A MARLOWE THEATRE AND EVOLUTION PRODUCTIONS CO-PRODUCTION



THE ALL-NEW ADVENTURES OF

PETER PAN

WRITTEN AND DIRECTED BY PAUL HENDY

MARLOWE THEATRE

ACTIVITY PACK

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HELLO THEATREGOERS!

We are very excited to welcome you and your group to the Marlowe Theatre for some festive pantomime fun.

Here, in this pack, you will find some information to get your group excited for their visit. There are some details about the timeline of pantomime, and we have also included a few activities and classroom games. These could be done before or after your visit to inspire your young people about pantomime or to bring much joy and laughter to your classroom as you speed towards the end of term. We have also included a scavenger hunt for those students who want to see how much they can spot on their trip to the theatre.

Wishing you and all your team a wonderful festive season.

Marlowe Theatre
Learning and Participation team



DID YOU KNOW?

As we get ready for another busy panto season, we take a look back at last year's production, *Snow White and the Seven Dwarfs*, to share some fun facts with you. Did you know that over the course of the show's run...

90,000
PEOPLE CAME TO SEE IT

OUR WICKED QUEEN FLEW OVER THE AUDITORIUM
82 TIMES

BEN RODDY CHANGED COSTUMES
820 TIMES



THERE WERE
1,394
SCENE CHANGES

CONFETTI CANNONS WERE LAUNCHED
328 TIMES

ELTON JOHN'S SONGS WERE PERFORMED
328 TIMES

THE CHORUS OF GHOSTBUSTERS WAS PLAYED **410 TIMES**

PETER PAN: A FESTIVE TRADITION FOR OVER 100 YEARS

The Marlowe Theatre pantomime, *The All-New Adventures of Peter Pan*, uses J. M. Barrie's character Peter Pan for inspiration. His adventurous hero, a boy who refuses to grow up, and the magical world he lives in, have provided a colourful backdrop for countless stories and productions ever since Barrie's original 1904 stage play, *Peter Pan, or The Boy Who Wouldn't Grow Up*.

The play was an immediate success and became a popular festive tradition in Britain, before later being adapted into the well-known novel *Peter and Wendy* (1911). In more recent years this festive tradition has been continued through pantomime adaptations of the story.

J. M. Barrie loved stories, imagination, and the idea of childhood adventures. In 1897, he became friends with the Llewelyn Davies family, whom he met in Kensington Gardens in London. He spent lots of time with their five sons, telling stories, inventing games, and going on pretend adventures with them. When their parents, Arthur and Sylvia Llewelyn Davies, died, Barrie helped care for the boys and became one of their guardians. The adventures and games Barrie shared with the boys helped him create Neverland, a magical place where children could fly, fight pirates, and never have to grow up. It is believed by many that the Llewelyn Davies boys inspired the original story which follows Peter Pan as he takes Wendy Darling and her brothers, John and Michael, from their house in Kensington, to the magical island. There they encounter Lost Boys, mermaids, fairies (including Tink), and the villainous pirate Captain Hook.

The novelist was also a generous supporter of Great Ormond Street Hospital. In 1929, he gave the rights to *Peter Pan* to the hospital so that money earned from the story could help care for sick children. Thanks to this gift, *Peter Pan* has supported the hospital for many years and continues to help children today.

Today, *Peter Pan* remains one of the most performed children's stories in the world and the characters of Neverland have inspired many different stories and books.

Most recently, in partnership with Great Ormond Street Hospital, Katie and Kevin Tsang, authors of the *Dragon Realms* series, have released a brand-new series called *The Neverland Thieves*. Abi Elphinstone's book, *Saving Neverland*, is also a great read for KS2.

This year's Marlowe Theatre Pantomime, *The All-New Adventures of Peter Pan*, is a sequel to the original story, set in 'Foreverland'. It features some of J. M. Barrie's original characters, as well as new ones, including Captain Hook's son, lots of pirates, mermaids and lost children, plus a new character called Poppy Sunshine – a young orphan who herself loves the story of *Peter Pan*.

WHEN SELECTING TEXTS TO LOOK AT IN CLASS, PLEASE BE AWARE SOME EARLIER VERSIONS OF *PETER PAN* INCLUDE OUTDATED AND STEREOTYPICAL PORTRAYALS OF INDIGENOUS PEOPLES. THESE ELEMENTS ARE NOT INCLUDED IN OUR PANTOMIME ADAPTATION.

TIMELINE OF PANTOMIME

INTERESTING FACT: The most extravagant Victorian productions in the largest London theatres could last up to five hours and featured clever stage tricks.

16TH CENTURY
Street entertainment, *Commedia dell'Arte,* featuring tumbling, dancing and music and a quick-witted miscreant Harlequin fills the streets of Italy.



17TH CENTURY
Harlequin, accompanied by a lively band of stock characters, including the old man Pantaloon and the comic Pierrot, start to spread across Europe improvising comic stories, centred around the love interest of Columbine. They start to appear on the London stage.

1732
John Rich, the most notable early Harlequin who danced but never spoke, builds Covent Garden Theatre with the profits of his magical pantomimes.

1759
At the Drury Lane Theatre, actor-manager David Garrick astonishes audiences with a speaking Harlequin.



1806
Joseph Grimaldi's clown in *Mother Goose* at the Covent Garden Theatre is a hit and clown starts to edge out Harlequin as the star of the show.

1830s
The fairy-tale extravaganzas of James Robinson Planché staged at the Olympic Theatre from 1831 starts a rise in popularity of elaborate stage scenery and stage effects.

1837
Lucy Eliza Vestre plays Ralph in Planche's production of *Puss in Boots* at the Olympic Theatre, starting the theatrical device of gender switching, which became a mainstay of Victorian pantomime.

1843
The Theatres Act lifts the restriction on spoken word in performances at theatres that don't have a royal patent. Witty puns, word play and audience participation start to be added to plays.

1860s
Music hall performers start to be increasingly cast in pantomimes, bringing star quality and new audiences.

1888
Augustus Harris at the Drury Lane Theatre hires music hall star Dan Leno to play the wicked aunt in *Babes in the Wood*. He is the first recognised dame and goes on to play the Christmas season for the next 15 years.

TIMELINE OF PANTOMIME

LATE 19TH CENTURY
It becomes customary for pantomimes to open on Boxing Day, forever linking this entertainment with Christmas and family. Toy theatres also become popular with families staging their own versions at home.

1900
The production of *The Sleeping Beauty and the Beast* at the Drury Lane Theatre is recognised as one of the most lavish and successful pantomimes. It features spectacular settings designed by Bruce 'Sensation' Smith.

1995
Dave Lee first appears as the Marlowe Theatre dame. The iconic performer, who became synonymous with the Ghost Gag Bench, goes on to perform in over 1,000 performances.

2005
The Marlowe Theatre starts partnering with Evolution Productions to create their pantomimes.

2008
Ben Roddy first appears in panto at the Marlowe Theatre (not as the dame yet though).

2011
The new Marlowe Theatre building opens. *Cinderella* is the first pantomime staged here.



2012
Ben Roddy takes on the mantle of the Marlowe Theatre dame.

2020
The Marlowe Theatre produces *Nurse Nelly Saves Panto*, an online panto for the pandemic, seen by over 90,000 people.

2022
Jack and the Beanstalk at the Marlowe Theatre wins Best Panto at the Pantomime Awards.

2023
Ben Roddy celebrates his 1,000th performance as dame.

INTERESTING FACT: The term slapstick (clownish physical comedy) came from John Rich's Harlequinades, as his Harlequin used a wooden bat to change the stage scenery, knocking down a series of hinged flaps.

DESIGN A DAME COSTUME

The pantomime dame is an essential component of the great British pantomime. Outrageously silly, over the top and, of course, super stylish, Ben Roddy has played the role of the Marlowe pantomime dame since 2012 and this year takes on the role of Mrs Smeeteron. In total, Ben has nine different costumes per show, each one as outlandish and colourful as possible. This is a great activity for all budding designers in any Key Stage.

The task is to design the most stylish pantomime dame costume you can. Don't forget all the essential accessories too. **Hats, shoes, handbags,** even **gloves** and **stockings**, all add to the finished look – and the more colourful and sparkly, the better! Remember, the pantomime dame needs to really stand out on stage.

Before you start, take some time to fill in these ideas as they will help you think about your costume.

HOW IS YOUR CHARACTER FEELING? WHAT IS HAPPENING?

HOW DO YOU WANT THE AUDIENCE TO REACT TO YOUR CHARACTER?

The dame's principal aim is to make the audience laugh, so remember that including unusual things in a costume can really help with this.

WHAT COLOURS DO YOU WANT TO USE?

Remember you really want them to stand out. Sometimes clashing colours can help with this.

MATERIALS I WILL USE:

EXTRA DETAILS:

Share your great work with us! We would love to see your designs and share them on social media to celebrate your students' imaginations! Please feel free to send photos of the costume designs to **education@marlowetheatre.com**, or tag us at **@marlowetheatre**.

LOST CHILDREN, PIRATES & FAIRIES

KEY STAGE 1 OR 2

LOST CHILDREN, PIRATES & FAIRIES IS A FUN COOPERATION GAME YOU CAN PLAY TO WARM UP BEFORE DRAMA ACTIVITIES, TO ENCOURAGE TEAMWORK OR JUST FOR FUN.

WHAT YOU NEED:

- A large space or tables moved out of the way

HOW TO PLAY:

Teams work together to choose and perform one of three characters. Each character defeats one other character, similar to 'Rock, Paper, Scissors.'

Divide the group into **two teams**. Mark two lines on the floor. Each team stands behind one line. Introduce both teams to the three characters, practising the movements to become each one as below:

- **FAIRIES** – stand tall with arms stretched above the head like wings, have your legs together and make a sound like the ringing of a bell
- **PIRATES** – take a low crouched stance with one arm in front of the body in a strong arm pose and say "*aharr*"
- **LOST CHILDREN** – take a wide stance with hands on the hips and make a cockerel sound

Explain who beats who:

- **LOST CHILDREN BEAT PIRATES**
- **PIRATES BEAT FAIRIES**
- **FAIRIES BEAT LOST CHILDREN**

Each team huddles together and secretly decides whether they will be a Lost Child, Pirate or Fairy. On the count of **"3, 2, 1, GO!"** both teams step forward and perform their chosen character. Determine which character has won according to the rules above. If you have enough space, the losing team's players are chased towards their home line by the winning team. Anyone tagged before reaching safety joins the winning team (or is out, depending on the version being played). Play several rounds until one team has all the players or until the allotted time is up.

HELLO MARLOWE THEATRE

KEY STAGE 1 OR 2

'*HELLO MARLOWE THEATRE*' IS A GAME YOU CAN PLAY AS A P.E. OR GAMES WARM UP, OR JUST FOR FUN.

WHAT YOU NEED:

- Large open space (school hall or playground is ideal)

HOW TO PLAY:

This is a classic call and response game. Ask the young people to move around the space walking calmly. Introduce the instructions one by one until they have them all. You can use as many or as few as you want. The instructions can be called in any order. To call the group back to walking at any point you just call "walk".

- **"IT'S THE LAW"** – everyone repeats the phrase and lunges as low as they can
- **"WELL, WE'LL HAVE TO DO IT AGAIN THEN WON'T WE"** – everyone goes and sits down on the bench. Once the whole group is on the bench they do the first part of classic Marlowe panto song "There's something strange in the neighbourhood. Who ya gonna call?"
- **"WATER FIGHT!"** – everyone ducks as low as they can
- **"THIS WAY"** and teacher points – young people shout "That way" and move opposite way to the way the teacher is pointing
- **"THAT WAY"** and teacher points – young people shout "This way" and move opposite way to the way the teacher is pointing
- **"CHASE"** – everyone starts running in slow motion forming a line behind each other and following each other

THE MARLOWE THEATRE BENCH

KEY STAGE 1 OR 2

THIS IS A FUN GAME YOU CAN PLAY AS EITHER A P.E. OR DRAMA WARM UP OR WITH YOUNGER KS1 STUDENTS. THE PRINCIPLE IS THE SAME AS GRANDMOTHER'S FOOTSTEPS.

WHAT YOU NEED:

- Bench
- Large space

HOW TO PLAY:

One person sits on the bench at one end of the room with their back to the rest of the room. They are the Dame. Everyone else is a Zombie Pirate and starts at the other end of the room. When the Dame is not looking the Zombie Pirates can creep towards the bench. As soon as the Dame turns around to look round, all Zombie Pirates that are moving must freeze. Any that the Dame sees moving must go back to their starting positions. Once a Zombie Pirate reaches the Dame, the Dame must turn around and perform the most theatrical scream they can before swapping with the person who has caught them and the game starts again.

PANTOMIME KINGDOM

KEY STAGE 2, 3 OR 4

THIS IS A FAST-PACED GAME, GREAT FOR BOOSTING ENERGY AND TEAMWORK, PERFECT AS A DRAMA WARM-UP OR JUST FOR FUN. IT HELPS IMPROVE CONCENTRATION AND COORDINATION IN GROUPS.

WHAT YOU NEED:

- Large open space (school hall or playground is ideal)
- Bench

HOW TO PLAY:

SET UP: Divide your class into groups of eight. Have the groups each stand in a semicircle. Each player is assigned a character from the top of the hierarchy (Pantomime Dame) to the bottom (Crocodile). If you don't have eight in each group, you can skip some of the characters in the middle.

CHARACTERS AND ACTIONS: Each character has a phrase and action. Everyone should learn the phrases, actions, and order of all characters before starting.

Example roles for eight players:

- **PANTOMIME DAME:** "*It's the Law*" – Lunges
- **CAPTAIN HOOK:** "*Mwha ha ha*" – Rubs hands together
- **PETER PAN:** "*Stick it to Captain Hook*" – Hands on hips and chest out
- **TINK:** Makes a sound like a bell "*ding-a-ling-ling*" – Flaps arms like wings
- **PIRATE:** "*Aharr*" – Makes strong arm gesture across body
- **LOST CHILD:** "*Never grow up*" – Bites their thumb
- **MERMAIDS:** Sing "*la, la, la*" – Brushes hair
- **CROCODILE:** "*Snap, snap*" – Snaps arms in a crocodile shape

The Pantomime Dame starts by doing their phrase and action. The next person (Captain Hook) follows immediately with their own phrase and action, and so on. Pace and energy are crucial.

The goal is to keep the sequence moving fast without mistakes.

If someone is too slow or makes a mistake, they become the Crocodile, and others shift up in rank.

The aim of the game is to avoid mistakes and to stay at the top of the hierarchy.

REALLY PUNNY GAMES

KEY STAGE 2 OR KEY STAGE 3

The 'pun' or word play is a classic part of panto. From belly-aching laughs to groans of despair, the one-liner joke is crucial to making the panto fun.

Lots of these puns come from word play, playing with the meanings of words, particularly words that have double meanings.

Here are a few games you can play with your class to help them come up with puns of their own. Start with a list of compound words.

AIRFIELD	CROSSROAD	FOOTNOTE	RIVERBANK	SWEETHEART
ARMPIT	EARDRUM	HEADLIGHT	SANDWICH	UNDERDOG
BUTTERCUP	FIREFLIES	HONEYCOMB	SUNGLASSES	TIMETABLE
CLOCKWISE	FOXGLOVE	MOTHERHOOD	SKYSCRAPER	WATERCOLOUR

Discuss the meanings of any unknown words. Show the young people that if they take the compound words apart they end up with a very different meaning.

TASK 1: VISUAL PUNS
Teacher says the word out loud once. Then repeats it again, pausing where the compound word gets together. Young people to draw the literal meaning.

TASK 2: DEFINITIONS
Young people to choose one of the words and write new dictionary definitions for them based on the literal meaning of the words that are combined to make them.

e.g. Clockwise: When you are knowledgeable about clocks.

Extension: Can they use their new meaning in the sentence? 'The watchmaker was a very clockwise gentleman.'

TASK 3: MISUNDERSTANDINGS
Young people to work in groups of twos or threes. One or two of them are to use the real meaning of the word, but one has to take the new definition or literal meaning of the parts of the word. Stage a conversation where the one using the literal meaning keeps misunderstanding. They can do this as many times as they like with different words.

e.g. Person 1 "*I went to the riverbank*" / Person 2 (literal) "*Are you having money troubles?*"

PUN MATCHING CARDS

KEY STAGE 2 OR KEY STAGE 3

Oh no! The trolley of puns has been kicked over, and the puns have all fallen out! Can you match up the jokes again?

Use these cards with your class to see if they are able to match up the punchline with the correct joke. Take some time beforehand to look at a range of different types of puns, particularly homophonic ones and homographic ones. Once you have had a go at matching them you could make a list of words with double meanings and see if the young people can write some puns of their own.

Continued on next page

I GOT SACKED FROM MY JOB AS A SET DESIGNER...	I BOUGHT A NEW BLINDFOLD...
NEVER PLAY CARD GAMES IN THE JUNGLE...	I PUT MY CAR IN REVERSE...
I'M GOING TO SELL MY HOOVER...	PIRATES STRUGGLE TO FINISH THE ALPHABET...
THE TEDDY BEAR DIDN'T WANT PUDDING...	BULLS ARE TERRIBLE SHOPKEEPERS...
I ATE A CLOCK YESTERDAY...	I FIRED THE GUY I HIRED TO MOW MY LAWN...

PUN MATCHING CARDS (CONT.)

BINGO ADAPTATION:

The teacher reads out the jokes, and the young people cross out the answers.

For students in Key Stage 3 or 4 you could consider blanking out some of the words to see if they could work out what the words are.

...IT WAS VERY TIME-CONSUMING	...THEY GET LOST AT C
...HE WAS STUFFED	...THEY CHARGE TOO MUCH
...I LEFT WITHOUT MAKING A SCENE	...HE JUST DIDN'T CUT IT
...THERE ARE TOO MANY CHEETAHS	...IT REALLY TOOK ME BACK
...IT'S JUST GATHERING DUST	...I CAN'T SEE MYSELF WEARING IT

SCAVENGER HUNT

We know that for lots of your students the annual trip to the pantomime might be their only visit to the theatre of the year. This scavenger hunt is an opportunity for them to keep their eyes peeled to see how many details around the theatre they notice. On the next page there is a little bit of information that you can share about some of the things they might have spotted.



THE PANTOMIME DAME



A GIANT METAL HEAD



BOX OFFICE



AN ORANGE SEAT



A PLAQUE ON THE BACK OF AN ORANGE SEAT



SOMEONE USING A RADIO



A BENCH WITH A METAL MAN ON IT



A DOOR LABELLED STAGE DOOR



A GUITARIST OR MUSICIAN



SOMEONE IN MARLOWE THEATRE UNIFORM



ICE CREAM TROLLEY



POPCORN

SCAVENGER HUNT INFORMATION FOR TEACHERS

ITEM	INFORMATION
THE PANTOMIME DAME	Ben Roddy has appeared in the Marlowe pantomime since 2008. He took over the role of dame in 2012 after the death of Dave Lee. He has appeared in over 1,000 performances of the Marlowe pantomime.
A GIANT METAL HEAD	This is an artist's impression of Helen of Troy. Christopher Marlowe (the playwright whom the Marlowe theatre is named after) once wrote a famous line about her in which he called her "the face that launched a thousand ships". The sculpture is made from 1,000 pieces of metal that came from ships.
BOX OFFICE	In the last 12 months, the Marlowe Theatre Box Office has sold over 400,000 tickets – not all at this desk though. In total there are 10 staff members who work in the Marlowe Theatre Box Office team, and they have taken 58,000 phone calls in the last year.
AN ORANGE SEAT	The Marlowe Theatre's seats are very special. The leather they are made from was made by the same factory that makes the leather for Ferrari cars. On the bottom of the seats there are tiny little holes that absorb sound so that when the seats are empty and flipped up and our sound technicians are checking sound levels it will sound exactly as if the theatre is full of people.
A PLAQUE ON THE BACK OF AN ORANGE SEAT	When the Marlowe Theatre reopened in 2011, people who wanted to donate to the theatre could buy a seat to have their name put on it. Each seat was a £500 donation to the theatre. They don't have to sit on that seat when they come.
SOMEONE USING A RADIO	Our backstage and Front of House teams use radios to communicate. Lots of them wear earpieces. There is a lot of talking happening on these radios to get everything back of stage and front of house ready for the show to start, even if you can't hear it.
A BENCH WITH A METAL MAN ON IT	This is a memorial for our old theatre dame – Dave Lee. Dave Lee performed at the Marlowe Theatre from 1995 to 2011 and appeared in over 1,000 performances. You will have heard the famous line "we'll have to do it again then, won't we" in the modern pantomime during the bench scene.
A DOOR LABELLED STAGE DOOR	Stage Door is where everyone who works at the theatre and all the actors enter the theatre. Since Stage Door opened in 2011, roughly 50,000 people have been through the door. Our Stage Door Keepers are always the first people in the building in the morning and the last to leave at night (or indeed in the early hours of the morning if a touring show has been getting out). They also oversee all the fire and security systems, as well as welcoming all visiting company members to the theatre.
A GUITARIST OR MUSICIAN	Chris Wong has been the musical director of the Marlowe Theatre pantomime since 1995. He first appeared on the stage to do a guitar solo during the 1998 performance of *Snow White and the Seven Dwarfs* and has featured in many shows since then. 2024's *Beauty and the Beast* marked his 30th anniversary as musical director.
ICE CREAM TROLLEY	The Marlowe Theatre pride themselves on local produce. The ice cream we sell at the theatre is made just down the road in Faversham. Each year we sell 86,000 ice creams. That's about 10,000 litres, which is equivalent to the same amount of water a family uses in a year.
SOMEONE IN MARLOWE THEATRE UNIFORM	The Marlowe Theatre employs over 250 people. However, not all of them will wear uniform. In total there are 84 different jobs that people do in the theatre, from our backstage crew to our learning teams, to finance and producing. There are a lot of different jobs you can do at the theatre.
POPCORN	Popcorn is a special pantomime treat. Unlike a cinema, pantomime season is the only time of year we sell popcorn. In total, every pantomime season we sell roughly 6,540 portions of popcorn. That is around 2 million popcorn kernels in just six weeks.

BINGO TIME!

Cross out any things you have done today. Can you get all of them or an entire column or row? Compare them with your friends.

SAW A GOOD CHARACTER ENTER FROM STAGE RIGHT*	LAUGHED TILL YOUR TUMMY HURT	SHOUTED OUT TO THE CHARACTERS ON STAGE	SAW SOMEONE FLY
WAVED AT THE CHARACTERS ON STAGE	SANG ALONG TO A SONG	SAW A BAD CHARACTER ENTER FROM STAGE LEFT*	GROANED AT A BAD JOKE
HEARD A JOKE ABOUT A PLACE IN KENT	SAID 'WOW'	TRIED TO CATCH SOMETHING FALLING FROM THE SKY	SCREAMED
SANG THE GHOSTBUSTERS SONG (WHO YOU GONNA CALL)	SAW A CHARACTER DRESSED AS AN ANIMAL	BOOED AT A VILLAIN	SAID "IT'S THE LAW"
CLAPPED YOUR HANDS	POINTED WHICH WAY A CHARACTER SHOULD GO	SAW A GROUP DANCE ROUTINE	SAW A SILLY COSTUME

*In the theatre, stage directions are as the actors see it. So, if you saw them enter from your left that is **Stage Right** and if you saw them enter from your right that is **Stage Left**. It is tradition in pantomime for good characters to enter from Stage Right and bad characters to enter from Stage Left.

WORD SEARCH

Can you find all the themed words in this *The All-New Adventures of Peter Pan* word search?

P	A	N	T	O	M	I	M	E	F	Q	M	V	T	B
K	W	L	O	P	R	U	S	T	S	H	E	U	I	K
C	A	P	T	A	I	N	H	O	O	K	R	R	S	Y
K	D	E	F	G	H	D	J	K	M	N	M	P	A	E
E	R	C	L	O	N	O	A	X	W	Z	A	T	N	K
T	A	B	Z	C	H	M	L	M	V	B	I	I	H	Y
M	B	P	I	R	A	T	E	R	E	X	D	N	L	L
P	X	Z	A	M	L	Y	E	B	O	P	S	K	P	S
Z	L	M	N	E	D	Z	T	U	P	E	Q	Y	I	H
F	O	L	P	O	P	P	Y	R	V	T	Z	J	L	I
U	H	I	J	A	L	S	H	G	E	E	P	C	I	P
O	T	Z	H	K	D	A	E	Q	S	R	I	X	Z	O
S	M	E	E	T	E	R	T	O	N	P	N	M	Z	W
Y	H	I	O	P	V	Z	M	C	T	A	X	B	Y	E
L	W	M	R	X	Y	G	H	J	Z	N	O	J	P	C

CAPTAIN HOOK
DAME
MERMAID
PANTOMIME
POPPY
PETER PAN
PIRATE
TINK
SHIP
SMEETERTON

MATCH THE OUTLINES

Can you fit our pantomime characters into their outlines?













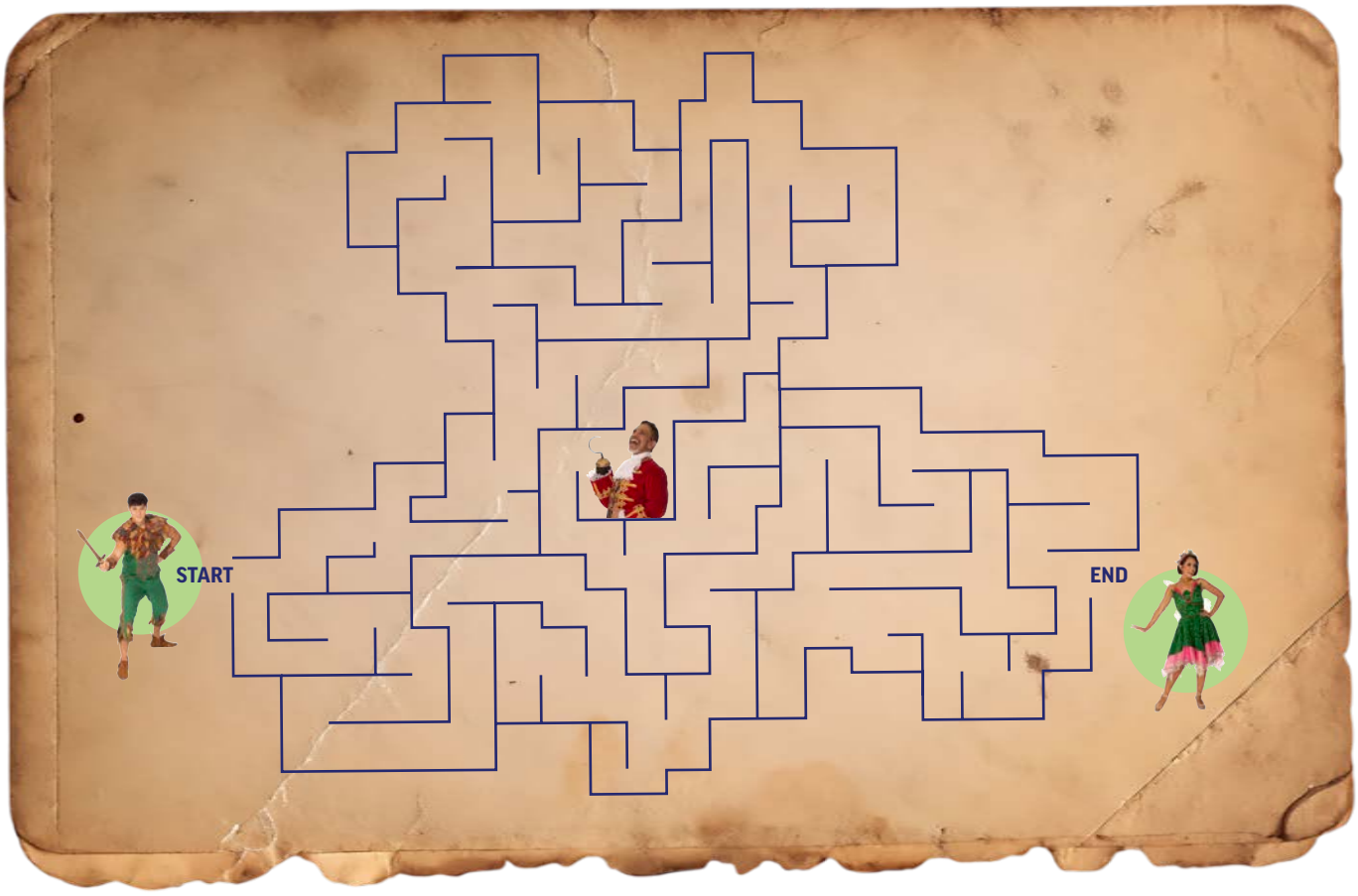
CODE BREAKER

We need your help to break the pirates' secret code. Can you work out what they are hiding by rearranging the letters below?

AKITA PONCHO

PIRATE MAZE

Can you help Peter Pan navigate past Captain Hook to reach Tink?



ANSWERS

PAGE 16-17: PUN MATCHING CARDS

I GOT SACKED FROM MY JOB AS A SET DESIGNER...	...I LEFT WITHOUT MAKING A SCENE
NEVER PLAY CARD GAMES IN THE JUNGLE...	...THERE ARE TOO MANY CHEETAHS
I'M GOING TO SELL MY HOOVER...	...IT'S JUST GATHERING DUST
THE TEDDY BEAR DIDN'T WANT PUDDING...	...HE WAS STUFFED
I ATE A CLOCK YESTERDAY...	...IT WAS VERY TIME-CONSUMING
I BOUGHT A NEW BLINDFOLD...	...I CAN'T SEE MYSELF WEARING IT
I PUT MY CAR IN REVERSE...	... IT REALLY TOOK ME BACK
BULLS ARE TERRIBLE SHOPKEEPERS...	...THEY CHARGE TOO MUCH
I FIRED THE GUY I HIRED TO MOW MY LAWN...	...HE JUST DIDN'T CUT IT
PIRATES STRUGGLE TO FINISH THE ALPHABET...	...THEY GET LOST AT C

PAGE 21: WORD SEARCH

P	A	N	T	O	M	I	M	E	F	Q	M	V	T	B
K	W	L	O	P	R	U	S	T	S	H	E	U	I	K
C	A	P	T	A	I	N	H	O	O	K	R	R	S	Y
K	D	E	F	G	H	D	J	K	M	N	M	P	A	E
E	R	C	L	O	N	O	A	X	W	Z	A	T	N	K
T	A	B	Z	C	H	M	L	M	V	B	I	I	H	Y
M	B	P	I	R	A	T	E	R	E	X	D	N	L	L
P	X	Z	A	M	L	Y	E	B	O	P	S	K	P	S
Z	L	M	N	E	D	Z	T	U	P	E	Q	Y	I	H
F	O	L	P	O	P	P	Y	R	V	T	Z	J	L	I
U	H	I	J	A	L	S	H	G	E	E	P	C	I	P
O	T	Z	H	K	D	A	E	Q	S	R	I	X	Z	O
S	M	E	E	T	E	R	T	O	N	P	N	M	Z	W
Y	H	I	O	P	V	Z	M	C	T	A	X	B	Y	E
L	W	M	R	X	Y	G	H	J	Z	N	O	J	P	C

PAGE 22: MATCH THE OUTLINES



PAGE 23: CODE BREAKER

AKITA PONCHO

C	A	P	T	A	I	N	H	O	O	K

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