Treasure Island
Book, Music and Lyrics by
Paul Deiss
Based on the Classic Novel by
Robert Louis Stevenson

TEACHER RESOURCES
Treasure Island and this study
guide are produced in support
of the teaching of English and History.

AT THE LIBRARY
More by Robert Louis
Stevenson:
A Child’s Garden of Verses
(1885)
Kidnapped (1886)
The Black Arrow (1888)
The Master of Ballantrae (1889)
The Strange Case of Dr. Jekyll
and Mr. Hyde (1886)

ON THE WEB
The Robert Louis Stevenson
Museum
1490 Library Lane
St. Helena, CA 94574
Biographical information about
the author can be found at:
stevensonmuseum.org/robert-
louis-stevenson/the-life/
National Library of Scotland
digital.nls.uk/rstevenson/
The Stevenson House
Former home of Robert
Louis Stevenson in
Edinburgh, Scotland
stevenson-house.com

PLAY SYNOPSIS
Set sail with young Jim Hawkins aboard the Hispaniola for the mysterious
Treasure Island, a tiny spot in the ocean believed to conceal the greatest
fortunes. On his swashbuckling adventures, Jim encounters the most
legendary buccaneers in all of children’s literature: the salty Billy Bones,
the blind rogue Pew, the marooned Ben Gunn and the captivating Long
John Silver. Generations of children have been thrilled by this rollicking tale
of intrigue, piracy, and a young boy who must learn the value of honor and
decency from the most unlikely teachers. Our merry musical adaptation
leaves out the rum-soaked violence of the book in favor of the fun, the
action, and the moral foundation of this timeless classic.
This map has shown up in every edition of Robert Louis Stevenson’s *Treasure Island* since it appeared in book form in 1883. Study the map. What does it tell you?

What questions do you have about the map?

On another sheet of paper, you will create your very own treasure map!

1. First, choose a location for your treasure. Will it be on an island, in the mountains, in a city, or elsewhere?

2. What features will you include in your map? Include at least four. For example: mountains, lakes, rivers, cities, farms, or deserts. Create a **legend, or key**, to help others understand the **symbols** used for each feature.

3. Be sure your map has a creative **title, and a compass rose** showing North, South, East, and West.

4. Color your map!

**DID YOU KNOW** In 1881, Stevenson began drawing a map to amuse his stepson, but soon found himself carried away:

‘As I pored upon my map of “Treasure Island”, the future characters of the book began to appear there visibly among imaginary woods: and their brown faces and bright weapons peeped out upon me from unexpected quarters ... the next thing I knew, I had some papers before me and was writing out a list of chapters.’

*Source: National Library of Scotland.*
WHAT A CHARACTER! LONG JOHN SILVER

Character traits are made up of physical traits and personality traits. Think about the character of Long John Silver from the play Treasure Island. Use this graphic organizer to record both physical (outside) and personality (inside) traits for the character. List at least five physical traits outside the pirate, and at least five personality traits inside the pirate.

CHARACTER TRAITS

<table>
<thead>
<tr>
<th>Physical (outside)</th>
<th>Personality (inside)</th>
</tr>
</thead>
<tbody>
<tr>
<td>frank</td>
<td>pessimistic</td>
</tr>
<tr>
<td>frightened</td>
<td>painted</td>
</tr>
<tr>
<td>frustrated</td>
<td>paranoid</td>
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<tr>
<td>gallant</td>
<td>perplexed</td>
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<tr>
<td>gentle</td>
<td>pessimistic</td>
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<tr>
<td>gleeful</td>
<td>petty</td>
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<tr>
<td>glum</td>
<td>playful</td>
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<tr>
<td>grieving</td>
<td>prudish</td>
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<tr>
<td>guilty</td>
<td>puzzled</td>
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<td>radical</td>
</tr>
<tr>
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<td>regretful</td>
</tr>
<tr>
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<td>relieved</td>
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<td>sad</td>
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<tr>
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<td>satisfied</td>
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<td>selfish</td>
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<tr>
<td>impish</td>
<td>selfless</td>
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<td>smug</td>
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<td></td>
<td>wretched</td>
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<td></td>
<td>zealous</td>
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</tbody>
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THINK ABOUT IT:

A pirate's possessions might say a lot about him — what props did the actor who played Long John Silver use to tell about his character?

ESSAY QUESTION

What do your possessions say about you? If someone looked through your backpack, what would they find? What would they think about your personality or hobbies based upon your possessions?
Activities

STUDY GUIDE

SEQUENCE A STORY
1. Sequence each event from the story to the right by numbering them in order.
2. Fold a piece of white paper like an accordion, so that it has six sections.
3. Number each section as a “page” in your book (1 - 6).
4. Illustrate the events that you put in sequence in your book.
5. Create a cover for your book.

___ Long John Silver plans a mutiny.
___ They sail back from Hispaniola with the treasure.
___ A man pays Jim to keep a lookout for a “one-legged sea-farin’ man.”
___ The Captain gives the men the day off on the island.
___ Long John Silver gets hired as the ship’s cook.
___ Several men die, and the Captain is injured, in battle.

THINKING ABOUT THEME
In the play, Treasure Island, Jim knows he must be honorable and do the right thing. Can you think of a time when it was difficult to do the right thing? Explain.

____________________________________
____________________________________
____________________________________
____________________________________
____________________________________
____________________________________

COMPARING THE BOOK AND PLAY
Read Treasure Island. Compare the book and the play. In what ways are the characters, setting, and plot alike? In what ways are they different?
These quotes are from Robert Louis Stevenson’s book, *Treasure Island*. Read each one. Beneath each, write what you think the quote means. Discuss as a group.

**Dead men don’t bite.**

**…. but you’re as smart as paint.**

**I deny your right to put words into my mouth.**

**Long John Silver, he is called, and has lost a leg; but that I regarded as a recommendation**

**THINK ABOUT IT**

*Treasure Island* was written over 200 years ago. Different words and sayings were popular at that time. What is something we say today that would have not made sense in the time *Treasure Island* was written?
Cues at the Theatre

When you are in an audience at *A Sick Day for Amos McGee* or any play, pay attention to the following:

**Cue**
1) Command given by stage management to the technical departments.
2) Any signal (spoken line, action or count) that indicates another action should follow.

**House Lights**
The auditorium lighting, which is commonly faded out when the performance starts.

**Blackout**
The act of turning off (or fading out) stage lighting.

**Curtain Call**
At the end of a performance, the acknowledgment of applause by actors — the bows.

**Build / Check**
Build is a smooth increase in sound or light level; check is the opposite — a smooth diminishment of light or sound.

**Fade**
An increase, decrease, or change in lighting or sound.