

Teacher Notes for The Legends

by Michael Panckridge

Teacher notes by Brian Schultz and Jan Baker



These teacher notes contain:

- a brief synopsis of each book.
- suggested activities catering for a range of abilities and interests with extension activities.
- notes for shared reading, guided reading and independent reading.
- Black Line Masters—adaptable for use with all books in the series utilising Thinking Tools.



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Mitchell Grady is the new kid at Sandhurst—a school with an amazing sports competition. There are eight sports over the year—surfing, cricket, tennis, football, soccer, basketball, athletics and swimming.

Students accumulate points for each event. At the end of the year, the boy and girl with most points will be crowned the Legends of Sandhurst. School bully Travis Fisk was favourite to win. That was until Mitchell arrived at school. Let the games begin...

The Legends

Eight sports narratives

—collect all titles in

The Legends series

Surfing, cricket, tennis,
football, soccer, basketball,
athletics & swimming



Excellent for:

- reluctant readers.
- boys and girls.
- a wide range of reading ages—especially 8 to 14 years.

Features:

- high interest content.
- interactive elements—quizzes, maps, scoreboards, statistics.
- current, kid-friendly vocabulary and language.
- collectable series—eight books.
- strong male/female characters.
- class serial.
- values education.
- suitable for Literature Circles using multiple copies.

The Legends stories and characters develop and grow across the series of books. Each book can be read as a stand alone with its own plot and exciting finale or as part of the series.

Reluctant Readers

Many features of these books work to encourage and support students, especially reluctant readers, to continue reading through the whole series:

- large print.
- short paragraphs and chapters.
- high interest.
- action writing.
- first person.

Values Education

The Legends series covers issues of bullying, conflict resolution, the nature of friendship, sportsmanship, team spirit, individual goals, self-motivation, group motivation and self-esteem.

Visit the web site—www.thelegends.com.au—to find samples of teacher notes, black line masters, quizzes and prizes, and an author profile. Meet the characters, email the author and publisher with questions and ideas.

If you haven't read *The Legends*, these activities and ideas are interchangeable and adaptable for use with any book and any chapter.

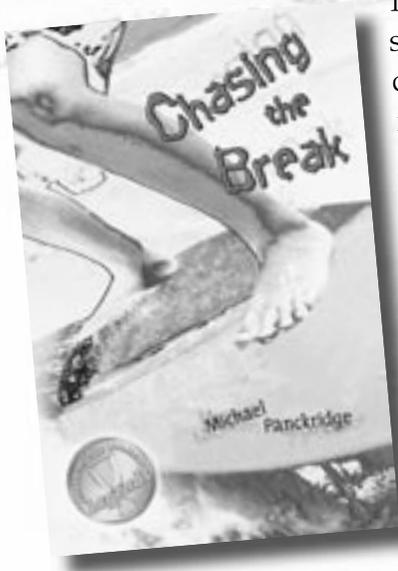
Literature Circles

Multiple copies of these books are ideal for using with literature circles where groups of up to six students can independently read the story.

Each student assumes a specific teaching role: Discussion Director; the Connector; Word Finder; Artful Artist; Passage Picker; Critic. This group meets weekly to share their role. When the book is completed, students work together to create a presentation from **BLM 6—Literature Legends Contract**.

An excellent reference is *Literature Circles* by Harvey Daniels.

No 1 Chasing the Break



The first event is surfing—set at school camp. Mitchell quickly makes friends with Jack, Bryce, Bubba and Luci. He also meets Travis Fisk—a mean, sporty and determined kid who will become his major rival.

Mitchell, Travis and the others compete in beach and water activities

including beach flags, swimming, board paddling and surfing. Bubba would rather play beach cricket and Bryce would prefer to study the shells, but both help Mitchell achieve his goal of taking an early lead in the Legends competition.

The book finishes with a map and all the scores and results of the Legend of the Surf competition.

Reading Activities

Tuning In

- Ask students to make predictions, based on the front cover, about what the book is about.
- Brainstorm what students already know about surfing.
- Go to the web site and review the author profile of Michael Panckridge.

Shared Reading

Reading focus—Reading charts and extracting information and details

Read the noticeboard poster 'The Sandhurst Sporting Legend' (following contents page). This reading activity introduces the format and structure for **The Legends** series. Discuss:

- What is the purpose of the noticeboard poster?
- What information does it give?

Guided Reading

Teaching focus—Identifying details

Read Chapter 3 'First Surf'. When you have read this chapter discuss:

- What equipment do you need for surfing?
- What skills and techniques are required?
- Can you identify surfing terminology?

Reading Response

- See **BLM 1—Legends Layout**.
- Students use the planning sheet to organise information and the main details from the text to plan a presentation on the topic of surfing.
- List surfing terminology mentioned in the book.
- Graph the Legend of Surf Results.

Information Computer Technology

- Research a high-profile surfer or iron man/woman.

No 2 Against the Spin



Mitchell and Bubba show off their cricketing talent at the start of **Against the Spin** in an impromptu game with older players.

To be the Legend of Cricket, students have to be successful in a skills session, complete a cricket quiz, and play well in a game situation.

Travis Fisk, seeking revenge for his humiliating loss in the surfing contest, knocks Bubba out of the competition by throwing a cricket ball at him and injuring him. Later, Bryce tricks Travis into confessing what he has done.

The final game sees Travis and Mitchell on opposite sides. Their battle, as each tries to steer his team to victory, is resolved when Bubba appears near the end of the game to finish things off.

The book ends with a map, quiz (with answers) and the scores and results of the Legend of Cricket competition as well as the current standings in the overall Legends competition.

Reading Activities

Tuning In

- Ask students to make predictions, based on the front cover, about what the book is about.
- Brainstorm what students already know about cricket.

Shared Reading

Reading focus—identifying important information and details necessary to set the scene

Read 'The Prologue' (page 1).

- Discuss the purpose of a prologue, especially in a series such as **The Legends**.

Guided Reading

Teaching Focus—Point of View (first person)

Students silently read Chapter 2 'A Huge Rescue'.

When they have read this chapter discuss:

- Who is telling the story?
- How do you know?
- Why does the author choose to tell the story this way?
- Who else could tell the story?

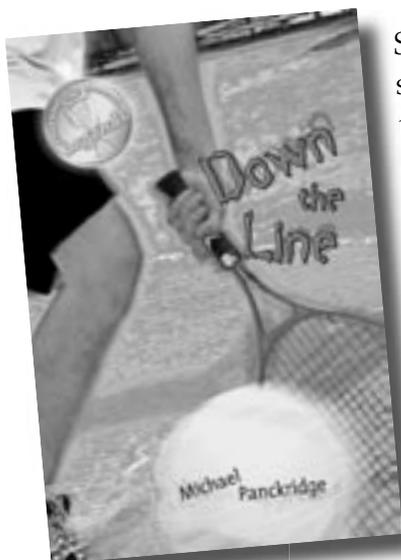
Reading Response—Point of View

- **BLM 2**—Fill in the details using chapter 2 as the basis.
- Choose a character from this chapter—eg, Bubba—and re-tell the chapter from their point of view.
- 'Hot Seat'—In a small group research Bubba's character and prepare questions for a nominated student to answer as Bubba in an interview format. Present as a news interview on a sports show, radio or television program. Check out the interviews on the web site—www.thelegends.com.au for more information about Bubba.
- Use the Cricket Quiz on pages 120–123 to create a crossword puzzle.

Information Computer Technology

- Have a look at the web site www.thelegends.com.au
- Make a character profile card on the computer.

No 3 Down the Line



Sandhurst's third sport for the year is tennis. Travis realises his chance of being Legend of Sport for the second year running is threatened by a talented rival.

We meet Travis's father, a former pupil of the school, and major sponsor of the Legends events.

Jack comes to the fore as a great tennis player and Mia Tompkins is a strong rival for Luci and her best friend, Becky. Bryce also proves to be very skilful with a racquet, displaying his talent during the skills session where Travis, with his father's help, upsets his closest rival's concentration.

A girl's and boy's draw has been created with all the players seeded for the tennis tournament. Mia and Jack emerge as the winners.

Bryce's success in knocking Travis out of the competition before the final is rewarded with some harsh treatment.

Meanwhile a puzzle emerges—there is a discrepancy between the number of windows outside and inside the library. What could this mean?

The book finishes with a map, quiz (with answers) and all the scores and results of the Legend of the Tennis competition as well as the current standings in the overall competition.

Reading Activities

Tuning In

- Read the title ***Down the Line*** to students. Ask them to predict what the book might be about.
- Ask students to design the front cover based on other titles in the series.

Shared Reading

Reading focus—Mood

This reading activity focuses on how the author, Michael Panckridge, creates moods in his writing. Read Chapter 9 'Miss Cool'.

- Focus on the words and phrases that describe the characters' moods: laughter; shrugged shoulders; yawning; hint of a smile.

Guided Reading

Teaching Focus—Mood

Read Chapter 14 'Glasses Again'. When you have read this chapter discuss:

- The contrasting moods of Bryce and Travis in this chapter.
- What words tell us about the feelings of the two boys?
- What atmosphere has been created by the author?

Reading Response

- See **BLM 4—L Chart (Mood)**.
- Students work in small groups to write words and phrases found in Chapter 14 in each L section. Share responses with whole class and create a class L Chart.
- Set up a Wall challenge for your class—see Chapter 8. Refer to pages 98 – 99 for information on scores to beat.
- Read Chapter 7 'The Draw' and create a draw for a classroom game, eg, the Wall tennis challenge, draughts.

Information Computer Technology

- Using PowerPoint, set up interactive quiz based on the Tennis and Wimbledon Quiz found at the end of the book. Use hyperlinks, pictures of Wimbledon (from the Internet) and clip art to enhance your presentation.

No 4 Clearing the Pack



A quiz, a skills session and a game again determine who will be Legend of Football. The girls compete in a Legend of Netball competition.

For the first time, Sandhurst players work together in the game situations as they do battle against three other schools, Ascot College, Scornley

and the infamous Wetherhoods (known to most as the Hoods), for the Inter-school football trophy.

It's Jack's turn to face the full force of a Travis Fisk body blow during an improvised game set up in the gym. He is hurt and his parents show their frustration by taking Jack out of the school.

Travis, Richard and Jimmy are all strong and talented football players and Mr T, the coach, realises that the team, although not the favourite, has a chance to win the trophy.

The mystery of the windows in the library is resolved when a secret room is discovered behind a false wall at the far end of the building.

Again, the book finishes with a map, quiz (with answers) and the scores and ladders from all the games played between the four teams. The skill session results are also included as well as the overall standings for the Legends competition.

Reading Activities

Tuning In

- Survey football teams followed by students.
- Flip the pages quickly. What do you see? Does this occur in the other books?

Shared Reading

Reading Focus—Making Judgements

Read Chapter 5 'Mat Ball'.

- Discuss the issue of bullying.
- Ask students their opinions of the chapter based on their own experiences.

Guided Reading

Teaching Focus—Inferences

Students combine their prior knowledge, experiences and information in the text to figure out something that is not directly stated.

Read Chapter 13 'The Wetherhoods Play Tough'. When you have read this chapter discuss:

- Who is the star of the match?
- What caused the change of attitude about the Legends competition during the football match?
- When do you feel that Sandhurst look like winning the game?
- Why was Bubba brought on?

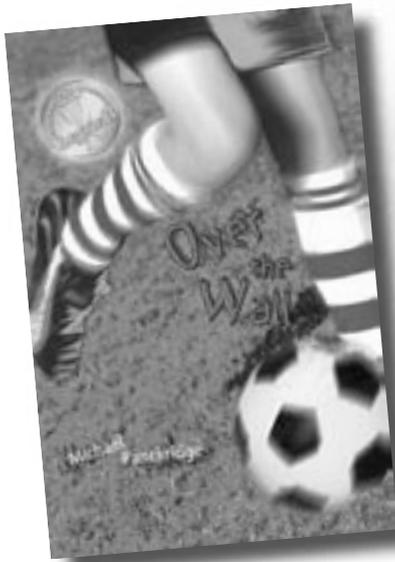
Reading Response

- See **BLM 5—Legends News**.
- Students use planning sheet to plan a newspaper report on the Sandhurst versus Wetherhoods match, focusing on who, what, when, where, why?
- Create a board game of the match between Sandhurst and the Wetherhoods.
- Conduct a class interview with one person acting as the coach after the game. Ask questions using who, what, when, where, why?
- What is the mystery of the library windows? Make a model of the library with its secret tunnels.

Information Computer Technology

- Use a Search Engine to locate your football club's web site.
- Complete the Football Quiz.

No 5 Over the Wall



The second of the three winter sports starts in the secret room behind the library where Bryce has gone exploring. Mitchell and Travis arrange to face-off at the local oval, but are confronted by four Wetherhood students. They play a tense game of four-

on-two, and end up running away.

Jack reappears, playing for Ascot College against his old school. We also meet Rat, a basketball whiz from Wetherhood.

The tension between Travis and Mitchell increases, as it does between Mia and Luci, though Becky is a terrific friend for Luci.

Travis achieves an unlikely 100% score in the quiz, which has a number of students wondering whether he's getting outside assistance. Jimmy Paisley appears to be drifting away from Travis and Mitchell learns a little more about Travis' ways from him. The story ends with the mysterious disappearance of the soccer trophy from the library. In its place is Mitchell's soccer ball, which has been missing since he and Travis encountered the Hoods.

The usual array of maps, scores, results, ladders and a quiz finish the book.

Reading Activities

Tuning In

- Why do you think the author has called the book **Over the Wall**?
- Brainstorm what students already know about soccer.

Shared Reading

Reading focus—Reading charts and extracting information and details

Look at the results table on pages 118-119.

Identify:

- The sporting strengths and weaknesses of individual competitors.

Guided Reading

Teaching Focus—Problem/Solution

Read Chapter 1 'Searching for Bryce.' As you are reading this chapter discuss:

- Identify the problem that needs resolution.
- What attempts are made to solve the problem?
- How is the problem resolved?

Teaching Focus—Identifying details

Read Chapter 9 'The First Test'. Discuss:

- What equipment do you need to set up a soccer skills test?
- What are the skills and techniques required?
- Is it possible to set up a soccer skills test at our school?

Reading Response

- See **BLM 1—Legends Layout**.
- Students use planning sheet to organise information and the main details from the text to plan a presentation on the topic of soccer.
- Email your own 'monster letter' (refer Chapter 9, p 76) to www.thelegends.com.au Ask questions, tell us what you think of this story, or tell us about the legend in you.
- Design a multiple choice quiz on a selected chapter, section or the whole story. Students could swap their quizzes to complete.
- Set up your own soccer skills test for your class based on the ones used in the story.

Information Computer Technology

- Using Microsoft Publisher, create a news report on the soccer match.

No 6 On the Buzzer



The last of the inter-school sports begins with Mitchell and his friends trying to figure out who stole the soccer trophy. Did they get into the library via the newly-discovered tunnels branching off from the secret room?

A new teacher, Mrs Cartwright, is in charge

of basketball. Rat has left Wetherhood and come to Sandhurst, where he shows his basketball talent, beating Travis in a shoot-out. We discover that Rat can't read. Mrs Cartwright does not read each quiz question aloud, leaving Rat struggling. She also underuses him in the final.

Meanwhile, Bryce explores the tunnels and uncovers information about the trophy's disappearance. He also discovers that Mrs Cartwright is, in fact, Mrs Morris from Wetherhood, sent in to ruin Sandhurst's chances of winning the basketball (and thus the very rare 'triple crown'—three inter-school trophies).

Bryce lures Mrs Cartwright out during the tense final game and demonstrates his own unique shooting style to win the game for Sandhurst.

The book ends with an array of scores, ladders and statistics. The map depicts some of the significant scenes from the text, and the quiz—as in the other books—is the actual quiz undertaken by the characters in the story.

Reading Activities

Tuning In

- Discuss the title. If it wasn't basketball, what other sports could it be about?
- What skills/attributes do you feel would be important if you were a basketballer?
- Invite a guest speaker from the local basketball association.

Shared Reading

Reading focus—Point of View

Read Chapter 1 'Was It Jack?' Discuss:

- Who is telling the story?
- What ways are other points of view expressed in the chapter?
- How students communicate with their friends (email, text messaging).

Guided Reading

Teaching Focus—Point of View (first person)

Read Chapter 2 'Mrs Cartwright'. Discuss:

- Who is telling the story?
- How do you know?
- Why does the author choose to tell the story this way?
- Who else could tell the story?

Reading Response

- See **BLM 2—A Legends Event**.
- In small groups, plan a cartoon sequence of the story. Select key moments from each chapter. Groups to allocate chapters. Combine to make a comic strip for a wall display.
- Design a series of skill tests for the basketball Legends series.
- Design a poster advertising the game between Sandhurst and Wetherhood.

Information Computer Technology

- Use Excel to graph the Legend of Basketball results.

No 7 Raising the Bar



Mr Fisk reappears, to see Travis through the Athletics competition. His sponsorship is seen increasingly to have strings attached.

Rat and Jimmy settle in with the group. Becky and the librarian, Mrs Javros, help Rat with his reading. Rat may be allowed to re-sit the basketball quiz. During the athletics quiz, Bryce

shows the teachers that Travis is cheating.

There are two events—first, a main athletics carnival which is open to everyone. From there the contestants will be chosen for the Legend of Athletics carnival.

Bubba is desperate to win the shot-put. Travis trips Mitchell during the 300-metre race. Mr Fisk, officiating at the end of the race, blames Mitchell. Mr Fisk tries to convince everyone that Bubba is throwing illegally, but a timely intervention from an expert puts Mr Fisk in his place.

Mitchell makes it through. In the cross country, Travis slips. Mitchell stops to help him. Neither catches the fast-finishing Luci and Becky but Mitchell inches past Travis in the final moment for a memorable victory.

Travis is disqualified for cheating in the exam.

Once again all the results and final standings are revealed at the end of the book.

Reading Activities

Tuning In

- Who has a favourite athletics event?

Shared reading

Reading Focus—Compare and Contrast

Read Chapter 9 'Trouble Looming'.

- Compare the triple jump techniques for Mitchell and Travis.

Guided Reading

Teaching Focus—Compare and Contrast

Read Chapter 5 'A Run in the Rain'. When you have read this chapter discuss:

- The characters involved.
- Which two characters would be good to compare?
- Which characters are similar/different?

Reading Response

- See **BLM 3—Compare and Contrast**
- Select two characters to compare.
- Make action flip books for the events in the Athletics carnival.
- Role-play a scene.

Information Computer Technology

- Make a character profile card on the computer.

No 8 The Final Lap



The Final Lap opens with the surprise announcement that Travis is to have his Athletics points reinstated. Mr Fisk—threatening to withdraw his support for the competition—may have influenced the decision.

Mia and Travis work together in a final, desperate attempt to stop Luci and Mitchell from becoming this year's Legends of Sport.

Mia tricks Luci into staying behind in the library and locks her in. The improved security in the library means that Luci must either miss the swimming carnival or conquer her fear of small, dark places and venture into the tunnels alone to try and escape from the school.

Bryce meets her halfway and they return to the swimming pool in time for Luci to contest the final few events.

The annual Legends party takes place that night. Jack appears to receive his awards and say good-bye—this time for ever.

All the placings are announced. Mitchell and Luci are this year's Sandhurst Legend of Sport.

Reading Activities

Tuning In

- Discuss difficulties that may face young children who want to become good swimmers.
- Get students to perform charades depicting the various strokes and events, eg freestyle, diving, medley 1500m freestyle, backstroke, breast stroke and butterfly.

Shared Reading

Reading focus—the purpose of the blurb

Read the blurb. Discuss:

- What does the blurb tell you?
- Why is it important to have a blurb?

Guided Reading

Teaching Focus—Author Purpose

Read Chapter 17 'Let's Dance'. When you have read this chapter discuss:

- Why did the author conclude the story this way?
- Why is the title of the last chapter 'Let's Dance'?
- What do you think was the author's purpose for writing this series of books?

Reading Response

- See **BLM 4—L Chart**.
- List the other books written by Michael Panckridge.
- Design your own version of the picture on pages 148–149. Don't forget to add captions and labels.
- Write a letter to the author.

Information Computer Technology

- Read the author's profile on www.thelegends.com.au
- Send an email to www.thelegends.com.au

Reproducible Black Line Master 1—Legends Layout

Plan a presentation (main ideas/details).

Write the topic in the middle, then subheadings in each box and list information and details.

<p>Subheading 1 _____ List supporting details</p>	<p>Subheading 2 _____ List supporting details</p>
<p>TOPIC _____</p>	
<p>Subheading 3 _____ List supporting details</p>	<p>Subheading 4 _____ List supporting details</p>



Extension

Research a high-profile person in this sporting field.

What can you learn about sport from them?

Reproducible Black Line Master 2—A Legends Event

Fill in the event and then answer questions in each box.

Who was involved in the event?

What happened?

Where did it happen?

A Legends Event

Why did it happen?

When did it happen?

How did it happen?



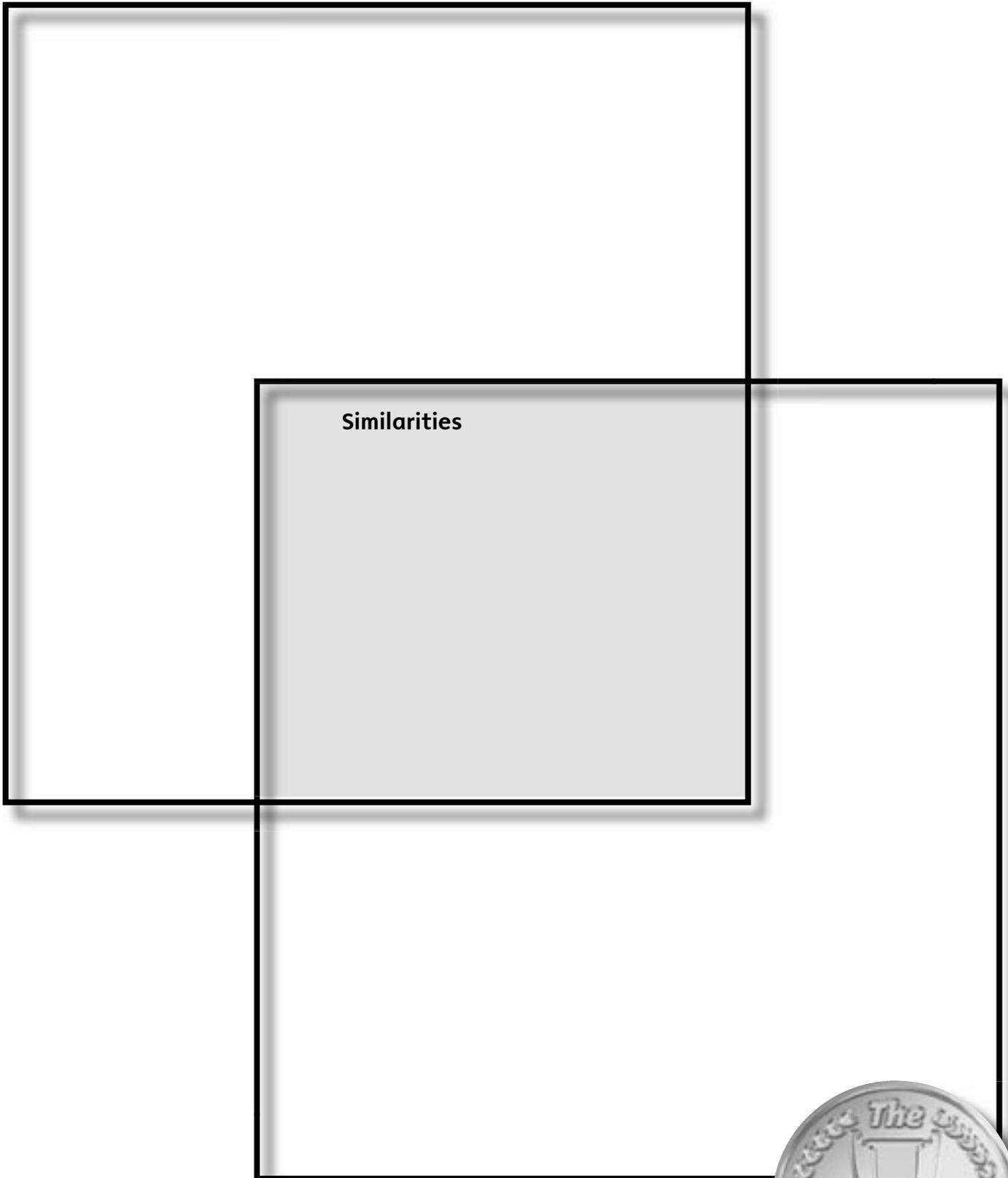
Extension

Create an 8-frame cartoon based on this event or another sporting event of your choice.

Reproducible Black Line Master 3—Compare and Contrast

Write the names of events or characters to be compared in the large boxes.

Write similarities in the middle section.



Extension

Develop your own Venn diagram (perhaps with a sporting theme) to compare two different sports.



Reproducible Black Line Master 4—L Chart (Mood)

Write suitable words and phrases in each L.

Looks Like			
	Smells Like		
		Sounds Like	
			Feels Like

Extension

Prepare a two-minute oral presentation on an area of interest, making sure to include sights, sounds, smells and feelings.



Reproducible Black Line Master 5—Legends News

Students use planning sheet to plan a newspaper report on a sporting event from *The Legends* series, focusing on **who, what, when, where, why**.

THE LOCAL LEGENDS DAILY

Sporting event

Headline

Sub headline

What?

Who?

Where?

Why?

When?

Significant details/facts

Quotes from eye-witnesses



Extension

Use this format to plan and write a report on an actual sporting event at your school. Give your article a catchy title.

Reproducible Black Line Master 6—Literature Legends Contract

Name _____

Group members _____

Title of book _____

Author _____

Tick activity chosen for group presentation

- Poster advertising the book
- A play based on part of the book
- A board game
- Design a different cover and title for your book
- Create a theme song for the team
- Create a PowerPoint presentation
- Design a new logo
- News broadcast reporting events from the book
- Create a quiz show
- Impersonation of a character (costume and props)
- A timeline of the story
- Poem
- Mobile, painting or sculpture
- Other _____

Date to be completed by _____

Student signature _____

Teacher signature _____

