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# YOUNG MURPHY TEACHERS' GUIDE

## Young Murphy Gary Crew and Mark Wilson

[1] If you could experience any adventure, in any time, in any place, with anybody [living, dead, real or fictional], what adventure would that be?

[a] Write a letter telling your teacher about what you hoped would happen on this proposed adventure.

[b] Have something go terribly wrong on this adventure, then write another letter to your teacher telling what happened on your return.

[c] Draw either a map or an illustration of the place you would visit in your adventure to accompany your letter.

[2] Although Young Murphy is a book about real people and events - John Murphy really did live and have exactly the adventures described in the story - the book contains both factual and fictional journal entries.

[a] Which do you think are fact, which fiction, and why?

[b] Which writer –Leichardt or John Murphy - do you prefer and why?

[c] If you were a young person looking for adventure in a new land, would you trust your life to someone whom you had just met? Think of the positives and negatives and give reasons for your answer.

[3] The naturalist John Gilbert teacher John Murphy how to draw and paint. Provide a list of step by step instructions to teach someone a skill that you have. Say, riding a surf board or how to put dread locks in a someone's hair.

[4] If you were a journalist for a newspaper, which person on this expedition would you interview upon their return and why? Write an account of the outcome of that interview.

[5] Write a front page story for your paper [including the headline] based on how John Gilbert died.

[6] Animals feature a great deal in this story. Choose one episode of the journey and retell it in your favourite animal's voice and from its point of view.

[7] If you were a sculptor, what one line inscription would you carve upon a statue you were carving of:

[a] Ludwig Leichardt,

[b] John Gilbert or

[c] John Murphy

Write an inscription for each person.