

Playing Beatie Bow

By Ruth Park



In 1980s Sydney, Abigail Kirk finds herself transported back to the late nineteenth century (Sydney in the 1870s) and becomes embroiled in the extraordinary family life of the Bows. The Bows will not let her return home believing that she is "the stranger" who will preserve the family 'gift'. This is a time slip adventure written by renowned adult and children's fiction writer Ruth Park.

Blooms taxonomy Literature Unit
By T. Shaw

Ruth Park



Brief Biography

Ruth Park was born in Auckland, New Zealand in 1922. After moving to Australia in 1942 she married the writer D'Arcy Niland. After their marriage the Nilands travelled through the outback of Australia for a time before settling in Surry Hills in Sydney where they earned a living writing full-time.

After Niland died in 1967, Ruth Park visited London before moving to Norfolk Island from 1973 to 1985.

Her most famous books are the trilogy of *Missus*, *The Harp in the South* and *Poor Man's Orange*, along with *Swords and Crowns* and *Rings* which won the Miles Franklin Award in 1977. Ruth Park also wrote the successful Muddle Headed Wombat series from 1962.

Ruth Park died in 2010

A more detailed biography can be found at this site: <http://www.ruth-park.com.au/>

Activities

Remembering

- Make an illustrated timeline of events from the story. (Use some of the images of the Rocks taken in the early 1900s during the Sydney plague scare. Found in this unit and online)
- Create and complete a crossword and wordsearch based on the story.(use Discovery Puzzle maker)
- Make a list of quotations from the story and link them to the character that said it.
- Prepare a thumbnail sketch of the following characters including both appearance and character. (Abigail, Granny, Beatie, Abigail's father or Dobbie)
- Children devise 2 quiz questions after reading a chapter of the story and test each other after the book is completed.

Understanding

- Make a cartoon strip of 'the fire'
- Design a newspaper advertisement for the lolly shop
- Make an illustrated bookmark based on one of the characters from the story.
- Complete a literary socio-gram for major characters from the story
- What emotions was Abigail feeling at pivotal points in the story? What traits did various characters display?
- Ask children to determine what was the most important event or personal attribute that helped Abigail to survive her 'time slip' into the 1870s.
- Complete an events and motives chart.
- Investigate: typhoid, confectionary, and the Crimean War, the Orkney Isles and Victorian era children's games and rhymes.

Application

- Design a map of the Rocks Label interesting locales from the story.(Refer printables)
- Make a travel brochure for Victorian Sydney (Refer some of the Victorian era web sites)
- Relate a personal experience similar to an event in the story. (Have you ever had deja'vue?)
- Design a newspaper front story as if
- Make a board game about the story.
- Design a poster for the library to illustrate one of Ruth Park's stories.(The Muddle Headed Wombat stories)
- Create a model of the Victorian tenement with store front that Beattie lived in.
- Create a PowerPoint project about life in the 1870s.
- Develop a home or school Evacuation Plan and Emergency Plan in case of a wild storm or a fire.
- What might your family 'gift' be?

Analyse

- Visit Werribee Mansion and experience life in a manor house of the 19th Century or Sovereign Hill to experience the life of ordinary people. (Visit the sweet shop and watch sweets being made)
- Make a list of conflict situations from the story. (Such as one of those between Abigail and Beattie over Abigails interest in Judah) Were they resolved? If so, how? If not, why not?
- Create a 'Y Chart' of an event from the story.(Abigails first reaction to her 'time slip')
- Create a Venn diagram comparing the life of the 1980s and 1870s (remember the 1980s are also different to life today)

- What five questions might you ask Beatie if you were Abigail contemplating *time slipping*?
- Design a pamphlet on the historic Rocks
- Complete 'Active reading' activities.
- Create a glossary of 1870s words that you hear while listening to the book. (ie *brye* on page 14 and *wench* on page 32)

Creative

- Change the ending of the story or write a letter as Abigail to her father describing her distress at his behaviour.
- Design a new dust jacket for the book and include a personal review of the book as well as a blurb.
- If you included yourself in the story, who would you be? Why?

Evaluation

- Write a review of the film and complete a Venn diagram to compare the film and the book. (Which did you prefer?)
- Write 5 alternative story chapter titles from those in the book.
- Write a list of 5 rules for time shifting.
- Put together a 'unique' collection of Victorian antiques or curiosities for a display. Hold a competition to see if people can tell what they are and how they work.

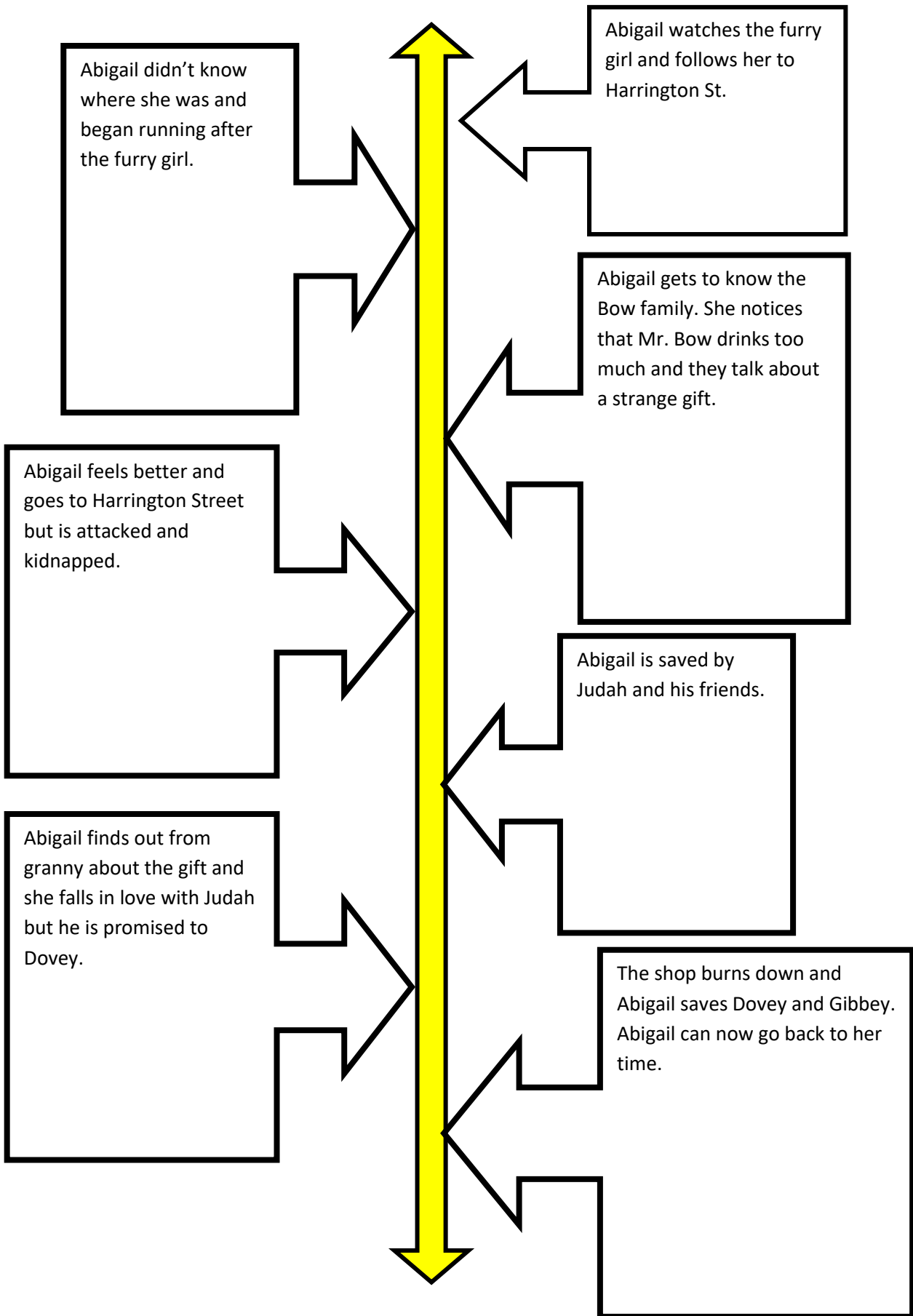


Contemporary view from The Rocks, Sydney

*All images are either hand drawn or copyright free.

*There is a DVD version of the book but may not be suitable for primary age students.

Playing Beatie Bow Timeline



Playing Beatie Bow

Wordsearch

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

ABIGAIL
BAIRN
BEATIE
DOVEY
DRESS
DRUNK
FIRE
GIBBIE
GIFT
GRANNY
JUDAH
KATHY
KIDNAPPED
KIRK
LOLLY
MAD
NATALIE
ROCKS
SAILOR
SWORD
SYDNEY
WENC



Playing Beatie Bow

By:



Playing Beatie Bow

The Historic Rocks brochure

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**Publisher* has an excellent brochure design template that my students prefer to use.

Playing Beatie Bow

Cause and effect Chart (Chapters 1 - 3)

Cause

Mrs. Kirk tells Abigail that she and her father may get back together again and they'll go to Norway to live (Page 22)

*Abigail followed the little furry girl up to Harrington Street.
(Page 31)*

*"Charge the heathen devils!" he yelled and ran past Abigail knocking her down.
(Page 35)*

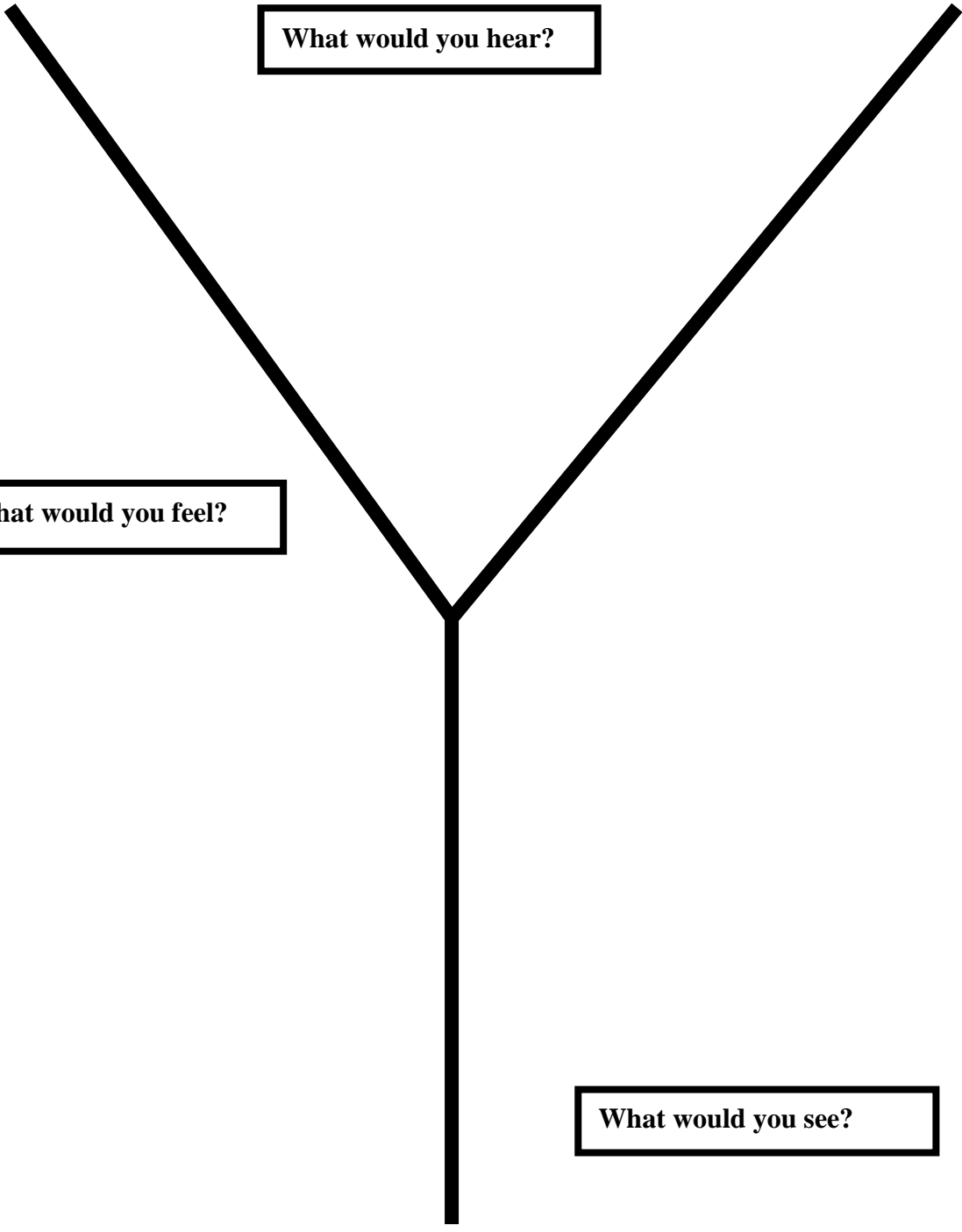
I didna mean to bring ya here, I didna know it could be done, heaven's truth" said Bettie to a puzzled Abigail. (Page 39)

*Abigail flung open the shutters on her window and stared outside.
(Page 44)*

Effect

Abigail becomes upset, angry and embarrassed.

Playing Beatie Bow 'Y' Chart



What would you hear?

What would you feel?

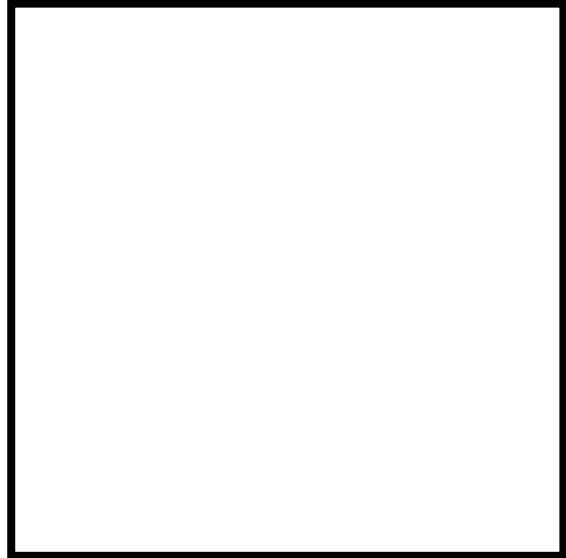
What would you see?

Playing Beatie Bow

SYDNEY SUN

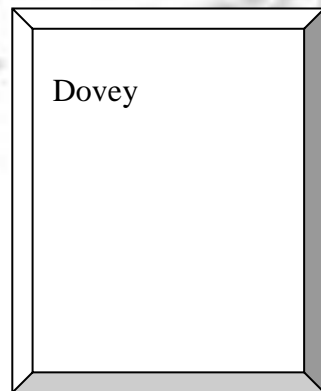
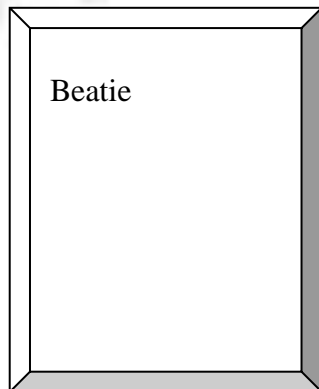
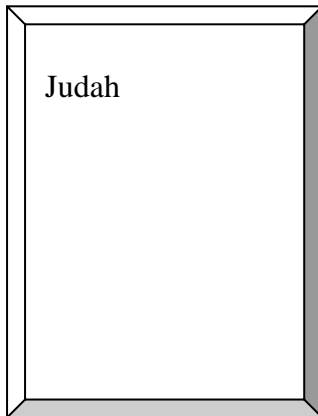
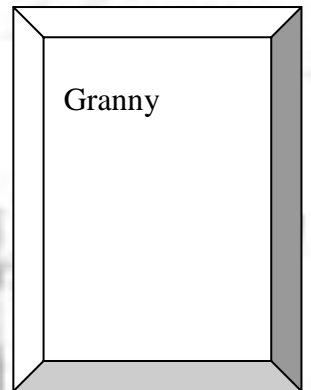
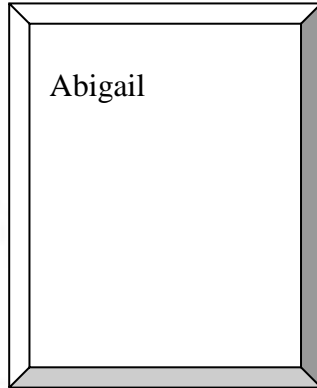
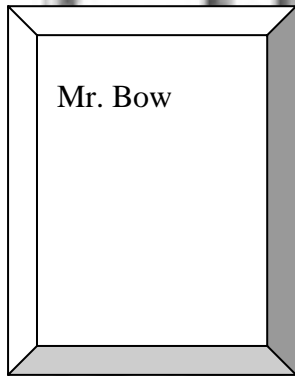
December 23rd 1873

5 Pence



Playing Beatie Bow Literary Sociogram

Connect the characters up and add a caption about their changing relationship during the story. Draw a portrait in each frame.



(Playing Beatie Bow) *Enlarge to A3 size*
(Character Web)

Personality traits (Would you be friends with this character?
Why/why not/)

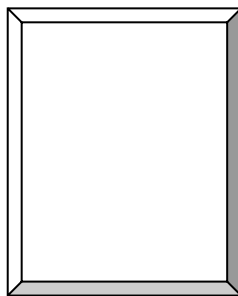
Physical description

(Draw a full-length picture of the character and label it)

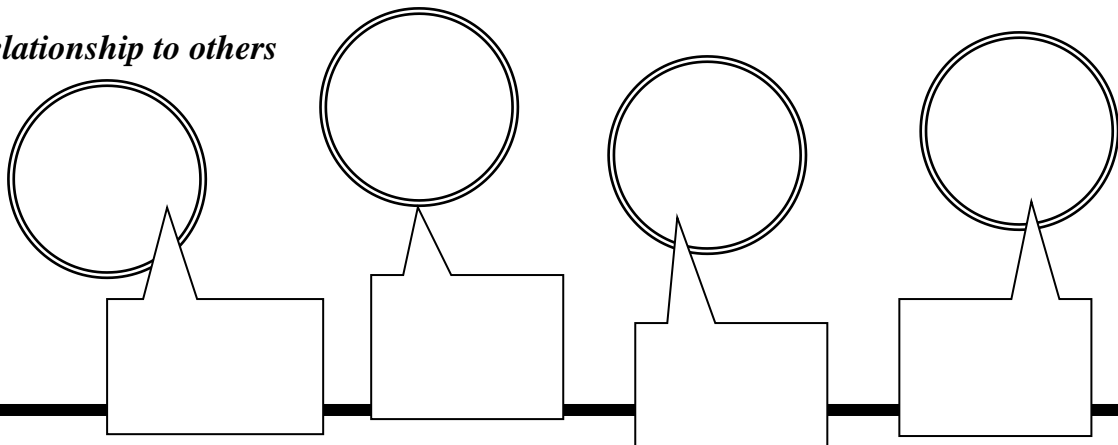
Occupational abilities

(Dot points)

Name of Character



Relationship to others



Playing Beattie Bow

Who said that?

Read these quotes from the first 2 chapters of the story and attribute them to the correct character. (Page references refer to the 1998 puffin edition) Choose from these characters- Abigail, Natalie, Furry Girl, cabbie and Mrs. Kirk

The person who is Beattie Bow is a ghost you see, and she rises from the grave and everyone runs and pretends to be afraid. But mostly the children are frightened because they play it and play it until it's dark.
(Page 11)

A cow in the brye and a horse in the stall, I wonder where those kids heard a funny word like brye?
(Page 14)

You and your furry girl! How could you see her all the way down there in the playground?
(Page 24)

He dumped you and me for a scheming little creep on his secretarial staff, that's what dad did, after being married for 12 years!
(Page 19)

I cried because the little furry girl has been unhappy
(Page 25)

I wish you would take that wretched dress off. Why do you get so obsessed with some stupid garment?
(Page 27)

I wasna doing naething! I were only watching the bairns!
(Page 30)

Get outa the road wench! D'ye want to be run down?
(Page 32)

Page numbers refer to the 1982 Puffin edition. Penguin published a new hardback edition of the book in 2012.

Playing Beatie Bow

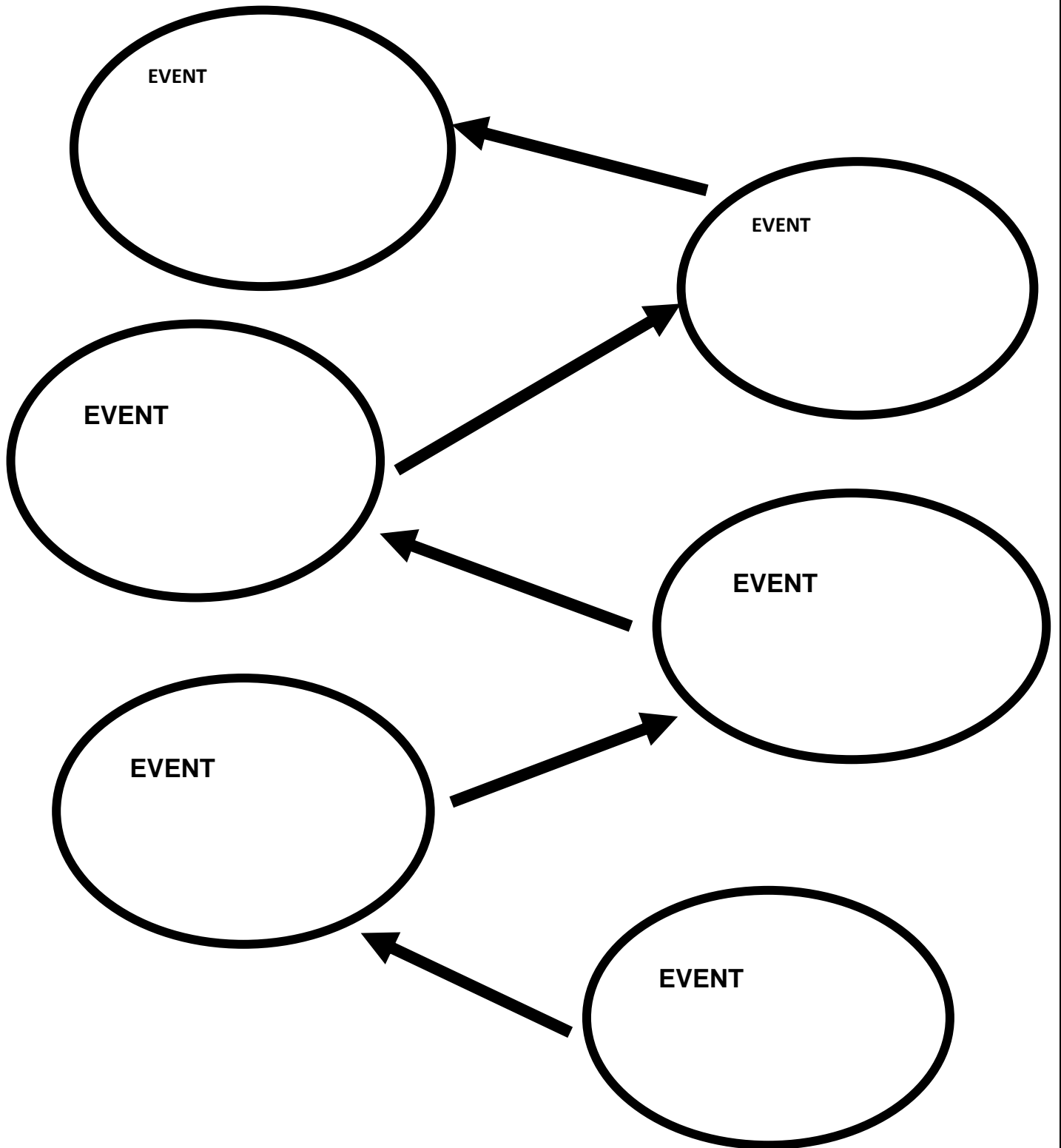
Some of the traits in the list below fit Abigail and some do not. Select 4 traits that best describe him and write them on the chart. Then for each trait, list one action in which Abigail exhibits the trait.

| | | | | |
|-------------|--------------|----------------|-----------|------------|
| Intelligent | funny | responsible | caring | determined |
| Honest | hardworking | problem solver | confident | generous |
| determined | Co-operative | loyal | brave | |

| Trait | Actions that demonstrate the trait. |
|-------|-------------------------------------|
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Playing Beatie Bow

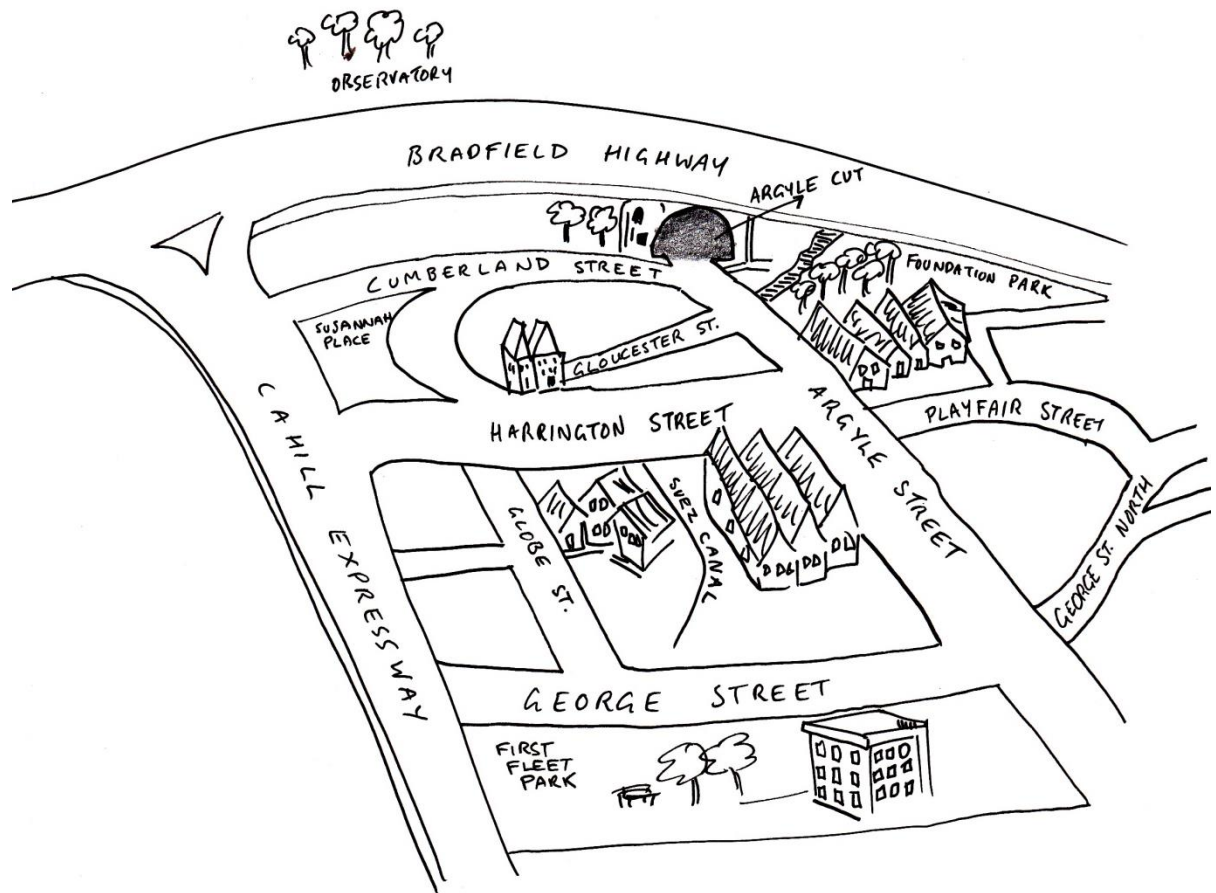
Abigail's attitudes toward the Bows change throughout the story. As you read the book use as many ovals as you need to record the events that cause or reveal his changing attitudes.



Playing Beatie Bow

Story map

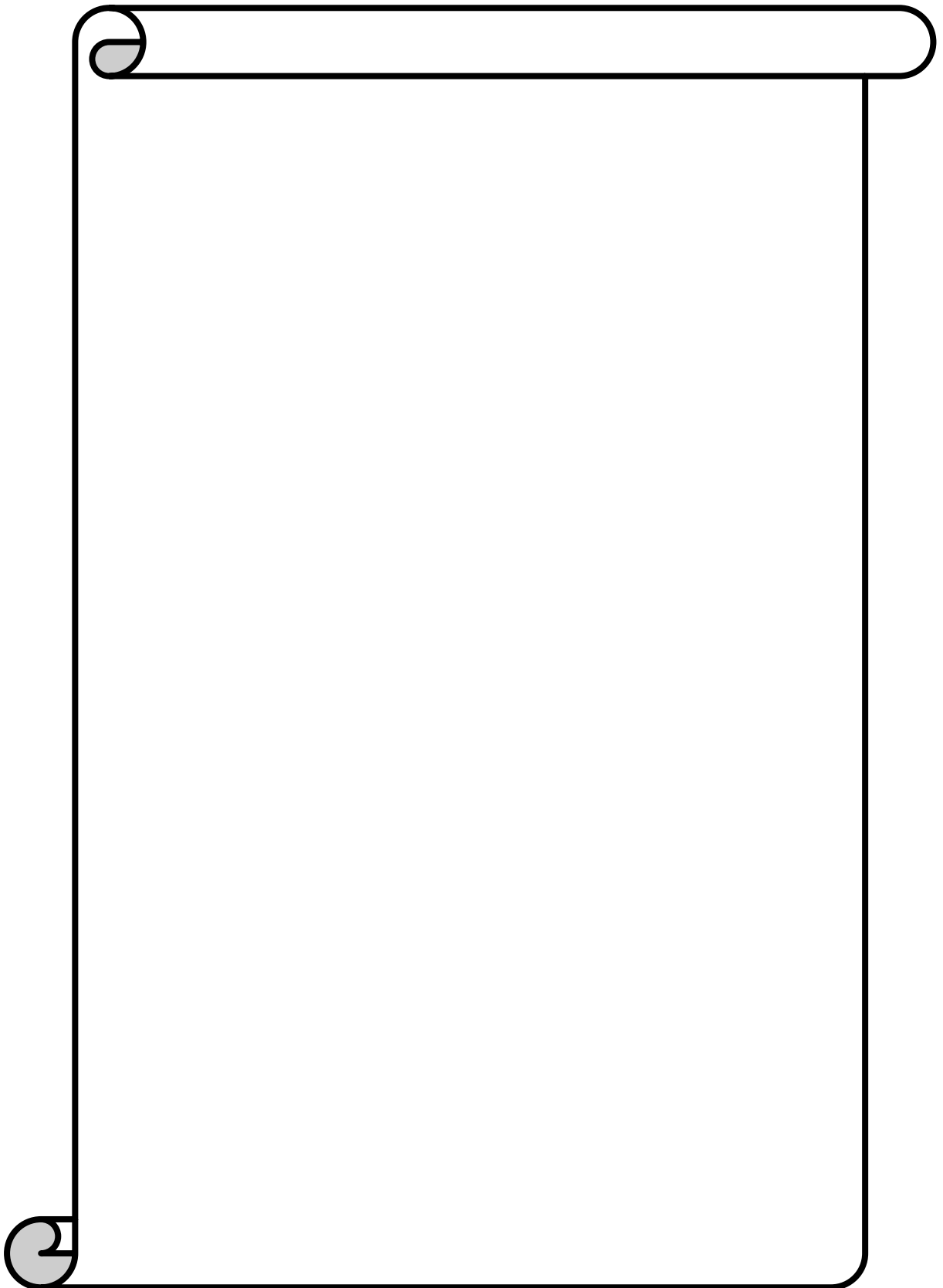
This is a map of the Rocks area in Sydney. Draw illustrations and provide captions for events that occurred here during the story.



*Enlarge to A3

Playing Beatie Bow

Design a poster advertising the book or another book by Ruth Park. Include a review.

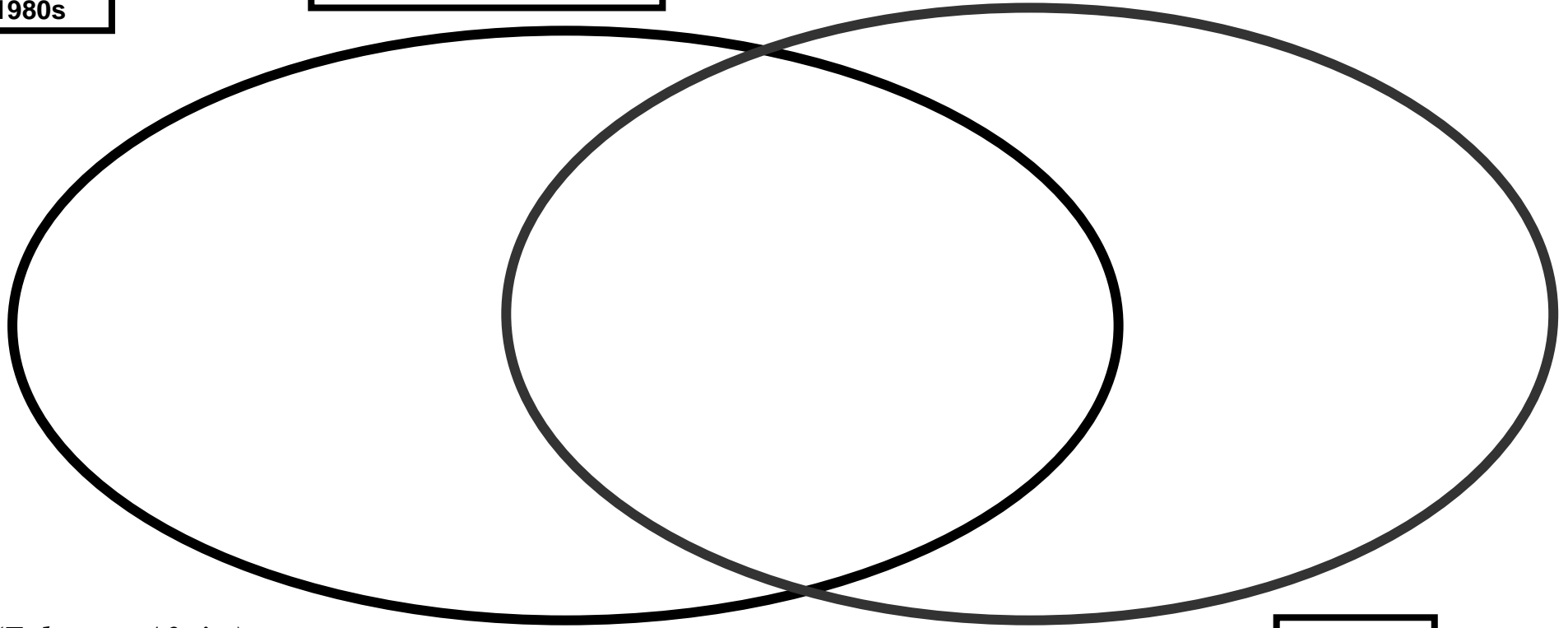


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Venn Diagram



1980s

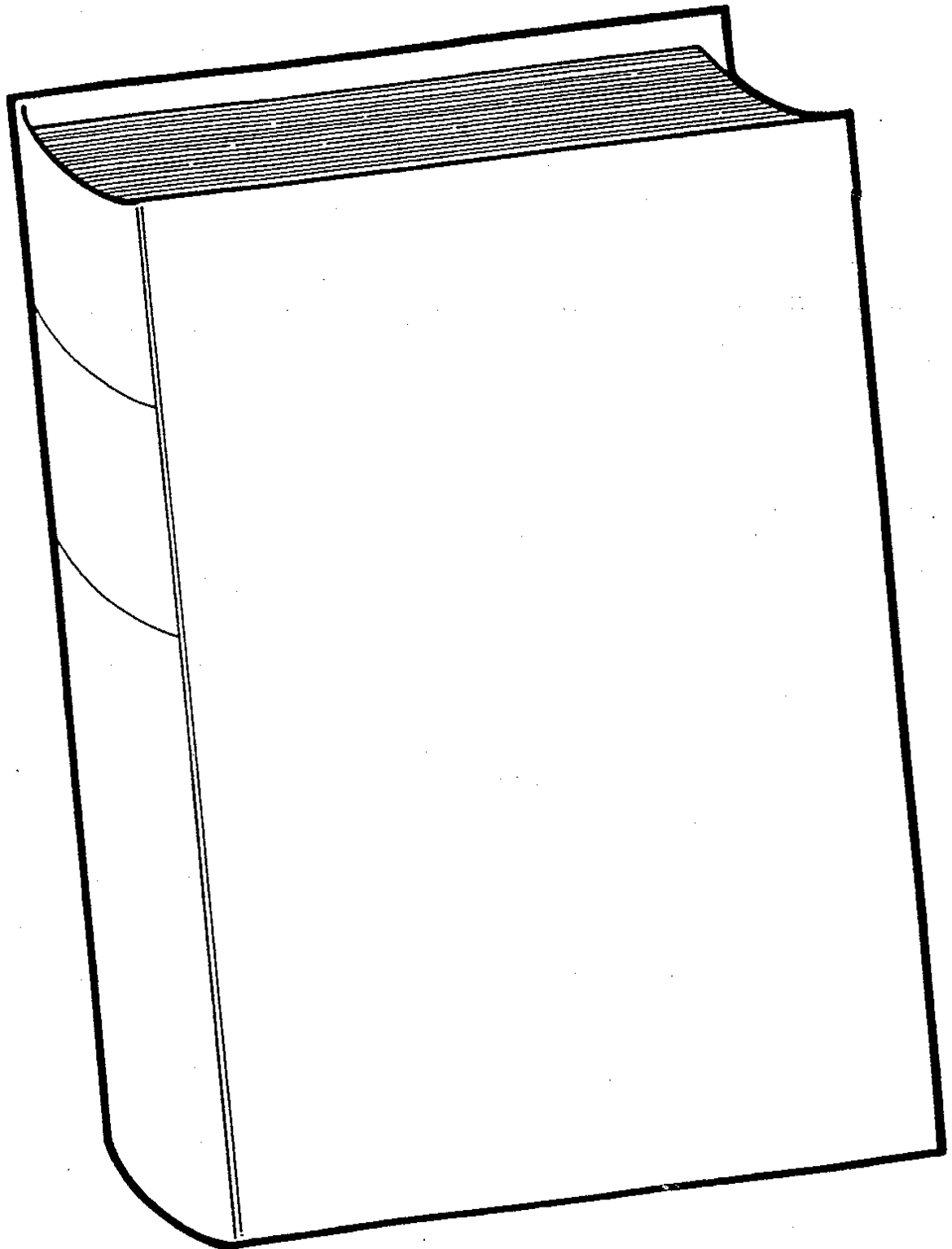


(Enlarge to A3 size)

1870s

Playing Beatie Bow

Alternative Book cover



PLAYING BEATIE BOW WRITING IDEAS

- 1 Abigail Kirk finds herself in the colony of New South Wales in 1873 after chasing “the furry girl”. Describe the differences between colonial Sydney and modern Sydney that Abigail discovers while she is trapped in this time warp? Create a graphic organiser of your own design to make the comparison (Venn diagram or T Chart?)
- 2 How does Abigail’s experience in 19th century Australia change her attitudes to:
 - life in general?
 - life in this era?How does she change over time? Consider a timeline
- 3 What is so unique about the Tallisker and Bow families? Use examples as part of a letter as part of a time capsule.
- 4 Retell the story (about one page) from Dovey’s point of view, including her views and attitudes to her life and her future.(Write it as if it were a diary entry. Consider using old fashioned pen and ink on calligraphy paper. Use slang terms that she would use to make it sound authentic)
- 5 Create a quiz for students to complete who have finished reading the story.

examples:

- What was Abigail's real name?
- What sort of shop does Mr Bow have?
- What does Granny think is a stranger?
- Who is the little furry girl?

6. How was old fashioned confectionary made? Make a recipe for making an old fashioned sweet such as toffee.

7. Research daily life in the 19th century. Consider creating a project on;

- clothes
- food
- sport and leisure
- transportation
- medicine and disease

or a different theme of your choosing.

8. Read some other '**time slip**' stories such as *Tom's Midnight Garden*, *Stig of the Dump* and *The Riddle of the Trumpalar*. Use your knowledge of the literary processes in these stories to write your own time slip story.