

Polar exploration is at once the cleanest
and most isolated way of having a bad time
which has been devised.

Apsley Cherry-Garrard, *The Worst Journey in the World*



Sarah Airriess

Polar activity pack

Resource to support the
Scottish Friendly
Children's Book Tour
Connected: Polar events

scottishbooktrust.com



Age 5-14

CFE Levels Second

Resource created by
Vashti Hardy

**Scottish
Book Trust**
inspiring readers and writers

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About this resource

This pack supports Connected: Polar, part of the Scottish Friendly Children's Book Tour Connected series of virtual events this winter. Here you will find useful link, information and activities for each of the events, as well as four activity ideas written by Vashti Hardy's to help you explore her book *Brightstorm*.

Useful links

- Explore our [Polar adventures book list](#), which offers loads of ideas for books to help reader explore the North and South Pole.
- For any of the books featured in this tour, you can use our 10 things to do with any book series, for [early level](#), [primary](#) and [secondary](#).
- The Antarctic Heritage Trust offer a range of [educational resources](#), as well as [virtual reality experience](#) of historic sites (which pupils can access through a tablet or other smart device).
- The British Antarctic Survey offers a wealth of information about [life at the polar regions](#), as well as videos and information about [wildlife](#) and [their research](#).

Epic polar adventurers with Vashti Hardy and Catherine Johnson

The activities below are perfect for exploring *Brightstorm* before or after the digital event with Vashti Hardy. You can also watch a video with Vashti on the resource page for this document.

You might like to use the fantasy creature, scene creation, and vehicle design activities to generate ideas for the final activity of writing a polar adventure story. You could research real expeditions and find images to help inspire ideas. Some printable sheets are included if you'd like to use them for your activities (see the end of this resource).

Create your own polar fantasy creature and fact-file

LIT 2-20a, LIT 2-24a

The *Brightstorm* series includes different fantasy creatures known in the World of the Wide as sapient creatures. In *Brightstorm's* South Polaris, sapient creatures known as thought-wolves live in the frozen Everlasting Forest. The thought-wolves are based on real wolves, except they are much larger and can communicate through their thoughts. Can you create your own unique polar fantasy creatures and write a fact-file for them? You might adapt a real-life animal, base it on a mythical creature or you might create something entirely new! Think about how they have evolved to live in their unique environment, their features and special skills. Remember to think about your design and layout to make your fact-file exiting to read.

Create a 3D Exploration scene

TCH 2-09a, TCH 2-10a

Using Lego or junk modelling, design and create a fantasy exploration scene. This could be inspired by a scene in *Brightstorm*, such as Arthur and Maudie riding the thought-wolves in the Everlasting Forest, or a scene from your own idea for an exploration story. You could also create 3-D versions of a sky-ship design, 4 Archangel street, the domes of the Lontown Geographical Society, the Slumps, or other scenes from the series such as the South Polaris mountain caves, the Citadel, the amazing city of Darkwhispers, the jungle tree-top or bubble houses! See photos at the end of this resource for ideas.

Design a fantasy polar exploration vehicle

TCH 2-09a, TCH 2-11a

Design and draw your own fantasy exploration vehicle to transport you to the polar regions. Think of the type of vehicle you'd like to choose: does it fly, sail, skate over

the ice? What special attachments does it have? You might like to think about how your vehicle is powered. Is it an eco-friendly transport like the Aurora in *Brightstorm*? Label your transport with its features. You could research a variety of real transports and adapt as well as look at fantasy vehicles. You could go on to draw the inside view of your transport and build a 3-d model.

Write your own fantasy polar adventure story

LIT 2-20a, ENG 2-31a

In *Brightstorm*, the twins embark on the journey of a lifetime to South Polaris. They meet fantastical animals, perform daring feats of bravery and discover the truth about their lost father. Can you create your own fantasy polar adventure story? Think about the world you'd like to create. Remember if it's your world, you create the rules, so have fun. Think about the hazards in your characters' way, the creatures, and the goal. Is it to be the first to the furthest point north or south, a rescue mission, to retrieve a magical object, to find a mythical creature like a frost dragon?

***Poles Apart* with Jeanne Willis and Jarvis**

Poles Apart is a picture book written by Jeanne Willis and illustrated by Jarvis. It is a touching story of friendship and adventure. Penguins and polar bears live poles apart, but when a family of penguins get lost, their paths unexpectedly cross. Can they make it home with help from Mr White the polar bear?

Before the event, share the book with your pupils. The book is perfect for prompting discussion around:

- Would polar bears and penguins meet in real life? Where do they live?
- What would you do if you got lost?
- Have you ever helped someone find his or her way home?

Quick activity ideas

Draw an extra page: The penguins visit many different places on their quest to get home. Ask pupils to create and draw an extra page for the book. Where else could the penguins and Mr White visit as they try to get home?

Create a fact file: Research penguins and find out more about where they live, what they eat and how they communicate. Create a fact file to help others learn about penguins. The [World Wildlife Foundation](#) and [National Geographic](#) have some webpages that will help you.

***Shackleton's Journey* with William Grill and RRS Discovery**

Shackleton's Journey is a beautiful non-fiction book, written and illustrated by William Grill. It explores Ernest Shackleton's epic expedition to the Antarctic.

The RRS Discovery, one of the ships Shackleton used to reach the Antarctic, is now permanently based in Dundee and is available to visit. Dundee Heritage Trust, who manage the upkeep of RRS Discovery, have a variety of brilliant resources to help you prepare for this event:

- Explore the [timeline and story of RRS Discovery](#)
- Create your own [South Polar Times](#) to share your findings, news and research
- Discover [marine animals and learn to make a reef knot](#)
- Create your own [expedition diary entry](#).

Surviving the Antarctic with Sarah Airriess and British Antarctic Survey

Sarah Airriess illustrates graphic novels and her latest title *The Worst Journey in the World* explores Captain Robert Scott's expedition to the South Pole in 1910-1913.

- You can read the prologue and a sample chapter from the Graphic novel on [Patroen](#) for free, or purchase a subscription to read the full graphic novel. You can also [watch a short video](#) that introduces *The Worst Journey in the World*.
- Sarah has pulled together a range of useful videos, articles and photographs that explore similar themes to the graphic novel [on her blog](#).
- You can also read in detail about Sarah's [research trip to the Antarctic](#) in 2019.

During the event, Sarah will discuss her work as a graphic artist and producing *The Worst Journey in the World*. To prepare for the event and to become familiar with structuring and planning a graphic novel, explore our [how to create a comic scene](#) (written by Metaphrog). It contains lots of ideas and tips for creating your own graphic novel.



BRIGHTSTORM

A SHY-SHIP ADVENTURE

Cover illustration © George Frenns

www.vashtihardy.com





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my lego diorama

The part with the quick sand. The gold sand blowing as the gliding breeze zooms by the struggling little boy.



Lego scene, vehicle and creature examples