



Barrington Stoke

CLASS ACTIVITY PACK



TRIPWRECKED! Ross Montgomery

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INTRODUCTION

Turning the characters from *The Tempest* into desert-island-stranded school kids, *Tripwrecked!* borrows the key ingredients from Shakespeare's original play and reimagines them in a laugh-out-loud, comedy caper of a school trip gone wrong.

How would you survive if you were shipwrecked with a bunch of drama divas?

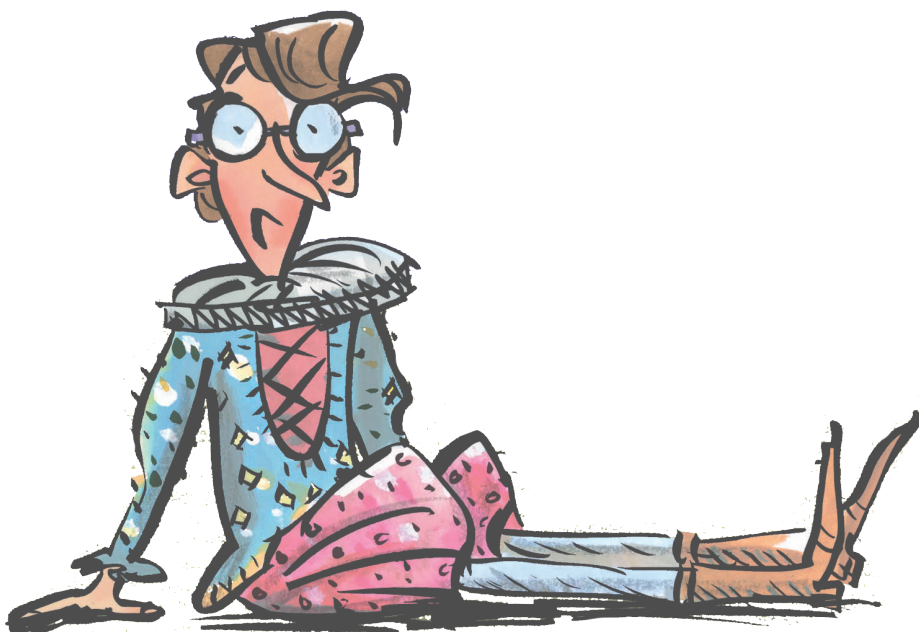
Frank and his drama club are off on a dream trip to perform *The Tempest*. But it soon turns into a nightmare when their ferry is shipwrecked in a terrible storm.

Half of the actors wash up on a desert island. But where are the rest of the cast? Why is there strange music coming from the forest? And could there really be a monster on the loose?

Frank hasn't got a clue how they're going to get out of this mess, but one thing's for sure – they've been tripwrecked!

This activity pack is designed to provide some inspiration for working with *Tripwrecked!* in the classroom and offers fun, interactive activities to enjoy with the whole classroom.

We hope you enjoy exploring this hilarious book and Shakespeare's magical original with your pupils!



WHAT WAS 'THE TEMPEST'?

Written around 1610 *The Tempest* is thought to be one of the last plays Shakespeare ever wrote. A varied and unusual play, there have been many interpretations of *The Tempest* – its themes, meanings, characters and inspirations.

The plot for *The Tempest* goes something like this:

King Alonso of Naples is heading home from his daughter's wedding with his son Ferdinand, and his friends Sebastian, Antonio and Gonzalo. Suddenly, they are caught in a terrible storm and their ship begins to sink. On a nearby island, Miranda watches the ship sinking with her father, Prospero, who tells her the story of their past and how the people on the ship betrayed them twelve years ago.

When the flashback is over ... Prospero puts Miranda under a sleeping spell. His magical servant Ariel appears and confirms that he caused the storm as instructed, landing the passengers safely on different parts of the island. Ariel asks for his freedom and Prospero agrees to set him free after two more days of service. After being lured by Ariel's music, Ferdinand meets Miranda and the pair immediately fall in love.

Meanwhile ... Sebastian, Antonio and Gonzalo are stranded on the other side of the island with King Alonso who believes his son is dead. Ariel, invisible to the others, plays music which sends King Alonso and Gonzalo to sleep. Antonio suggests that this is the perfect opportunity for Sebastian to become king and they draw their swords planning to kill Alonso and Gonzalo. Ariel returns and awakens them in time to save them.

Elsewhere ... Stephano, the ship's butler, discovers Trinculo, the ship's jester, and Prospero's slave, Caliban, hiding from the storm. The three share some wine and become very drunk. Caliban pledges his allegiance to Stephano convincing him to kill Prospero and become the lord of the island. Ariel overhears their plan and plays music to lure the three drunkards to follow him.

Back with the lovers ... Miranda has proposed to Ferdinand, he has accepted and Prospero has agreed to their union as long as they are officially married. Prospero asks Ariel to bring all of the spirits together for a celebration.

Some last mischief from Ariel ... As Alonso and his friends continue to search for Ferdinand, Ariel appears as a terrifying vision and scares them away. Ariel distracts Caliban, Stephano and Trinculo from their evil plot with beautiful clothes before scaring them with a pack of spirits shaped like dogs.



All together ... Prospero asks Ariel to bring the other terrified characters to join the celebration. Alonso, Sebastian and Antonio cannot believe that Prospero is alive. Prospero confronts the men and forgives them. Prospero also forgives Caliban and with a final request for calm seas, he sets Ariel free. Prospero gives his final speech:

*Now my charms are all o'erthrown,
And what strength I have's mine own,
Which is most faint. Now, 'tis true
I must be here confined by you
Or sent to Naples. Let me not,
Since I have my dukedom got,
And pardoned the deceiver, dwell
In this bare island by your spell;
But release me from my bands
With the help of your good hands:
Gentle breath of yours my sails
Must fill, or else my project fails,
Which was to please. Now I want
Spirits to enforce, art to enchant,
And my ending is despair,
Unless I be relieved by prayer,
Which pierces so, that it assaults
Mercy itself, and frees all faults.
As you from crimes would pardoned be,
Let your indulgence set me free.*



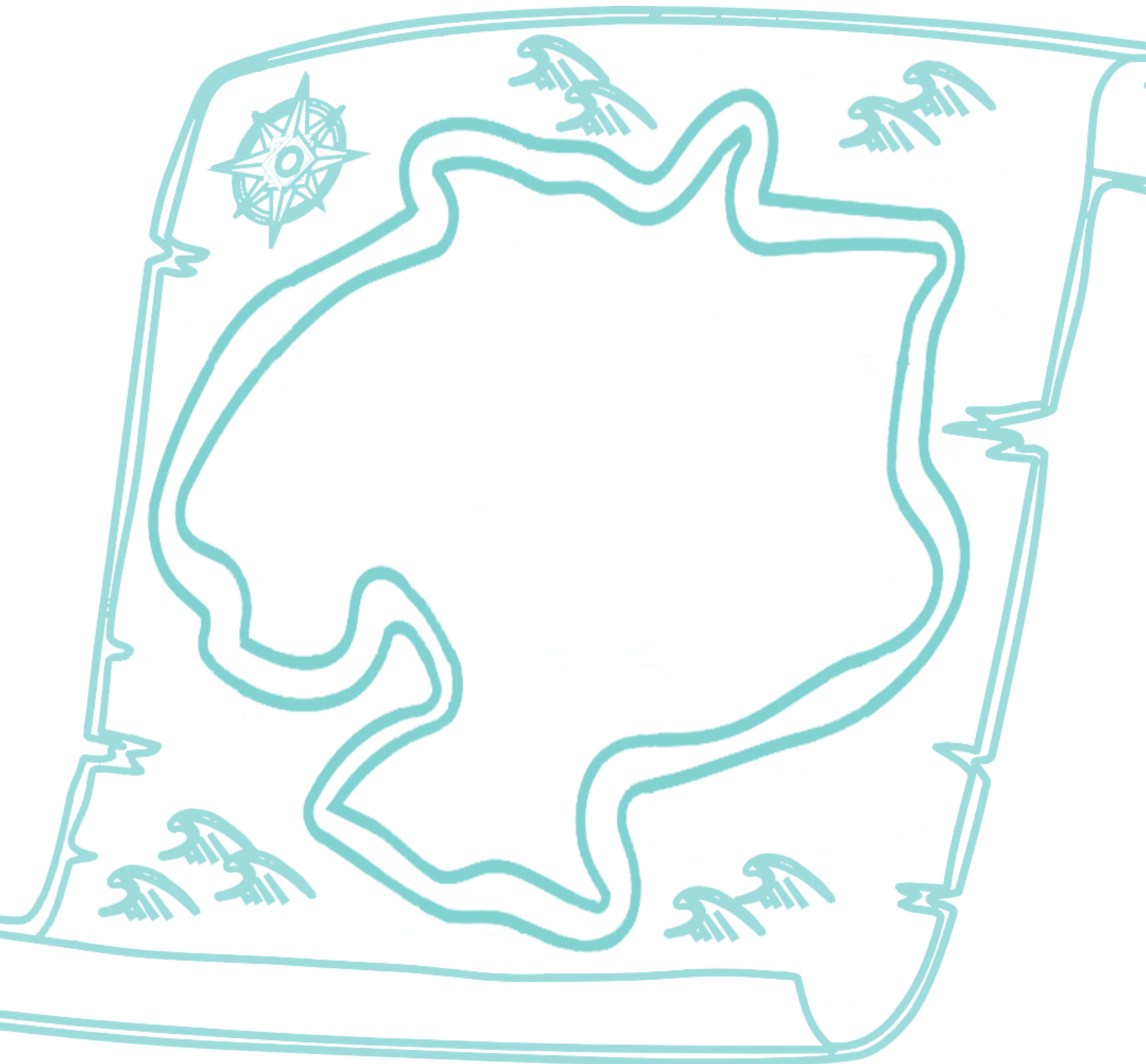
DISCUSSING 'TRIPWRECKED!'

1. *Tripwrecked!* takes the story of *The Tempest* and then mixes it up, taking the plot and turning it into something new. What similarities to the play can you find in the story?
2. There's no all-powerful magician or mischievous sprite to cause chaos in the novel. What replaces this magic and causes all of the confusion in *Tripwrecked!*?
3. Some of the characters in *Tripwrecked!* are very good at mimicking their *The Tempest* characters even when they're not meant to be in character! Can you find three examples of this in the novel?
4. In *The Tempest* Ariel creates lots of distractions for different groups of characters leading them to different places on the island and giving them a fright! Can you find the scenes in *Tripwrecked!* that replicate this aspect of the original play?



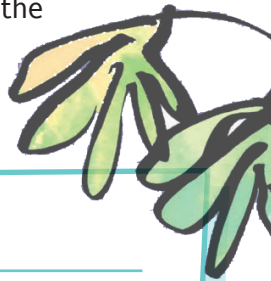
MAPPING IT OUT

Life on the island would have been much easier for the drama club if they only had a map! Using the template below map out the island from *Tripwrecked!* with as much detail as possible. Don't forget to include their shelter, the boxes of food, the theme park and even 'Caliban' wandering around ...



DESERT ISLAND DIARIES

Imagine one of the characters from *Tripwrecked!* has kept a secret diary of their time on the island ... Write down some entries explaining their side of the story! You could choose: Mr Fortune, Ruby, Steve, Blake, the security guard...



Dear Diary,

Date: _____



Dear Diary,

Date: _____

Dear Diary,

Date: _____

Dear Diary,

Date: _____

STAGING SHAKESPEARE CHALLENGE

There are many ways to change how a Shakespeare play is performed and in modern versions of the plays this allows for a lot of unusual choices that bring a new perspective to the play, like multi-media performances that use recorded video alongside live actors, all female casts, or even *The Tempest* performed at a remote island theme park!

Take a Shakespeare play of your choosing and imagine you're the director of a new production. Can you think of an unusual way to stage your version of the play?

You can do your own research about his plays, but here are a few brief descriptions of his most famous ones and ideas of unusual performances to help with inspiration:

A Midsummer Night's Dream

Two young couples run into a forest filled with fairies, and confusion and chaos ensues!

Staging idea: Performed in a secluded spot in a forest with lots of fairy lights and a big campfire for the audience to gather around.

Hamlet

A young prince discovers that his father was murdered by his uncle and seeks revenge.

Staging idea: Performed as a murder mystery party at a big house, where your audience and cast mingle while the action happens.

The Tempest

A powerful magician seeks revenge on his enemies with the help of his fairy servant and a terrible shipwreck ...

Staging idea: Reimagined as a seaside puppet show like Punch and Judy.

Romeo and Juliet

Two children from warring families fall in love ... will they ever find a way to be together?

Staging idea: Performed at a football stadium with the Montagues and Capulets playing as the two opposing teams.

Macbeth

Macbeth kills his King and steals the throne of Scotland ... but how long until he loses his soul?

Staging idea: Reimagined as New York gangsters. The play becomes a battle between mob bosses.

Once you've chosen your play, your next job is to turn your idea into a poster advertising your production. Don't forget to include where your play will be performed, who your cast are, what special effects you'll use, and make sure to draw an AMAZING picture of your stage!

SHAKESPEARE

Like You've Never Seen It Before

CREATING A MONSTER

Poor Mr Fortune is mistaken for a terrifying monster on the island. Can you create a monster mask that will turn you into an even more terrifying creature?

You will need:

- the mask template (on the next page)
- a pair of scissors
- some glue or sellotape
- a lolly stick or thin piece of cardboard
- some colouring pens, pencils, or paint
- extras for decorations like cotton wool, feathers, tin foil or glitter



1. Very carefully cut out your mask from the template
2. Cut holes for your eyes and your mouth
3. Decorate your mask in the scariest way that you can
4. Attach your lollipop stick to the back of your mask so that the bottom of the stick pokes out enough for you to hold
5. Hold your mask up in front of your face. ARRGH you're such a scary monster!



