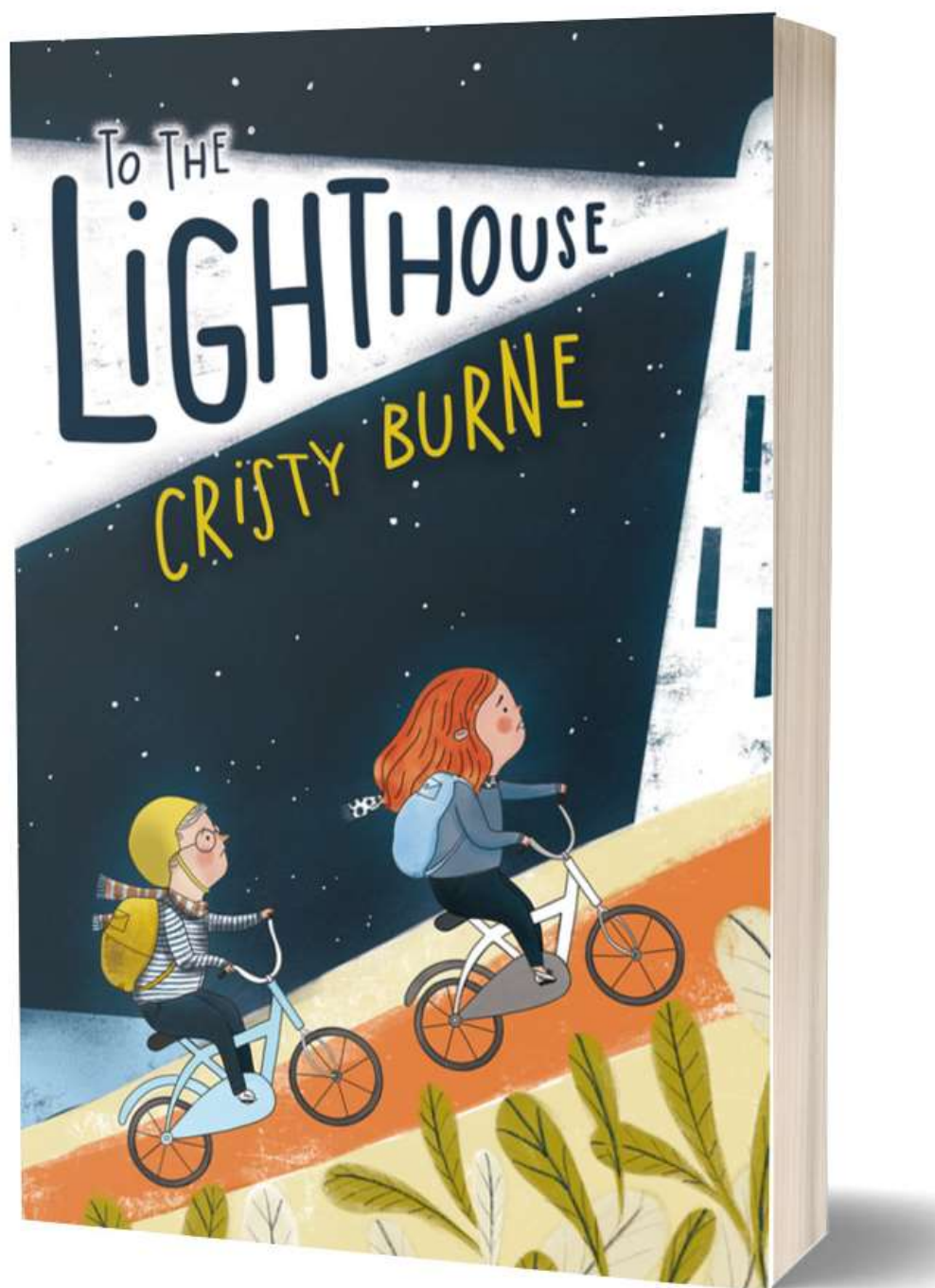


# ACTIVITY WORKBOOK

## *TO THE LIGHTHOUSE*



**FREMANTLE PRESS**  
[fremantlepress.com.au](http://fremantlepress.com.au)

# Hi!

*I'm so pleased you're keen to explore To The Lighthouse further.*

*I loved writing this story of Isaac and Emmy's island adventures, and I hope you'll enjoy engaging with the book through the activities inside this workbook.*

*Inside you'll find ideas for creative activities that encourage the development of language and literacy, science and technology, geography, visual arts and more.*

*Most of all, I hope you'll find ways to discover even more about Isaac and Emmy's adventures.*

*So welcome, enjoy, and let me know if these ideas have been helpful. I'd love to see what you make!*

XX

*Cristy* 😊

*Cristy Burne*  
*Author and science writer*



The creators of *To The Lighthouse* recognise the cultural significance and sad history that Wadjemup (Rottnest Island) holds for Aboriginal people and acknowledge the Whadjuk Noongar people as Wadjemup's traditional custodians.



# About: ***TO THE LIGHTHOUSE*** ***To the Lighthouse***

SHORTLISTED 2019 West Australian Young Readers Book Award

By Cristy Burne

Illustrations by Amanda Burnett

**ISBN (PB): 9781925164619**

Year level: Y3–6

## **CROSS-CURRICULUM PRIORITIES:**

- Sustainability
- Aboriginal and Torres Strait Islander histories and cultures

## **AUSTRALIAN CURRICULUM OUTCOMES:**

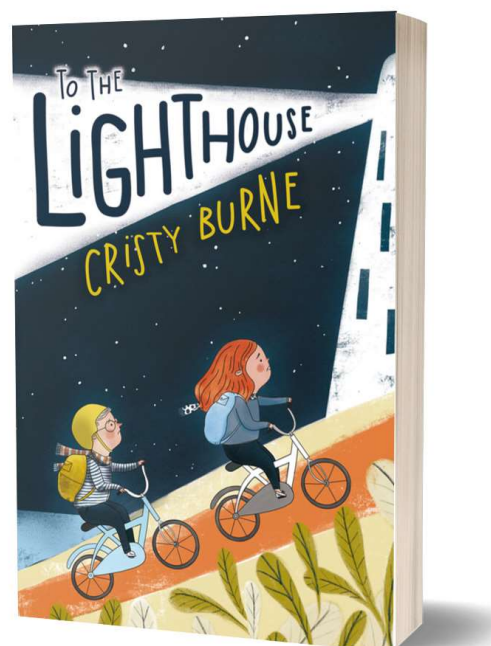
Y3–6 English

Y3–6 History/Geography

Y3–6 Biological Science

## **THEMES**

- Family
- Friendship
- Adventure
- Honesty
- Forgiveness







## **BLURB: *TO THE LIGHTHOUSE***

Isaac arrives on Rottnest Island hoping for an awesome holiday adventure, but his mum would rather he stayed inside where it's safe.

Then Isaac meets Emmy. She's allowed to do whatever she wants – and she wants to have fun!

With Emmy daring him on, Isaac's life gets more and more exciting.

But when things go horribly wrong on their secret midnight adventure, they both wonder whether this time they've gone too far.



# ABOUT THE AUTHOR

Cristy Burne grew up climbing trees, jumping drains, chasing cows and inventing stories.

She has a passion for learning through doing and loves to inspire creativity, daring and resilience in her readers.

Cristy is a children's author and science writer with degrees in biotechnology and science communication.

She has also worked as a science circus performer, garbage analyst, Santa's pixie and atom-smashing reporter.

Check out  
[cristyburne.com](http://cristyburne.com)  
for more  
information.



# DESIGN YOUR OWN LIGHTHOUSE

*Curriculum link: Technology and Design*

## **You will need:**

- Pens
- A3 paper
- Imagination!

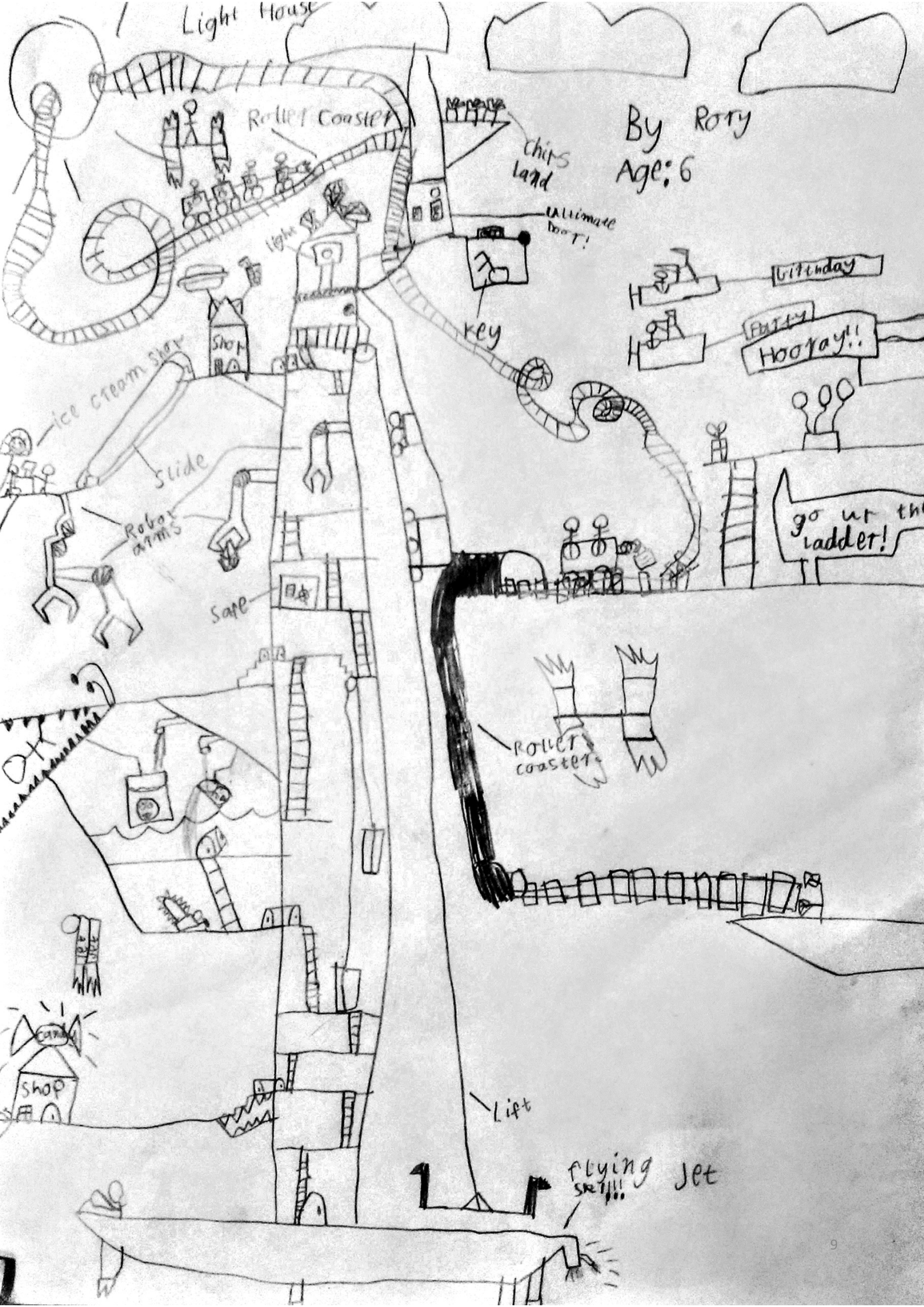
## **What to do:**

Draw and label a cross section of a lighthouse designed just for you.

- Is it modern or ancient or even from the future?
- What sort of features will you need?
- How many storeys does it have?
- Are there any secret places in your lighthouse?

Make sure you add descriptive labels.





Light House

Roller Coaster

By ROTY  
Age: 6

chips land

ultimate  
booy!

birthday

Party  
Hooray!!

ice cream shop

slide

Robot  
arms

Safe

key

Roller  
coaster

go up the  
ladder!

Lift

flying  
jet!!!

shop

# QUICK QUOKKA FACTS

*Curriculum link: Biological sciences*

*To The Lighthouse* is set on Rottnest Island, home to an animal called the quokka. Isaac's mum thinks quokkas are dangerous. Emmy thinks they're cute. But how much do we really know about this creature?

## **What to do:**

Design a pamphlet that teaches visitors to Rottnest Island all about the quokka. Think about (and then research) all you'd like to know about how quokkas live, and how visitors can best take care of these curious creatures.



# **WADJEMUP: ROTTNEST ISLAND'S HISTORY**

*Curriculum link: Aboriginal and Torres Strait  
Islander histories and culture*

Rottnest Island hasn't always been a beach holiday getaway. The island was first known as Wadjemup and has a sad and culturally significant history for Australia's Aboriginal peoples, including the island's traditional custodians, the Whadjuk Noongar people.

There is an excellent museum on Rottnest Island where you can find out more.

## **What to do:**

Visit the Wadjemup Museum, or research online, to find out more about the island's history.

Draw a picture that helps to express what you have learned and how you feel about it.



# DIARY OF A LIGHTHOUSE KEEPER

*Curriculum link: Literature and Literacy*

*Dear diary...*

*You'll never believe what happened today!*

## **What to do:**

What would it be like to be a lighthouse keeper? Write a chronological diary from the point of view of a lighthouse keeper.



How do you start your day? Do you get lonely? Do you live with family? Or a pet?

Where is your lighthouse? How often do you get supplies? What is the weather like?

How do you fuel the lighthouse light? Do you light it each day? How do you ensure that it stays bright all night?

What are the daily challenges of your life?

What are the highlights and lowlights of each day?

How do you feel as you face the various challenges of your week?



# ROTTNEST BY THE NUMBERS

*Curriculum link: Numbers and Algebra*

Whether you arrive by ferry, plane or private boat, you need to pay an admission fee to visit Rottnest Island. In 2021/2022, the annual admission fees for private boats were:

|  |          |
|--|----------|
| Vessels up to and including 8m           | \$271.00 |
| Vessels longer than 8m but less than 10m | \$310.00 |
| Vessels 10m or longer, but less than 15m | \$372.00 |
| Vessels 15m or longer                    | \$619.00 |

## **You will need:**

- Grid paper
- A scale of 1cm = 1m (one metre)

## **What to do:**

Draw a series of boats to scale. How much will it cost for each boat to arrive at Rottnest?

What is the total fee for all of the boats?



# ADVENTURE ISLAND

*Curriculum link: Measurement and Geometry*

## What to do:

Draw a map of your own island, labelling the activities you'd most like to do with a friend. Include one or two so daring you're not even sure if you'd do them or not.

Include all the features of a good map:

- A scale (so we can tell how big things are)
- A legend (so we can see the features of your island)
- A compass (so we know which way is north)



# GRAPHIC NOVEL ADAPTATION

*Curriculum link: Visual arts*

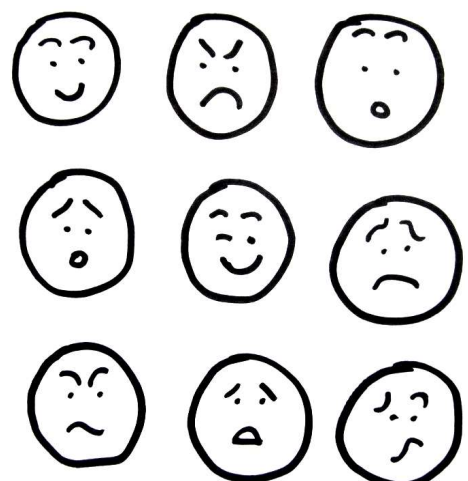
What would it take to adapt *To The Lighthouse* into a graphic novel?

## **What to do:**

Choose a scene from the book and adapt it into a page from a graphic novel. Your characters can use speech bubbles, thought bubbles, sound bubbles and more.

Remember: the pictures you draw should communicate just as much as the words you write.

Try changing the angle of your character's eyebrows to change their emotion. What do angry eyebrows look like? What about worried eyebrows?



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# LIGHTS, CAMERA, ACTION!

*Curriculum link: Drama/Media arts*

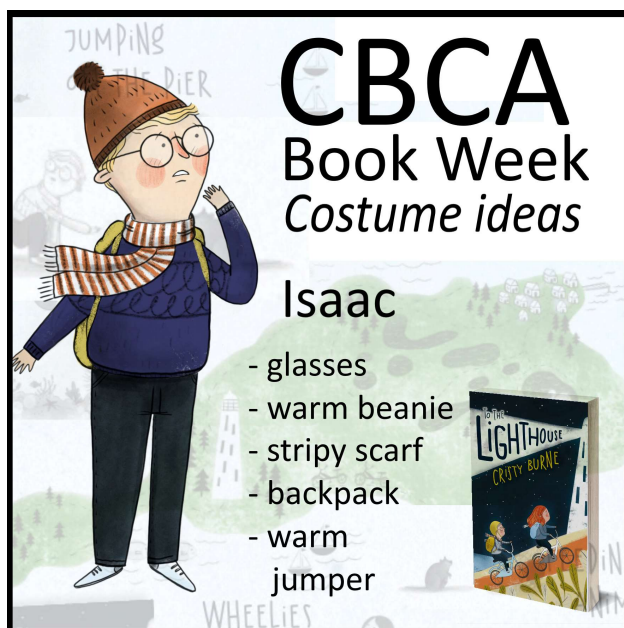
## What to do:

Choose a favourite scene from the book and recreate it as a piece of theatre or a film.

Remember to show how you're feeling using your body language as well as your words.

## Want a challenge?

There are many different ways the book could have ended. Recreate the final scene in the book ... but change the ending.



# RECYCLE AT ROTTNEST

*Curriculum link: Sustainability*

Sustainability is extra-important when you live on an island. So, what's happening on Rottnest Island to help preserve the island's environment and history for future generations?

## **What to do:**

Research the different ways that people are working to be more sustainable at Rottnest Island. Now put your thinking cap on: what else could be done to improve sustainability on the island?

Write a persuasive text or design an advertising campaign to encourage more visitors to make sustainable choices while visiting Rottnest Island.



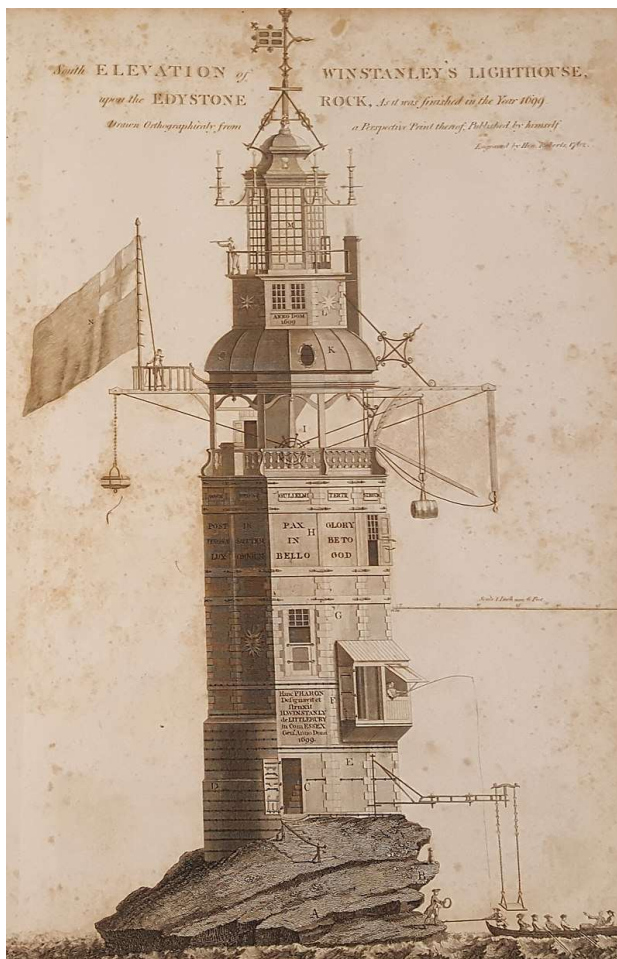
# LIGHTHOUSES OF THE PAST

*Curriculum link: HASS and History*

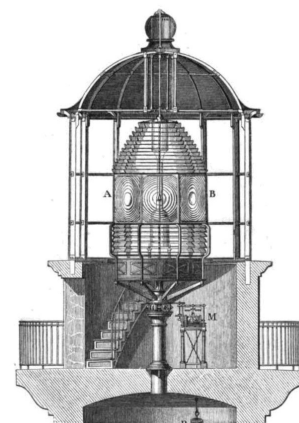
What is the history of lighthouses? Why were they important? How has their design changed over time? What is the tallest lighthouse ever? How have lighthouses changed history?

## What to do:

Think about what you already know about lighthouses, then make a list of what you'd like to know.



Research some cool facts, then present what you've learned in a poster or speech.





# WOULD YOU RATHER ... ?

*Curriculum link: Literacy*

*“Would you rather eat fried tarantula  
or raw squid?”*

In the book, Isaac and Emmy use ‘Would you rather ... ?’ questions six times.

## **What to do:**

Search the book to find all the places where Isaac and Emmy play ‘Would you rather?’

Why do you think they ask each other these questions? Is the reason different at different times?

How do the funny words conceal the speaker’s true meaning or deeper intent?



# BUILD A MODEL LIGHTHOUSE

*Curriculum link: Technology and Design*

## **You will need:**

- Recycled red cup
- Recycled clear plastic cup
- Battery operated tea light
- Scissors
- Black pen
- White card
- Glue stick
- Your imagination

## **What to do:**

- Place the red cup upside down
- Glue white card to your red cup to make parallel stripes
- Draw on a door, windows, anything you like!
- Add the tea light to the top of the red cup
- Pop the clear cup over the top

## **Want a challenge?**

How could you build a taller lighthouse?

What other features could you add to your lighthouse?

What other items could you recycle to make your lighthouse? How could you use flower pots? Toilet rolls? Toothpicks? Sand?





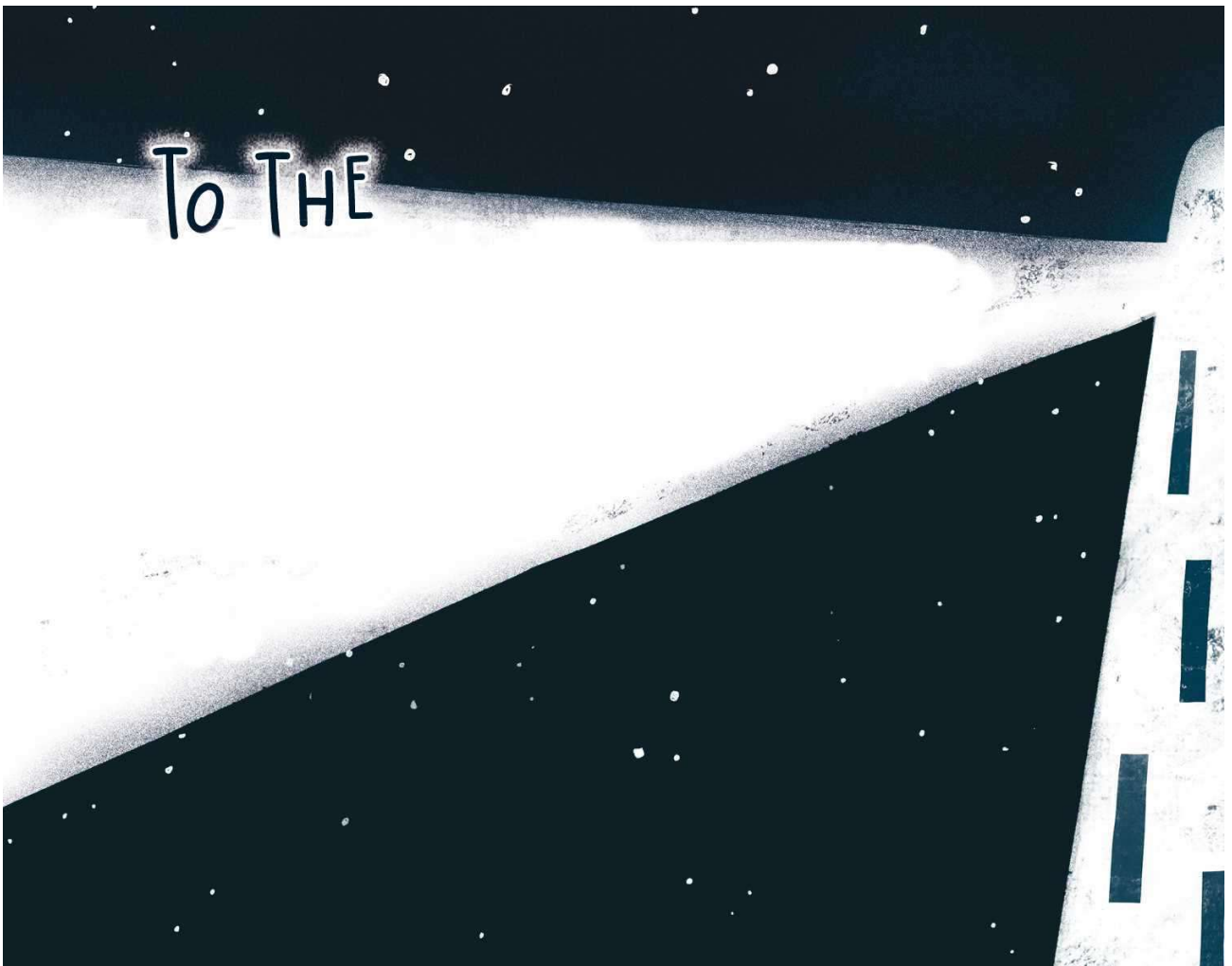
# WRITE YOUR OWN ADVENTURE

*Curriculum link: Literature and Literacy*

## **What to do:**

Use the title of *To The Lighthouse* to inspire your own creative story, *To The .....*

How does your title give the reader clues about what happens in your story? How does your story end?



# CRISTY BURNE'S CREATIVE WRITING TIPS

- For your first draft, focus on writing down your ideas: don't stress about spelling.
- Hook readers with a character who wants something really badly.
- Create a character who is 1) being unfairly treated, 2) in danger, 3) funny, 4) flawed and/or 5) brave.
- Take your time to write the details: describe small things about characters and events.
- Turn on your senses: write what characters can see, smell, feel, hear and touch.
- Adventure inside: write about what your character thinks, fears and worries.
- Take yourself on a hot **DATE**: include **D**ialogue, **A**ction, **T**houghts and **E**xposition in every piece of writing.

# OTHER BOOKS BY CRISTY BURNE

Cristy's other books include:

WEDNESDAY WEEKS series

– Co-authored with Denis Knight

BENEATH THE TREES

– Out February 2021

FIONA WOOD: INVENTOR OF SPRAY-ON SKIN

– Book 1 in the Aussie STEM Stars series

– SHORTLISTED 2021 Speech Pathology  
Australia Book of the Year Awards

– SHORTLISTED 2020 Australian Book  
Design Awards

OFF THE TRACK

– SHORTLISTED 2019 The Wilderness  
Society Environmental Award for Children's  
Literature

ZEROES AND ONES

– NOTABLE BOOK 2019 Children's Book  
Council of Australia



# INVITE CRISTY BURNE TO YOUR SCHOOL

Cristy loves to work with students of all ages. She charges fees in line with [rates](#) determined by the [Australian Society of Authors](#).

## LEARN:

- How Cristy creates her fiction and non-fiction children's books
- How non-fiction can be even more fantastical and fun than fiction
- How to harness STEM to add fuel to the creative process
- How to live more creatively and courageously

See Cristy's website for [more information](#).

