#### **Description/Persuasion**

You are a shipping agent given the task of selling a pirate ship. You must take a pirate captain on a tour of the ship, pointing out its features, making the more disgusting parts sound better than they are.

You can write this as a script (two people speaking) or as a monologue (one person speaking). You should try to 'sell' the ship using your language, persuading the captain to buy. Use all the information you have learnt from the pirate ship sound stories to help you. Can you remember all the technical information that the captain will be looking for? You can refer to the ebook to remind yourself.







#### Soundscape

You are a sound designer and have been given the task of creating a soundscape for the different parts of a pirate ship and the range of conditions at sea. Use the sound effects that your teacher has provided for you, sound editing software and recording equipment if you have it available to create



the soundscape. A soundscape is your version of what you might hear on a pirate ship – this might be the actual sounds or sounds that show a mood.

Make sure that your soundscape is clear and that you know why you have placed every sound where you have. Your teacher might ask you to explain your choices and how you edited the sounds to make them work together effectively. Remember, you can have more than one sound playing at once to create layered sound effects but if you use too many at once, your soundscape might sound like one muddled noise!

Your teacher will tell you where the sound files are located.



### Diary

You are a pirate onboard ship. You can choose which job you have and how you feel about piracy and the rest of the crew. Write a selection of diary entries for your pirate. The entries don't have to be every day, there can be breaks in time. You can choose whether your diary is funny, serious, frightening or adventurous – whatever mood you choose, you need to stick to it so that your reader knows what to expect from your writing.

Your diary needs to bring out the character of

your pirate - we should be able to work out what he

or she is like from what they say and do. Your writing should show us what the rest of the crew are like, what life is like on a pirate ship and some technical detail about the ship and the job of a pirate.





### **Short Story**

You are a professional writer and have been asked by your publisher to write a short adventure story set aboard a pirate ship. They want the story to be for children aged about 10-11 and for the story to go into detail about pirate ships and pirate life. This detail must be mixed in with the story.

As with any story, you must show the reader what the characters are like, make sure that the events flow clearly from one to the other, that you describe each scene in detail and that you have a good balance of action, description and speech.

The story may take you a few days to write, so take your time with each section and plan the plot out carefully before you start – don't be tempted to simply make it up as you go along!



