

Epic New Zealand Adventurers

Teacher resource



AUTHOR

Maria Gill fancies herself as an adventurer. When she was a teen her family travelled around Australia in a caravan. From 19-years-old, she rode a camel in Egypt, a donkey in Greece, and an elephant in India. Nowadays, she travels New Zealand giving author talks in schools. She's written 60 books over the last twenty years. Her book 'Anzac Heroes' with Marco was named the 2016 Margaret Mahy Book of the Year and she has 11 Storylines Notable Book certificates.

BEFORE

- What makes a successful explorer?
- What attributes/traits do they need?
- What equipment do they need?
- What are the main problems explorers face?
- What compels a person to go on a dangerous adventure?
- Brainstorm some of the adventurers that could be in the book.

ILLUSTRATOR

Marco Ivancic prefers playing soccer and exploring the world of computer games to travel. His ancestors once hailed from Croatia, but he has his feet firmly planted on Wellington soil. He's a ninja computer artist with a Massey University Illustration and Graphic Art degree. He has illustrated 7 books with Maria. His artwork has been shortlisted and given Honourable Mentions at national book awards.

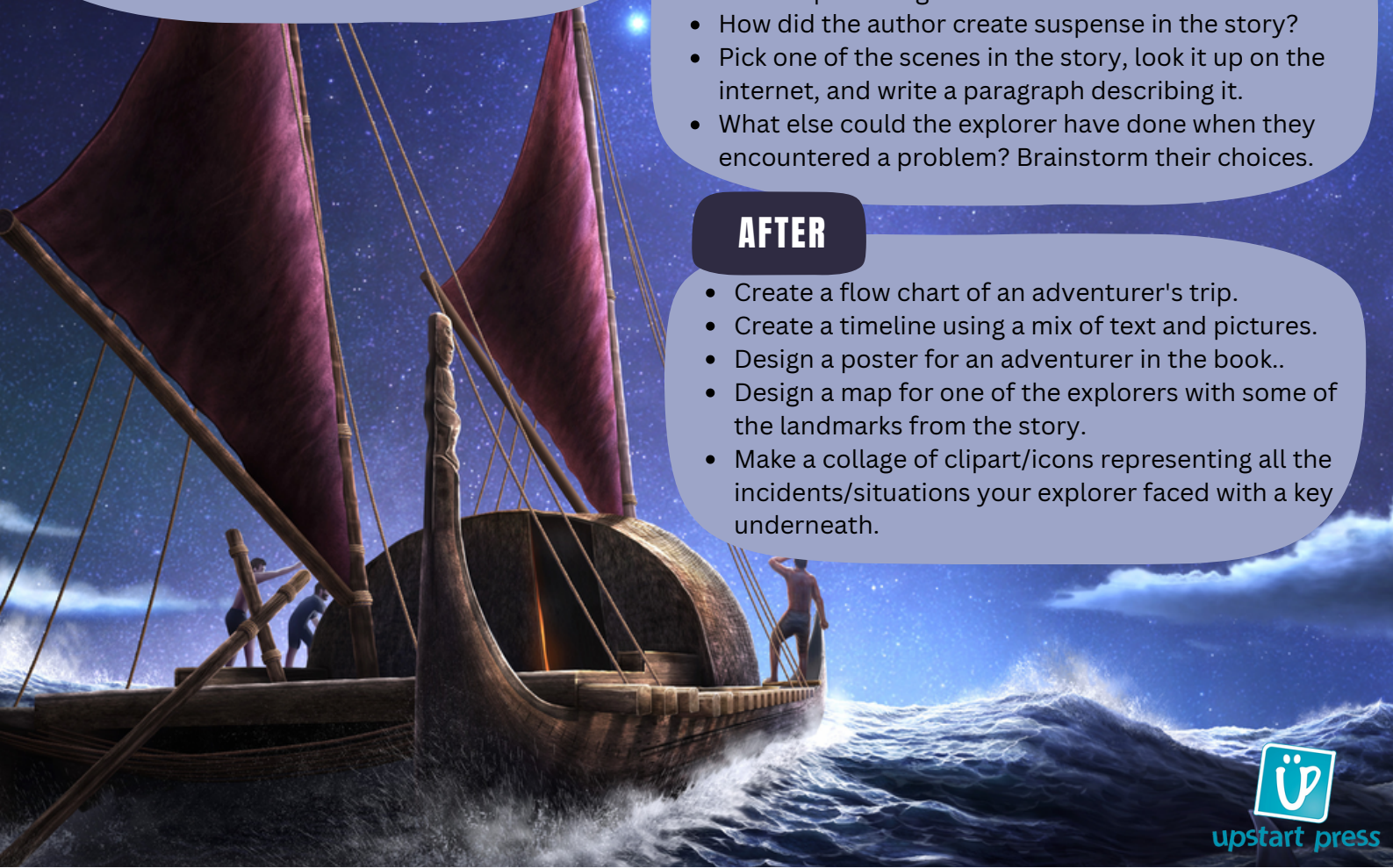
DURING

Pick one of the explorers & answer these questions:

- Where did their adventure start and finish?
- What tense and point of view did the author use?
- How did the author move time along as the journey progressed?
- What super-charged verbs did the author use?
- How did the author create suspense in the story?
- Pick one of the scenes in the story, look it up on the internet, and write a paragraph describing it.
- What else could the explorer have done when they encountered a problem? Brainstorm their choices.

AFTER

- Create a flow chart of an adventurer's trip.
- Create a timeline using a mix of text and pictures.
- Design a poster for an adventurer in the book..
- Design a map for one of the explorers with some of the landmarks from the story.
- Make a collage of clipart/icons representing all the incidents/situations your explorer faced with a key underneath.



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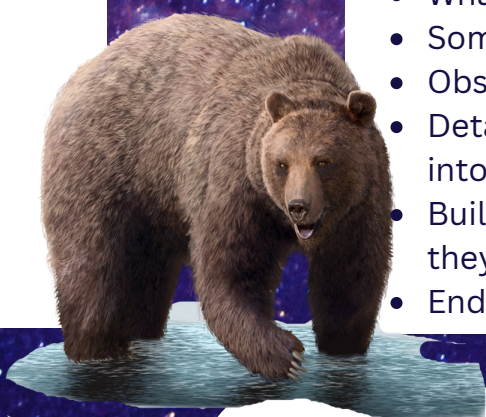


MATCH THE NAME WITH THE NUMBER ON PICTURE

Edmund Hillary
 Jean Batten
 Lydia Bradey
 Paul Caffyn
 Matahi Brightwell
 Helen Thayer
 Lisa Tamati
 Cam McLeay & Garth MacIntyre
 Laua Dekker
 Mark Watson & Hana Black

PICK ONE ADVENTURER AND WRITE A BIOGRAPHY

- Include their birth place.
- Their interests when they were young.
- What they do for a job.
- Some of their achievements.
- Obstacles they might have faced.
- Detail what planning they put into place for their trips.
- Build up the tension whenever they faced danger.
- End with what they are doing now



MINDMAP

- Draw a mindmap.
- In the middle of the mindmap write 'adventurer characteristics'.
- In each of the clouds, write the type of characteristics the adventurer had. For example: risk taker
- Write a paragraph about similar characteristics you have and what that helps you achieve.

