

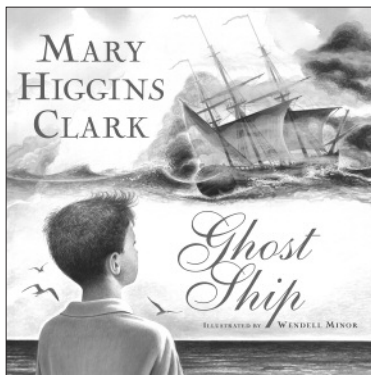
# Ghost Ship



Dear Booksellers & Educators,

Simon & Schuster Children's Publishing and Paula Wiseman Books welcome the beloved and bestselling storyteller **Mary Higgins Clark** with the publication of her first book for children, ***Ghost Ship***, illustrated by award-winning artist **Wendell Minor**.

During his summer visits to his grandmother's house on Cape Cod, Thomas spends hours walking along the beach, wondering about the sailing ships of the past and imagining their stories. One afternoon, Thomas digs in the beach sand and finds an old belt buckle. When he picks it up, something magical happens—a boy his own age appears: Silas Rich, a cabin boy on a ship called the *Monomoy* that sailed almost three hundred years ago. Suddenly the world of sailing ships is very near as Silas tells Thomas his tale.



We invite you to join Thomas on his exciting journey. In this storytime activity kit, you will find the following reproducible activity and discussion sheets to help you host an adventure-filled ***Ghost Ship*** event in your store, library, or classroom:

- **Create Your Own Compass**
- **Take the Helm**
- **Safe Harbor**
- **Now & Then Venn**
- **Ghost Ship Word Search**
- **For Further Discussion**

**Especially for educators:** We've also provided additional ideas to extend the story and link ***Ghost Ship*** to your curriculum.

Don't forget to check your inventory of ***Ghost Ship*** and place your order one month ahead; promote the event in your calendar, newsletter, and/or local newspaper three to four weeks ahead; and gather materials, such as your reproducible sheets, markers/crayons, and compass-making materials, one to two weeks ahead. ENJOY!

Sincerely,

Elena Mechlin

Simon & Schuster Children's Publishing

[elena.mechlin@simonandschuster.com](mailto:elena.mechlin@simonandschuster.com)

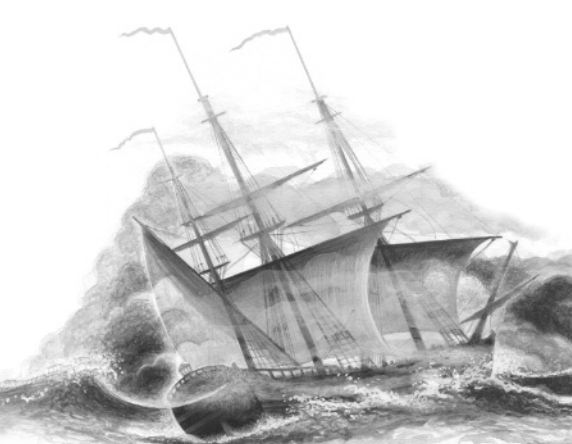
## GHOST SHIP

By Mary Higgins Clark • Illustrated by Wendell Minor

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# Ghost Ship

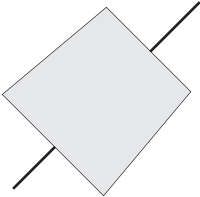
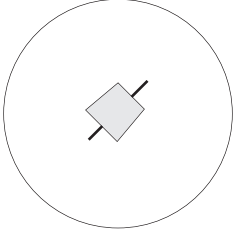


## Create Your Own Compass

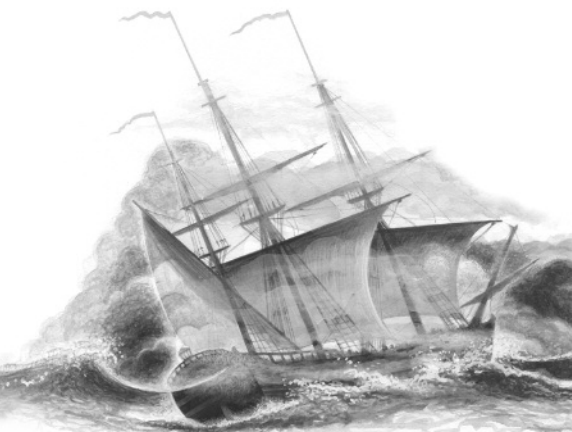
Centuries before Global Positioning System (GPS) satellite technology and sophisticated navigation systems were developed, sailors made their way around the globe with the help of basic instruments like compasses, which helped them to determine the location of the north and south poles.

You can create your own compass using just the following items:

- **Needle**
- **Magnet**
- **Piece of cork (or packing “peanut” or anything that floats)**
- **Bowl of water**
- **Real hand-held compass**

<b>Step One</b>	<b>Step Two</b>	<b>Step Three</b>
<p><b>Turn the needle into a magnet</b> by stroking it along the surface of the magnet—it doesn't matter which direction, but always stroke in the same direction and do it at least 60 times. (Note: The needle will not retain its magnetism very long.)</p>	<p><b>Create your compass float.</b> Stick the needle through a small piece of cork (or other float), like this:</p> 	<p><b>Float your needle in a bowl of water</b> and let it settle to a resting position. When it stops moving, look at the way it points.</p> 

Using a real compass, check which direction the needle is pointing. If it is pointing north or south, *congratulations*, you've made your first compass! (Depending on how you magnetized your needle, you may have created a north or south pole magnet.)

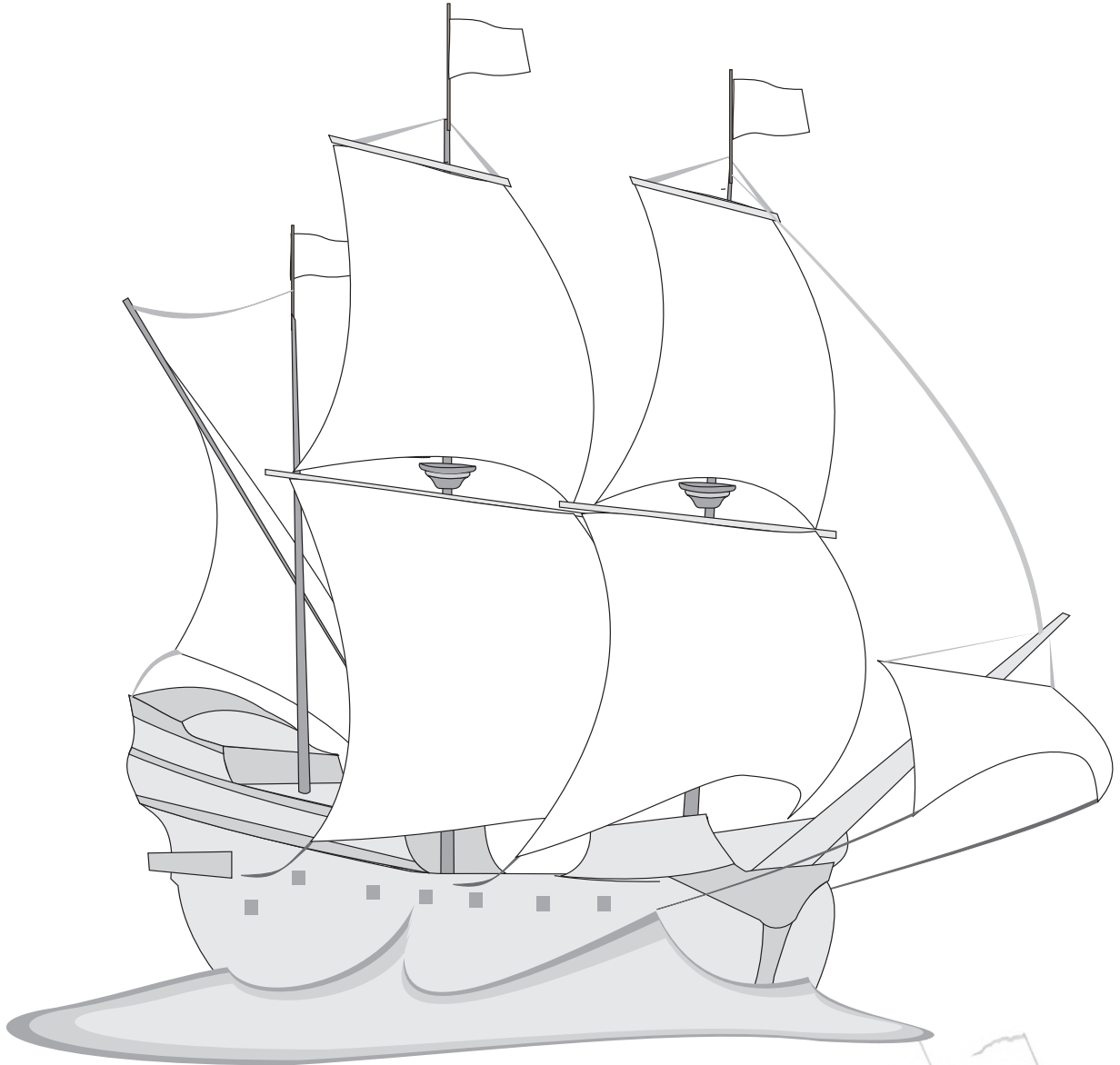


# Ghost Ship



## Take the Helm

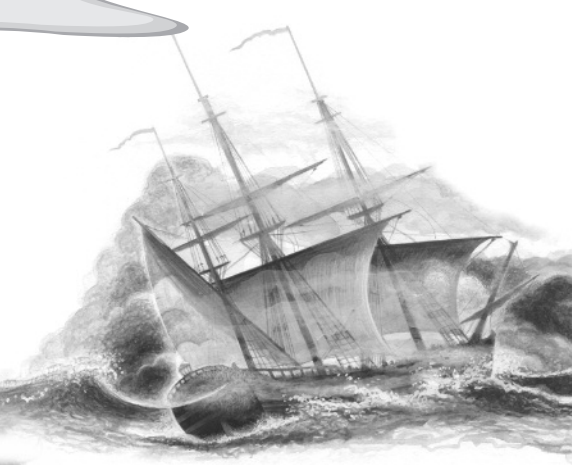
In *Ghost Ship*, Silas was the cabin boy working for Captain Hallett on the *Monomoy*. Now you are the captain! Take the helm—choose your ship's name and design a special sail.



Captain \_\_\_\_\_

Your ship's name \_\_\_\_\_

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# Ghost Ship



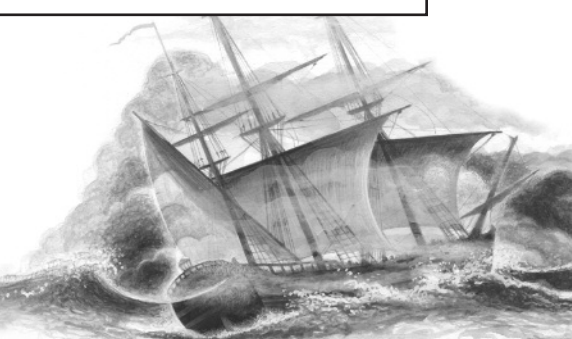
## Safe Harbor

**Ghost Ship's** Captain Hallett was a fine and brave seafarer. He used points on the compass to help him navigate his ship safely into port. On the map below, ships A, B, and C, are lost at sea. Using points on the compass (N, NE, E, SE, S, SW, W, NW), can you navigate them safely into harbor?

For example: Should Ship A travel N and then NE to reach the harbor?



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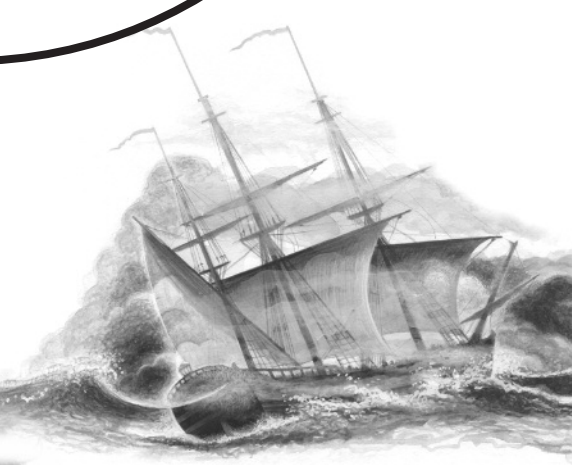
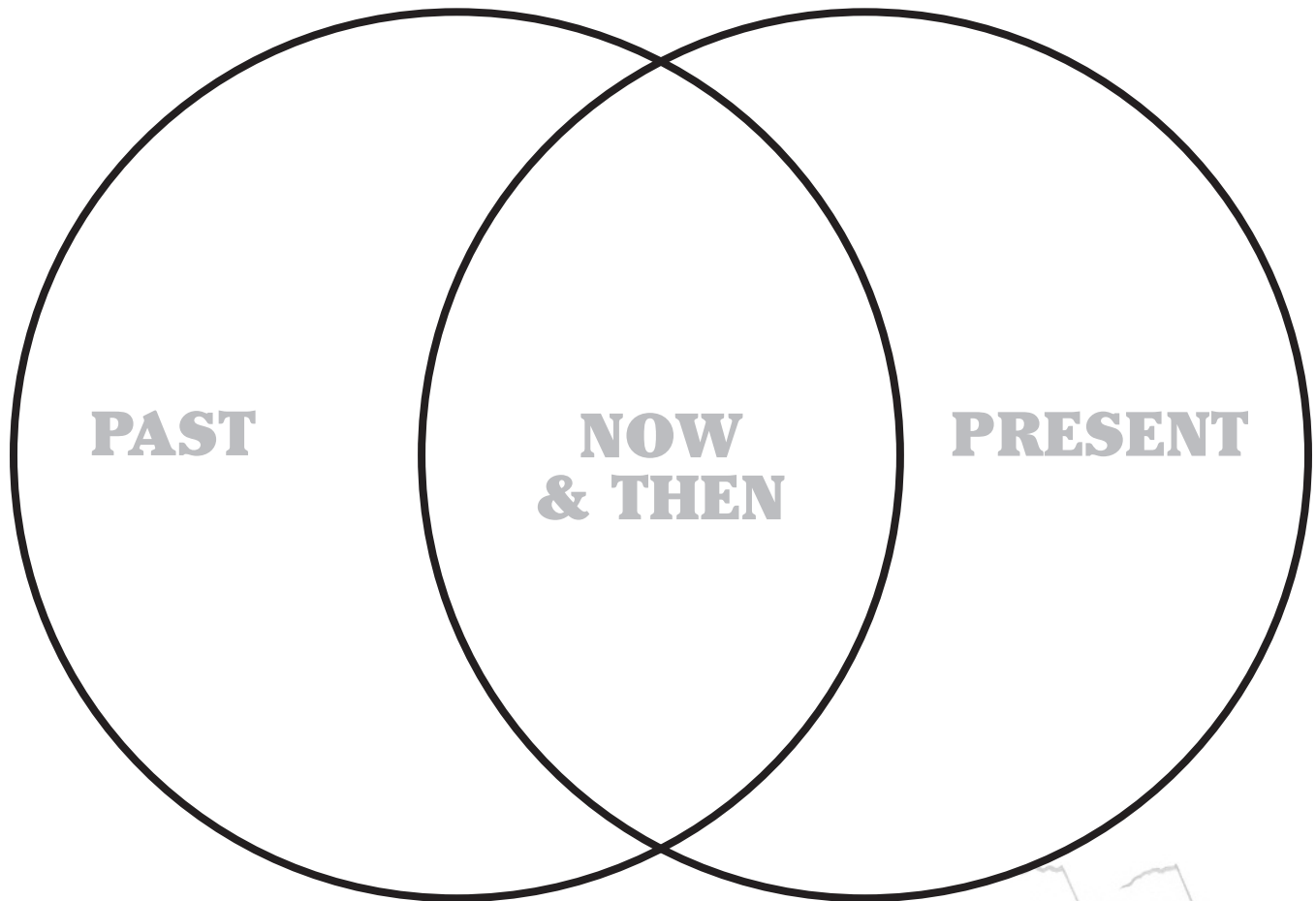


## Now & Then Venn

A Venn diagram helps you compare two sets of information to show areas of similarity and difference. In this Venn diagram, one circle represents the past and one circle represents the present day. The overlapping area is for items that existed then and now.

Think about the people, places, modes of transportation, and other aspects of **Ghost Ship** and place them into the appropriate section of the diagram.

*Example:* PAST: Captain Hallett; PRESENT: Thomas; Now & Then: Silas



# Ghost Ship



## Ghost Ship Word Search

There are a lot of exciting and interesting new words in *Ghost Ship*. Can you find some of them in the word search below? Words can be found vertically, horizontally, and diagonally.

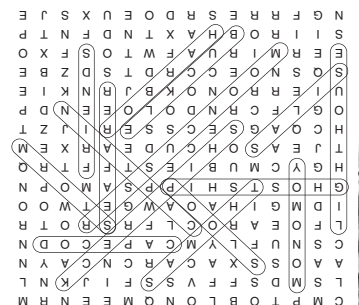
C M P T O B L O N Q M E E N R M  
L S M D S F F V S S F I J K N L  
A A O S S X A C A R C N C A Y N  
C S N U F L Y M C A P E C O D N  
L F O E A R O C L F R S R O T R  
I D M G I H A O A W G E T W O O  
G H O S T S H I P P S A M O P N  
H G Y C M U B I E S T F F T R Q  
T J E A S O H C U D E A R X E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

BUCKLE  
CAPE COD  
CAPTAIN  
FRIENDS

GHOST SHIP  
HARBOR  
LIGHTHOUSE  
MONOMOY

MOONCUSSER  
SEAFARER  
SHIPWRECK  
SILAS

SLOOP  
STORM  
THOMAS



# Ghost Ship



## For Further Discussion

After reading *Ghost Ship*, discuss one or more of the following topics:



### Visit the Past / Talk to the Future

Silas took Thomas on an imaginary journey back to Cape Cod in the 1690s.

- If you could meet a person from the past, from where and when would they be? Why?
- What would you tell people 300 years in the future about your life?

### Word Journey

Our language is ever changing. Old words and phrases fall out of use, and new words and phrases are invented all of the time.

- List and discuss the unfamiliar vocabulary sprinkled throughout *Ghost Ship*. (Examples include mooncusser, seafarer, sober light, etc.)
- Talk about synonyms (sober light = twilight = dusk)
- What are some of your favorite words and expressions?

### My Hometown

Silas's story taught Thomas about life in Cape Cod in the 1690s.

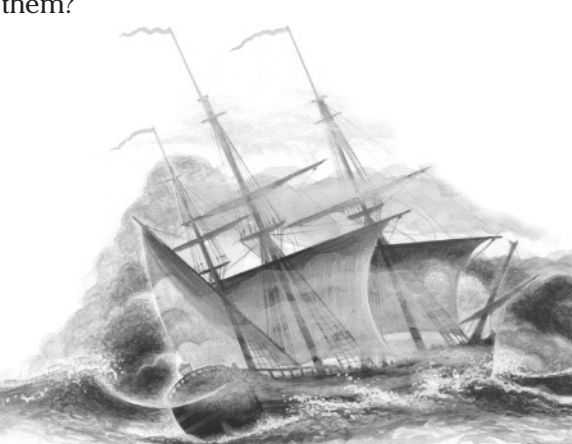
- What was your area like in the 1690s? Who lived there? When did settlers arrive in your state?
- Are there historic homes in your area? From what period of American history?

### Family Visit

Thomas enjoyed spending summers visiting his grandmother in Cape Cod.

- Do you have relatives in another area of the country? Have you visited them?
- When you go to their home, do you explore outside, in the attic, etc.?

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# Ghost Ship



## Additional Ideas for Educators

In addition to the reproducible activities and discussion ideas above, here are some ways to bring *Ghost Ship* into your classroom.

### Maps / Navigation

Since the early days of sea travel, seamen like Captain Hallett have relied on maps and navigation tools to guide them safely around the globe.

- See reproducible activities: SAFE HARBOR and CREATE YOUR OWN COMPASS
- Find a map of the United States in 1690 and compare it with a modern U.S. map

### Now & Then

*Ghost Ship* takes us on a journey from present day Cape Cod, back to the 1690s, and home again. Explore similarities and differences across time.

- Discuss the people, places, modes of transportation, clothing, etc. described or shown in *Ghost Ship*. Compare the past and present.
- The state of California did not exist in 1690. What else in the book would have sounded / looked strange to Silas?
- See reproducible activity: NOW & THEN VENN

### Beachcombing

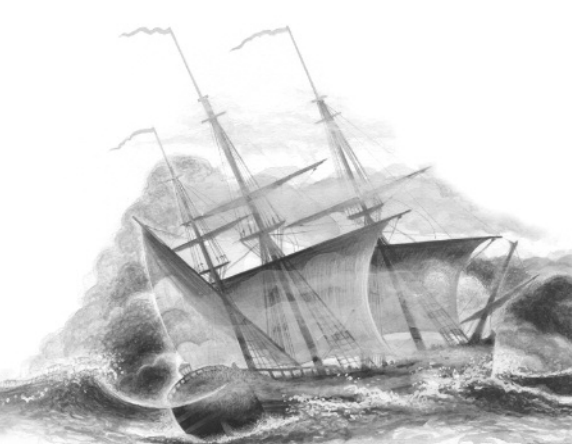
Thomas meets Silas after discovering a belt buckle buried in the sand.

- Do you live near the ocean, a lake, a river? Have you ever been beachcombing? What kinds of things can you find in the sand?
- Bring in a box of assorted items (hair ribbons, old coins, seashells, handkerchiefs, earrings, old keys . . . ) and have kids select one and make up a story about it. Whom did it belong to? When did he or she live? Why was the object important to the person?

### Lighthouses

The lighthouse at Chatham appears in *Ghost Ship*.

- When was the lighthouse at Chatham built? Are there any lighthouses in your area?
- Lighthouse math: Chatham Lighthouse flashes twice every ten seconds. How many times does it flash per minute? Per hour? Per day? Each year?





# Ghost Ship



## Additional Ideas for Educators

### Weather

In *Ghost Ship*, Cape Cod experiences severe thunderstorms as well as drought conditions that lead to wildfires.

- Discuss the weather and climate in your region. Do you get extreme weather? How does your weather affect how the residents of your area live and work?

### Artist Study

Wendell Minor illustrated *Ghost Ship*.

- Visit [www.minorart.com](http://www.minorart.com) to learn more about the artist and his work.
- Compare the art style and subject in *Ghost Ship* with that of his other books for young readers.

### Storytelling

*Ghost Ship* is a story within a story. Use the book as inspiration for creative writing activities.

- Explore the oral storytelling tradition and have students tell one another about a trip they've taken, a big event in their lives, etc. Encourage them to include vivid details to make the story come to life.
- Develop a creative writing activity based on the discussion topics in the FOR FURTHER DISCUSSION reproducible:
- Visit the past / talk to the future: Write a short story about meeting someone from another time, past or future.
- Family visit: Write a series of journal entries about a real or fictional vacation.

### Research

*Ghost Ship* Fact or Fiction

- Are any of the characters, places, events in the book real? How can you find out?
- Learn more about the American history touched on in *Ghost Ship*:
  - Pilgrims
  - America in the 1690s
  - Sailing and tall ships
  - American time line: Create a reproducible sheet filled with squares to cut out, each including an event or period of American history (Columbus, the Pilgrims, Colonial America, when your state entered the Union, etc.). Have students cut out the squares and place them in chronological order.

