves! They are tearing us apart!

**Captain Fairfurrow:** [shouting over the

storm] We mustn't give up, Johnson! The treasure of Atlantis is waiting for us! Hold on tightly crew, there are riches beyond this storm!

[The ship suddenly lurches, throwing the crew off balance. Many fall on the deck and a strong wind snatches the map from Captain Fairfurrow's hand.]



## Glossary

**accordion:** A musical instrument using bellows and keys.

**Atlantean:** Associated with the lost city of Atlantis.

**tankard:** A large, usually metal, cup with a handle.



# Questions

1. Which items are used to hold the map in place on the table? Tick **two**.

- ☐ a bottle
- ☐ a candle
- ☐ a table
- ☐ some tankards

2. Draw **four** lines and match each feature of a play script with the example from the text.

stage directions	● <b>Captain Fairfurrow:</b>
characters	● The scene is set in a dark room with a wooden table...
scene title	● <b>On Board The Black Tide</b>
setting description	● [slamming his hand on the table]

3. What is the name of the ship the crew sail on?

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4. Look at **Scene 4: The Heart of the Deep Blue**.

Find and copy one word that means 'move suddenly'.

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5. Find **two** examples of stage directions from the text.

- \_\_\_\_\_
- \_\_\_\_\_

6. How do you think Johnson is feeling in **Scene 4: The Heart of the Deep Blue**?  
Explain your answer using evidence from the text.

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7. Some of the lines are not written in standard English and are grammatically incorrect.  
Why do you think the writer did this?

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8. Do you think Captain Fairfurrow is a good captain? Explain your answer using evidence from the text.

- ☐ Yes
- ☐ No
- ☐ Maybe

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9. Summarise what happens in the play in 40 words or fewer.

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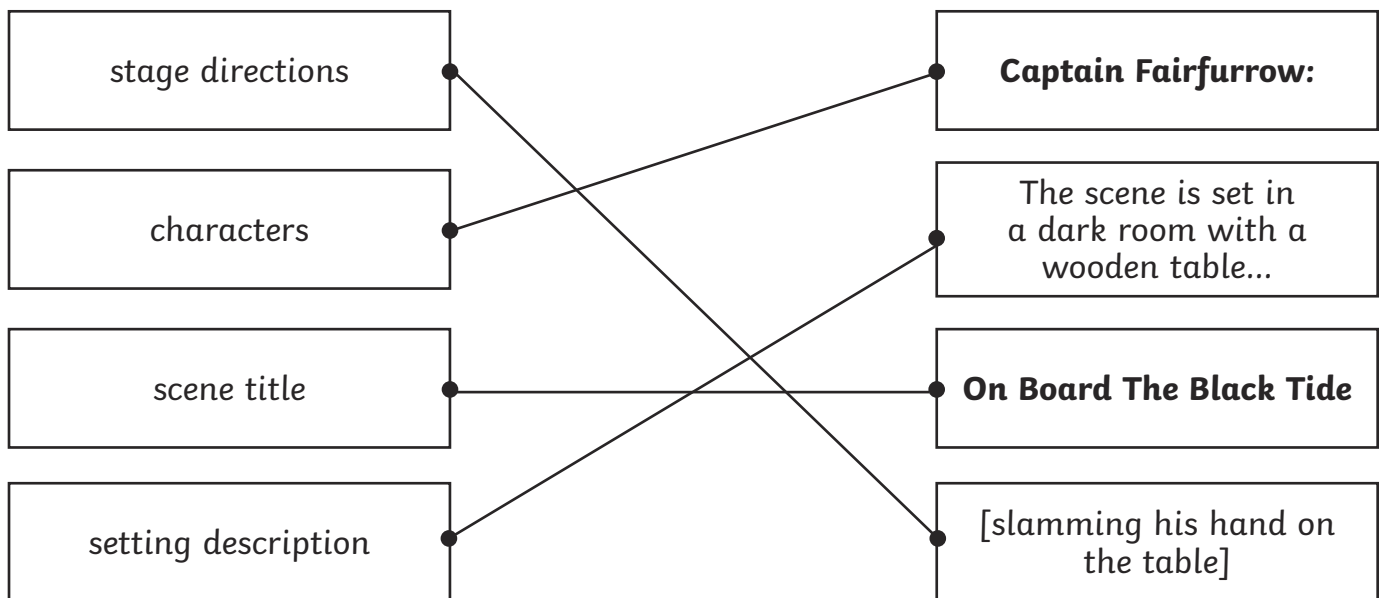
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# Answers

1. Which items are used to hold the map in place on the table? Tick **two**.

- ☒ **a bottle**
- ☐ a candle
- ☐ a table
- ☒ **some tankards**

2. Draw **four** lines and match each feature of a play script with the example from the text.



3. What is the name of the ship the crew sail on?

**The name of the ship that the crew sail on is The Black Tide.**

4. Look at **Scene 4: The Heart of the Deep Blue**.

Find and copy one word that means 'move suddenly'.

**lurches**

5. Find **two** examples of stage directions from the text.

**Accept any stage direction in brackets, such as:**

- **[struggling to hold on]**
- **[shouting over the storm]**



6. How do you think Johnson is feeling in **Scene 4: The Heart of the Deep Blue**?

Explain your answer using evidence from the text.

**Pupils' own responses, such as: I think Johnson is panicking because all of his lines are short and end in exclamation marks. This might be because he is 'struggling to hold on' in the storm.**

7. Some of the lines are not written in standard English and are grammatically incorrect.

Why do you think the writer did this?

**Pupils' own responses, such as: The writer did this to show the reader how a pirate speaks. It also helps the actors perform the play as the writer intended it.**

8. Do you think Captain Fairfarrow is a good captain? Explain your answer using evidence from the text.

**Pupils' own responses, such as:**

- ☐ Yes
- ☒ **No**
- ☐ Maybe

**No, I don't think that Captain Fairfarrow is a good captain because he leads his crew into a situation that he knew was going to be dangerous. He also loses the map at the end of the text meaning they are probably going to be lost.**

9. Summarise what happens in the play in 40 words or fewer.

**Pupils' own responses, such as: A pirate captain and his first mate recruit pirates in an inn to go in search of a missing treasure. The crew set sail and end up in a dangerous storm that threatens to tear the ship apart.**

# The Search for the Atlantean Treasure

## Scene 1: Seaside Inn – Back Room

[The scene is set in a dimly lit room with a large, scrubbed, wooden table at its centre. Captain Fairfurrow and his first mate, Johnson, sit opposite each other. Spread across the table is a map, held in place by some tankards of mead.]

**Captain Fairfurrow:** [stroking his beard] Arr Johnson, me first mate! Ye know why I've brought ye here tonight?

**Johnson:** Aye, Captain Fairfurrow! I be hearin' rumours of a long-lost treasure, hidden by the Atlanteans in the depths o' the ocean that only a fool would go after. I'm a guessin' we're those fools?

**Captain Fairfurrow:** [leaning forward] Aha! Spot on! We be gatherin' a crew, Johnson, a crew brave enough to face the perils o' the seas. We need a crew who won't flinch at the sight o' a fearsome sea serpent or a stormy gale. Ye know anyone fit for the duty?

**Johnson:** Aye, Captain! I know a few mad enough for the job. As luck would have it, Cap they be drinkin' in this very inn tonight!

**Captain Fairfurrow:** Then let us seek 'em out, Johnson m'lad! The more, the better! Where be they? Be they seaworthy?

**Johnson:** Aye, Captain! The band o' pirates be in the bar. I'm afraid they're rather raucous.

**Captain Fairfurrow:** Let's waste no more time! Lead the way, Johnson!

[Johnson hastily rolls up the maps and charts. The captain and Johnson leave stage left through a creaking, wooden door. Raucous laughter and music can be heard when it swings open, only to be deadened when it swings closed. Captain Fairfurrow looks around shiftily.]



## Scene 2: Seaside Inn – Bar

[Captain Fairfurrow and Johnson enter the rowdy bar. It's filled with pirates drinking and singing to the accordion music.]

**Captain Fairfurrow:** [raising his voice above the noise] All o' ye! Listen up! I be lookin' for people to join me crew. We be embarkin' on a journey this very eve for the lost Atlantean treasure!

[The room falls silent before the pirates burst into laughter again.]

**Pirate 1:** You be mad! Ain't no such thing!

**Pirate 2:** [slamming his fist on the table] He's finally lost it! Many a good person has been lost in search of that treasure. It's nought more than a story!

**Captain Fairfurrow:** Then what do ye call this then? [A triumphant gleam can be seen in his eye as he holds out the chart, upon which a large golden X shines in the candlelight.]

# The Search for the Atlantean Treasure

**Pirate 1:** Be that the map?!

**Pirate 2:** It can't be! You realise if we found this we'd be rich beyond our wildest dreams?

**Pirate 3:** Where do I sign?

[Johnson slams a quill and a piece of parchment on a table. After seeing the map, the pirates clamour to sign up for the mission.]



## Scene 3: Harbour – Dead of Night

[Under the moonlight, a group of pirates, led by Captain Fairfurrow and Johnson, creep towards a mysterious ship with shimmering sails, their torches flickering.]

**Captain Fairfurrow:** [whispering] This be our vessel, lads – The Black Tide. She be swift and steady and will lead us to glory. We board her tonight for the seas won't wait!

[They climb aboard the ship, silently, one by one.]

## Scene 4: On Board The Black Tide

[Captain Fairfurrow stands at the ship's helm, surveying his crew, while Johnson unfolds the map.]

**Captain Fairfurrow:** [pointing to the map] Here be our course. The treasure lies in the heart o' the great deep blue. We be sailin' through treacherous waters, where the wind be howlin' and the waves be fierce. Brace yourselves, me hearties!

[The crew exchange determined glances, ready to face whatever lies ahead.]

## Scene 5: The Heart of the Deep Blue

[After hours of sailing, a storm rages, lightning flashes and waves crash against the ship. The crew frantically works to keep The Black Tide afloat.]

**Johnson:**

[panicking]  
Captain! The waves! They be tearin' us apart!

**Captain Fairfurrow:**

[shouting over the storm] We mustn't give up, Johnson! The Atlantean treasure awaits us! Hold on tight crew, for there be riches beyond this storm!



[The ship lurches violently, throwing the crew off balance. Many hit the deck and a strong wind tears the map from Captain Fairfurrow's hand.]





# Questions

1. Which item is not mentioned in the first scene of the play? Tick one.

- ☐ tankards
- ☐ table
- ☐ candle
- ☐ bottle

2. Draw **four** lines and match the lines to the character who said it.

<b>Captain Fairfurrow</b>	I'm a guessin' we're those fools?
<b>Johnson</b>	Where do I sign?
<b>Pirate 1</b>	Ain't no such thing!
<b>Pirate 2</b>	Then let us seek 'em out.

3. Look at **Scene 2: Seaside Inn – Bar**. Find and copy one word which means the same as 'raucous'.

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4. Fill in the missing words.

[Under the \_\_\_\_\_, a group of pirates, led by Captain \_\_\_\_\_ and Johnson, creep towards a \_\_\_\_\_ ship with shimmering sails, their torches flickering.]

5. List **two** features used in this play script to guide the reader.

- \_\_\_\_\_
- \_\_\_\_\_

6. What kind of atmosphere do you think the writer has created? Explain your answer using evidence from the text.

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7. Give an example of the use of one stage direction and why the author chose to include them.

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8. How did the pirates in the bar first react to Captain Fairfurrow? Make reference to the text in your answer.

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9. Summarise what happened on board The Black Tide in 30 words or fewer.

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10. Tick one box in each row to show whether each statement is **true** or **false**.

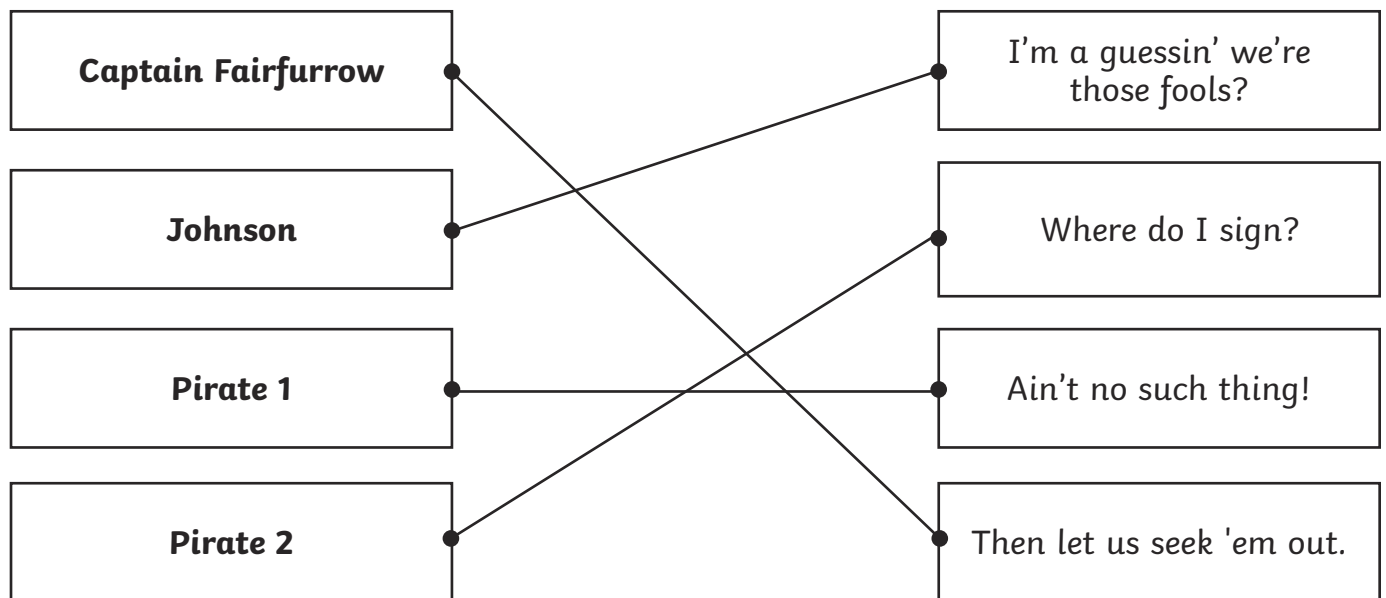
	True	False
Johnson is the captain of The Black Tide.		
The Black Tide is shipwrecked.		
Captain Fairfurrow and Johnson meet in an inn.		
The pirates don't believe in the treasure at first.		
The map is lost at the end of the text.		

# Answers

1. Which item is not mentioned in the first scene of the play? Tick one.

- ☐ tankards
- ☐ table
- ☒ **candle**
- ☐ bottle

2. Draw **four** lines and match the lines to the character who said it.



3. Look at **Scene 2: Seaside Inn – Bar**. Find and copy one word which means the same as 'raucous'.

**rowdy**

4. Fill in the missing words.

[Under the **moonlight**, a group of pirates, led by Captain **Fairfurrow** and Johnson, creep towards a **mysterious** ship with shimmering sails, their torches flickering.]

5. List **two** features used in this play script to guide the reader.

**Accept any two of the following: stage directions; scene titles; setting descriptions; character names followed by a colon.**



6. What kind of atmosphere do you think the writer has created? Explain your answer using evidence from the text.

**Pupils' own responses, such as: I think the writer has created a tense atmosphere by using words like 'treacherous' and 'fierce' that emphasise the danger of the mission.**

7. Give an example of the use of one stage direction and why the author chose to include them.

**Pupils' own responses, such as: The author chose to use the stage direction [whispering] to show that Captain Fairfurrow wanted to keep where they were going and why a secret from anyone who might be listening nearby.**

8. How did the pirates in the bar first react to Captain Fairfurrow? Make reference to the text in your answer.

**The pirates thought Captain Fairfurrow was joking or mad. They were stunned into silence when the captain mentioned the Atlantean treasure and then they laughed at him.**

9. Summarise what happened on board The Black Tide in 30 words or fewer.

**Pupils' own responses, such as: On board The Black Tide, the captain shows the crew the map and warns them of danger before they set sail. They then get thrown about by a fierce storm.**

10. Tick one box in each row to show whether each statement is **true** or **false**.

	True	False
Johnson is the captain of The Black Tide.		✓
The Black Tide is shipwrecked.		✓
Captain Fairfurrow and Johnson meet in an inn.	✓	
The pirates don't believe in the treasure at first.	✓	
The map is lost at the end of the text.	✓	

**Award 2 marks for all five correct.**

**Award 1 mark for four correct.**