

All characters in this pack come in hair/skin colour variations



J M BARRIE AND PETER PAN

On 27 December 1904, the very first production of J M Barrie's *Peter Pan* opened at the Duke of York's Theatre in London. To say it was a success is an understatement. The play ran until April, hit New York a few months later and was revived in London every Christmas until the start of World War II - and most years thereafter. Writing in the *Saturday Review*, the critic Max Beerbohm said the playwright was not a man of genius but "something even more rare - a child, who by some divine grace, can express through an artistic medium, the childishness that is in him...Mr Barrie has never grown up. He is still a child, absolutely."

By this time, James Matthew Barrie was certainly no child. He was a 44-year-old married man with a string of books and plays to his name. So what had led him to create this fable about the boy who wouldn't grow up? If *Peter Pan* was "the product of a unique imagination", as the critic of *The Manchester Guardian* put it, what had shaped that imagination?

The best-known influence was described in the 2004 movie *Finding Neverland*. The Johnny Depp film told the story of J M Barrie, a playwright in need of a hit, who befriends Sylvia Llewelyn Davies (Kate Winslet) and her four young sons (in real life, it was five), joining in their games in Kensington Gardens. These games were the most immediate inspiration for the Lost Boys and their piratical adventures in a land of make-believe. "I made Peter by rubbing the five of you violently together, as savages with two sticks to produce a flame," Barrie wrote in his dedication in the published edition of the play.



To find clues about why he was so fascinated by the idea of an everlasting childhood, however, you have to go much further back in his story. The son of a weaver, he was born on 9 May 1860 in a two-up two-down cottage in Kirriemuir, a small town 20 miles north of Dundee. The second youngest of 10 children, he grew up yearning for his mother's affections. It wasn't that she neglected him, just that she had lots of children to think about, especially her favourite, David, whom she hoped would become a minister.

That ambition was cruelly thwarted when David was knocked over by a friend while ice skating. He fractured his skull and died. He was still 13. The six-year-old James was haunted by the loss, not least because he knew he could never replace his brother in the eyes of his grieving mother. Packed off the following year to Glasgow Academy, where two of his older siblings were teachers, James was forced to grow up quickly. Some combination of his brother's early death, the loss of his own childhood and the unfulfilled desire for his mother's love led to his fixation with the elusiveness of childhood and the inevitability of the passage of time. The crocodile's alarm clock had started ticking.





On the surface, his was a rags-to-riches tale. After attending Edinburgh University, he spent 18 months as a journalist on the *Nottingham Daily Journal*, before returning to Kirriemuir and turning his mother's stories into publishable works of fiction. This established a literary career that began with his debut novel *Auld Licht Idylls* in 1888, three years before his marriage to actor Mary Ansell. He developed a parallel career as a dramatist, enjoying his biggest successes in the early 1900s with *Quality Street*, *The Admirable Crichton* and, of course, *Peter Pan*.

The success is undeniable but it was fuelled by his early psychological trauma. All through his career he returned to the theme that characterises his most famous work. *What Every Woman Knows* (1908), for example, is about another boy who wouldn't grow up; in this case, a man who has attained high public office despite having the emotional intelligence of a child. In *Mary Rose* (1920), we find a dark inversion of the Peter Pan story, involving a woman who disappears for 21 years only to reappear unchanged while the rest of the world has moved on. Meanwhile, Barrie stuck obsessively with Peter Pan; you can see the play's origins in his novels *Tommy and Grizel* (1900) and *The Little White Bird* (1902); and, a full seven years after the Christmas triumph at the Duke of York's, he published *Peter and Wendy*, a reworking of the play in novel form.

Whatever the reasons for his obsession, he was not the only one to be captivated by his timeless creation. When Barrie died of pneumonia on 19 June 1937, there was national mourning. A month later, no less a figure than the Archbishop of Canterbury led a memorial service in St Paul's Cathedral. Like biographer Lisa Chaney, whose *Hide-and-Seek With Angels: a Life of J M Barrie* was published in 2005, they understood the significance of *Peter Pan*: "It is one of the great - and profoundly underestimated - works of art of the 20th century," she says. "His contribution is enormous."

Mark Fisher
© John Good

A PIRATE'S LIFE FOR ME!

FOUR OF THE BEST

Here's some of the best-known pirates but can you guess which were real?

James Hook

Much of Hook's origins are shrouded in mystery. His original name is unknown but he took the name Captain Hook due to the fact that his right hand was eaten by a crocodile and he was forced to wear a hook in its place. He mainly operated in Neverland area and its surrounding seas. He was also noted to suffer from a rare condition called Crocodyliphobia - fear of crocodiles.



Pirates didn't just steal gold and precious gems. They often stole boring stuff like food, medicine, and parts to repair their ship.

Not all pirates were looking for a life of crime. Most of them were honest sailors who were tired of working for little money and in horrible conditions in the Royal Navy.

Eye patches worn by pirates were not always used to cover up missing eyes, but most of the time they wore them to help their eyes adjust to the darkness when they boarded ships and raided their hulls.

Edward 'Blackbeard' Teach

Teach was given the nickname 'Blackbeard' because of his scary-looking beard, which he used to make even scarier by lighting fuses in it! He mainly attacked ships around the Caribbean and the east coast of the America. He caused so much trouble that the British government offered to forget all his crimes if he would just stop robbing ships...but he refused! Despite his fearsome reputation, there are no records that he ever killed anyone!



'Long' John Silver

John Silver originally served under the wicked pirate Captain Flint, who buried a large chest of treasure on a deserted Caribbean island. Many years later he was hired as a ship's cook, on the *Hispaniola*, and befriended a cabin boy called Ben Hawkins. Not long after setting sail he caused a mutiny and took over control of the ship to find the treasure. Prior to his life of piracy he served in the Royal Navy, where he lost his left leg.

Mary Read and Anne Bonney

Thought all pirates were men? Think again. Mary Read and Anne Bonney were two female pirates who served aboard 'Calico' Jack Rackham's ship *Revenge*. They both initially joined Rackham's crew by dressing up and pretending to be men, but their disguises didn't last long. Rackham allowed them to stay on-board and fight alongside him despite the protests of his men, and eventually he fell in love with Anne.



Pirate Myths...

Think you know everything about pirates? Bet you don't know these facts...

The skull and crossbones wasn't the only flag design that pirates used. Can you spot three other examples on these pages?

Answer: Edward 'Blackbeard' Teach, Mary Read and Anne Bonney were real-life pirates.

LEARN TO SPEAK 'PIRATE'!

Know your pirate lingo with this handy guide!

Ahoy Hello

Belay Ignore

Davy Jones' locker Imaginary place at the bottom of the ocean for the soul of dead pirates

Grog Mixture of water and rum

Head Toilet

Hornswaggle Cheat or defraud

Landlubber Someone who lives on land or just someone who is not suited to life at sea

Jolly Roger Skull and crossbones flag hung from the top of the mast

Poop deck Deck at the back of the boat (not the toilet as many people believe!)

Shiver me timbers I am shocked



Now say after me:

"Shiver me timbers, you landlubber, you've hornswaggled my grog. I'll send you to Davy Jones' locker! Hurry up and get the Jolly Roger from the poop deck. On second thoughts, belay that order. I need to pop to the head!"

FIND OUT WHAT YOUR PIRATE NAME IS...

Pick three numbers at random between one and eight (you can use the same number more than once if you want). Then find out what your 'pirate name' would be from the list below.

For instance: 674 would be Long Tooth Jack (if you're a boy) or Long Tooth Mary (if you're a girl).



First word	Second Word	Third Word	
1) Red	1) Beard	Boys	Girls
2) Yellow	2) Bottom	1) Willy	1) Bonny
3) Green	3) Leg	2) Bart	2) Molly
4) Blue	4) Mouth	3) Hector	3) Anne
5) Black	5) Belly	4) Jack	4) Mary
6) Long	6) Ear	5) Bob	5) Jill
7) Tall	7) Tooth	6) John	6) Kate
8) Short	8) Boot	7) Henry	7) Megan
		8) William	8) Rosie

So, what was your pirate name?

NEVER NEVER LANDS

A GUIDE TO IMAGINARY LANDS

NEVER NEVER LAND

(from *Peter Pan*)

Overview: One of the most beautiful and difficult to reach islands due to its location somewhere inside a child's mind, Never Never Land is a fairly recent discovery.

Only accessible by air - though never by plane - it was first revealed by J M Barrie in 1904. Attempts have been made to map the island and its large forest called Neverwood, but their ever-shifting shape and position have made these efforts sketchy at best.

In fact, you might as well imagine it for yourself.

For visiting holidaymakers, certain warnings are in place from the Foreign Office, which advises

travellers to beware of any loud ticking as it may be followed swiftly by dangerous reptiles. There have been reports of fierce natives led by a warrior princess named Tiger Lily, and even pirates, although the tour guides are more likely than the tourists themselves to be at risk of being kidnapped or skewered on a hook. Other alerts have been issued, particularly for families travelling with boys, who appear to be in much greater danger of getting lost on the island than their sisters.

Accommodation is variable, ranging from wigwams and tepees to forest dwellings known as Wendy houses, while luxurious swimming spots, or lagoons, are an attraction for any half-human half-fish visitors. Most of the inhabitants are lost boys, but other natives may vary in size, from big, scary men with twirly moustaches to tiny little winged creatures that fit in the palm of your hand. Strike up a friendship with one of these, and it can be truly magical.

How to get there:

Cover yourself in fairy dust and fly "to the second star to the right and straight on 'til morning".

Notable inhabitants:

Peter Pan, Lost Boys, Captain Hook.

Sights to see:

Mermaids' Lagoon.

Things to avoid:

Pirates and crocodiles.



OZ

(from *The Wonderful Wizard of Oz*)

Overview: The first holiday destination to be seen in Technicolor, Oz is situated in a pleasant location somewhere over the rainbow, way up high. The locals are so familiar you probably feel like you know them from home. Pets welcome.

How

to get there:

Get your house sucked into a tornado. Then just follow the yellow brick road to the Emerald City.

Notable

inhabitants:

Scarecrow, Lion, Tin Man.

Sights to see:

Emerald City.

Things to avoid:

Wicked Witch of the West and the Wicked Witch of the East (deceased).

ATLANTIS

(from the dialogues of Plato)

Overview: Once an island (possibly) somewhere in the Atlantic Ocean, this ancient paradise spot (perhaps) disappeared under the waves long ago (maybe). The island apparently had loads of gold, ivory and elephants, which might explain why it disappeared under the waves long ago (maybe).

How to get there: If you want to visit this today you may have trouble as
1) it's underwater and
2) no one knows where it is.

Notable inhabitants: Atlas, the king of Atlantis.

Sights to see: Poseidon's palace carved into a mountain.

Things to avoid: Drowning.

How to get there: Unsure, but the country New Zealand offers very similar landscapes.

Notable inhabitants: Bilbo and Frodo Baggins.

Sights to see: The views from the top of Mount Doom are breathtaking, though getting there can be a bit of trek.

Things to avoid: Orcs, giant spiders, trolls, wraiths, balrogs... pretty much everything.

Overview: Very different from Upper-Earth and Lower-Earth, Middle-Earth is also known as Endor. Its discoverer, J R R Tolkien, wrote: "The theatre of my tale is this earth, the one in which we now live." Just without all the shops.

MIDDLE-EARTH

(from *The Lord of the Rings* and *The Hobbit*)

NARNIA

(from *The Chronicles of Narnia*)

Overview: Created by its hairy ruler, Aslan, Narnia is full of talking animals so best avoided by anyone of a nervous nature. On the other hand, human visitors can end up as kings and queens, so might be a good choice for the power-crazed. Take some clean underwear just in case.

How to get there: Back of a wardrobe is the best method, though you can also use a painting of a ship or magic yellow ring.

Things to avoid: Don't accept Turkish delight from anyone.

Notable inhabitants: Aslan and Prince Caspian.

Sights to see: When it's covered in snow there's not a lot to see so best to visit in summer.

How to get there: The last known visitor got there by getting caught in a storm at sea, but we don't advise this.

Notable inhabitants: Emperor of Lilliput.

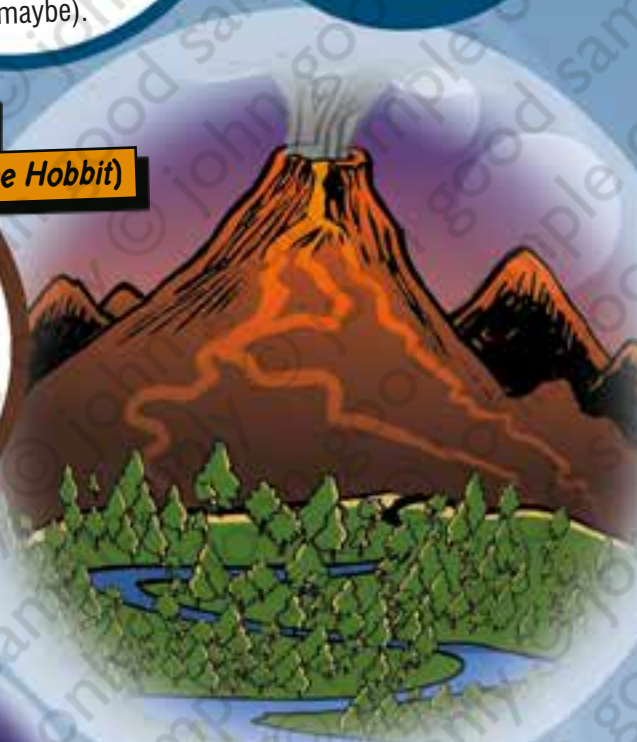
Sights to see: Why not take a day trip to the nearby island of Blefuscu while you are in the area.

Things to avoid: Treading on the tiny inhabitants.

LILLIPUT

(from *Gulliver's Travels*)

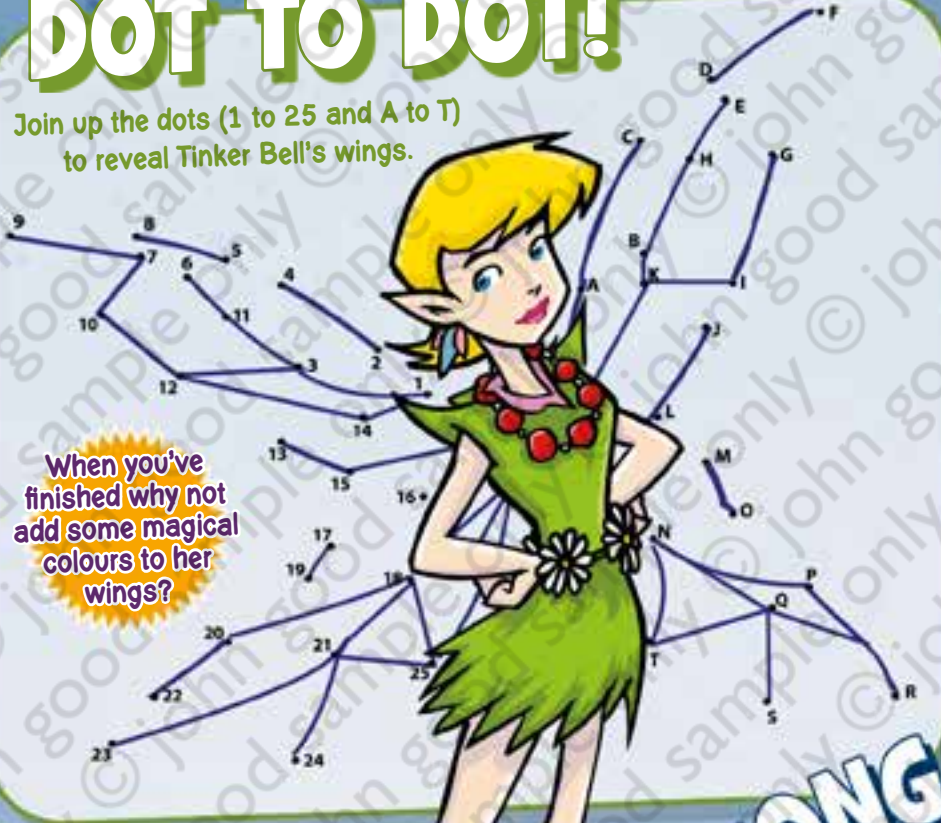
Overview: Small island in the South Indian Ocean inhabited by tiny folk one-twelfth the size of adult humans. Local battles have been going on for centuries about the correct end to crack open a boiled egg.



PANTO PUZZLERS

DOT TO DOT!

Join up the dots (1 to 25 and A to T) to reveal Tinker Bell's wings.



When you've finished why not add some magical colours to her wings?

FINDING NANA!

How many times can you find the word 'NANA' in the grid below?

N	A	N	A	N
A	N	A	N	A
N	A	N	A	N
A	N	A	N	A
N	A	N	A	N

TINKER BELL'S TONGUE TWISTER!

Fabulous fairies frequently flee from fearsome forests

See how quickly you can say this without getting muddled!

Can you help Michael fly through the star maze and reach his bear?



MICHAEL'S STAR MAZE!

SHIFTING SHADOWS!

Which of these four shadows belongs to Peter Pan?



CROCK O'CLOCK!

Use the code to work out the secret message!



Secret message:





SHIP OF FOOLS

It's a busy day on board The Jolly Roger! So busy, in fact, that things are getting lost! In this picture...



Can you find...

15 cannonballs

13 rats

12 birds

12 packs of Swabbo™*

*Swabbo™ is the all-in-one deck swabbing solution, washing powder, disinfectant, mouthwash, deodorant and mouse repellent – now with the fresh smell of pine!

Can you also spot...

The ship's brake?!

Davy Jones' locker keys?

The ship's 'on button'?!

Captain Hook's barrel of grog?

WHAT HOOK FOR WHAT JOB?

Oh no! Captain Hook has got a busy day planned and has asked Smee to get his hooks ready. Can you help Smee find which hook goes with which job?

TO DO LIST:

1. DUST THE BOOKCASES

2. FRY SOME EGGS

3. 10 MINUTES OF BIRD WATCHING

4. READ SOME SMALL WRITING

5. SHORTEN THE PLANK

6. SWAT SOME FLIES

7. DRINK SHARK FIN SOUP

8. WHISK SOME CREAM

9. UNBLOCK THE TOILET

10. BRUSH HIS TEETH

A



B



C



D



E



F



G



H



I



J



DON'T

SPOT THE

DIFFERENCE!

Captain Hook is having his long-lost brother Quentin over for dinner. They are **VERY** different people but can you spot seven things that are **EXACTLY THE SAME**?!



CUT-OUT CROC!

Give Captain Hook a jolly good fright by making this model crocodile with moving tail, head and tongue!

You will need...

...scissors and glue.
(Always ask an adult to help when using scissors)

Instructions...

1 Cut out this page and then cut out the crocodile pieces. You might need an adult to help you.

2 Fold along the dotted lines and glue down the flaps to form the head and body.

3 Curl the long tabs and the tongue so that the 'X' is underneath. Then apply glue to the Xs and stick into position. Use the diagram below to help you.

4 Finally, stick the eyes to the top of the head so your croc can see Captain Hook coming!

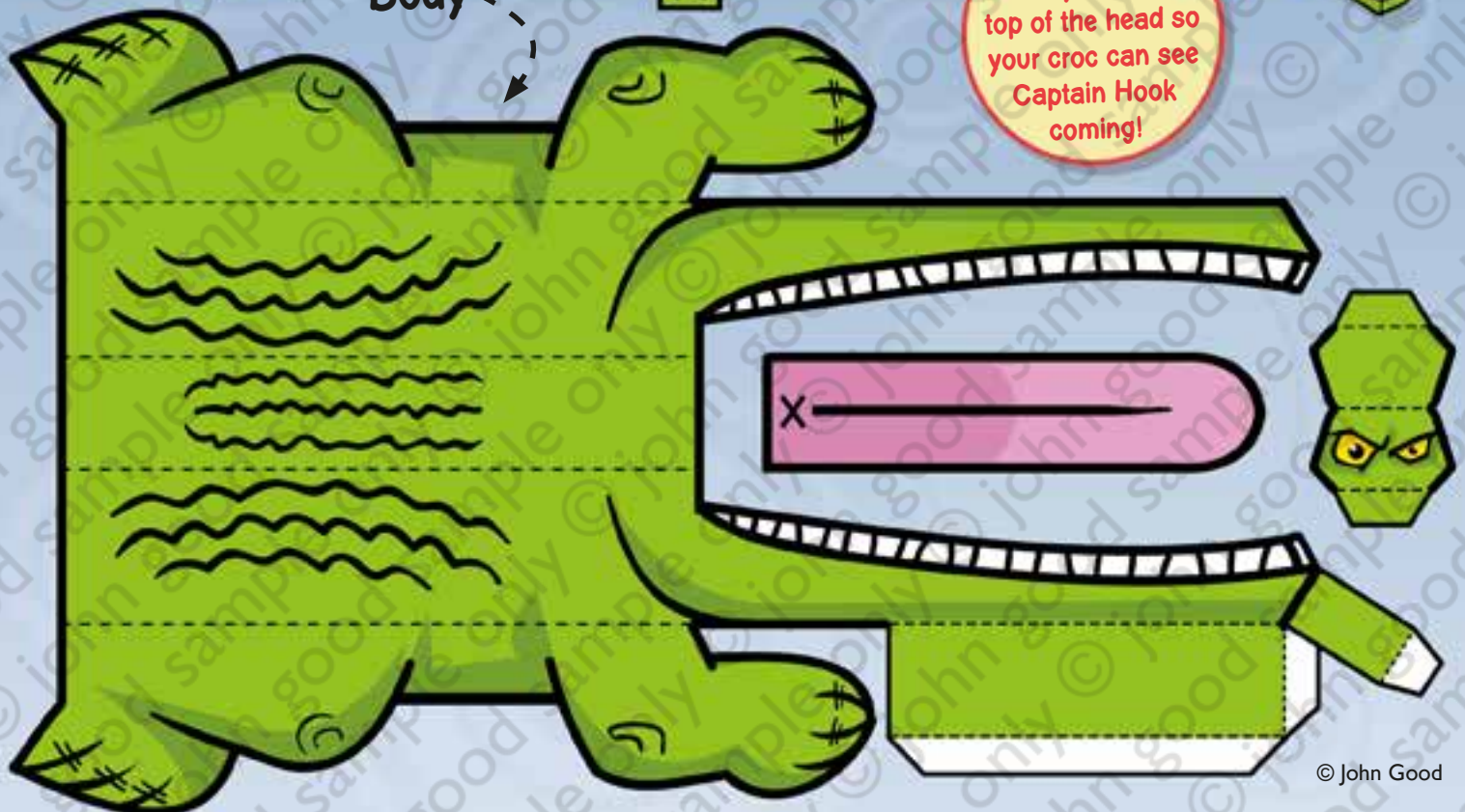


Tail

Head

Body

Finished croc!



Peter is in the kitchen making his favourite recipe, 'seaweed' pancakes. Why don't you try the recipe out when you get home? Remember to ask an adult to help you.

PETER'S SEAWEED

PANCAKES



Ingredients

Serves: 4

- 2 beaten eggs
- 350ml milk
- 280g plain flour
- 1 tsp baking powder
- ½ tsp salt
- Vegetable oil
- 2–3 drops of green food colouring

Instructions...

- 1 Beat the eggs together in a mixing bowl.
- 2 Stir together the flour, baking powder and salt in another bowl.
- 3 Combine the flour mixture and the beaten eggs along with a good dash of green food colouring. Then beat with an electric whisk until smooth.
- 4 Heat the vegetable oil in a frying pan. Hold your finger over the bottom of a funnel and fill it up with a little bit of the batter.
- 5 When the pan is hot, remove your finger and drizzle the batter out in a circular motion to create your 'seaweed'.
- 6 Cook for 10–15 seconds on each side, flipping it over with a spatula. (The smaller you make your bundle of seaweed the easier they are to flip!)
- 7 Transfer the cooked pancake to a warm plate in the oven and repeat steps 4–6 until you have enough pancakes for everyone.
- 8 When you've made them all, garnish with your preferred topping and then get stuck in.



PIRATE PANCAKES!

Here are some popular toppings that the pirates like:

DIAMOND-ENCROUTE
(Sugar)

RUBIES AND GEMS
(Blueberries and raspberries)

GOLDEN-PLATED
(Golden or maple syrup)

SCURVY-PROOF
(Squeeze of lemon or orange)

SKULL COOKERY

Hookie's 'Skull' Cookies

Mr Smee is in the ship's galley making Captain Hook's favourite biscuits, 'skull' cookies. Why don't you try the recipe out when you get home? Ready, steady, Hook! I mean cook!

Ingredients

Makes: 20–25

125g butter (leave this out of the fridge for a few hours to go soft)
200g sugar
180g brown sugar
1 egg
1/2 tsp vanilla essence
a pinch of salt
210g self-raising flour
a handful of raisins
a handful of chocolate chips
a handful of peanuts
(or you can use more raisins instead if you are allergic to nuts)

Remember to ask an adult to help you.

Instructions...

1 Preheat oven to 180°C (Gas Mark 4/350°F).

2 Line three trays with baking paper and set them to one side.

3 Use an electric whisk to break down the butter. Then slowly mix in the sugar and vanilla.

4 Next combine the mixture with the egg and then add the flour and salt.

5 Roll the mixture into small balls by hand and place on the prepared trays. Remember to leave enough room for mixture to spread as it cooks.

7 When they look golden brown, take them out and place the tray on a mat. Now, while they are still soft, add two raisins (to make the eye sockets), one chocolate chip (to make the nose) and four peanut halves or raisins (to make the teeth), to each cookie.

6 Bake in the oven for 8–12 minutes until the edges are golden brown.

8 Once you are done decorating and the tray has cooled, transfer the cookies to a wire rack for 15 minutes.

9 Munch those cookies to your heart's content!



**PAIN
PETER...**

**...AND
COLOUR
THE
CROC!**



BEWARE

...OF THE
WHAT?



- Yellow
- × Light Green
- △ Dark Green
- Red or Pink



Wendy has found a sign in Never Never Land but isn't sure what she should beware of! Can you help her colour it in to reveal the answer? Use the colour code to help you, and leave any white spaces blank.

TINKER BELL'S PERSONALITY TEST!

Want to know what your true personality is? Use this fool-proof test designed by Tinkerbell.

Pick the **LAST** number of your day, month and year of birth and then read out your description.

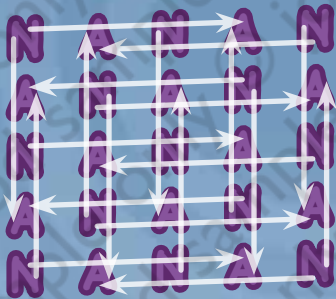
For example, if your birthday is on 17.03.2008, The Personality Test would say you are a **Mischievous Cool Musician!**

Number	Day	Month	Year
0	Quiet	Shy	Explorer
1	Creative	Furry	Artist
2	Secretive	Smooth	Scientist
3	Excitable	Cool	Historian
4	Jolly	Squeaky	Soccer player
5	Hardworking	Smart	Gymnast
6	Happy	Waddling	Mathematician
7	Mischievous	Trendy	Bookworm
8	Generous	Skinny	Musician
9	Friendly	Hungry	Chef

I'M A HAPPY SQUEAKY GYMNAST!

ANSWERS

FINDING NANA!



The word 'NANA' appears 20 times!

MICHAEL'S STAR MAZE!



CROCK O'CLOCK!

Secret Message:
NEVER SMILE AT
A CROCODILE!

SHIFTING SHADOWS!



Shadow 'D' belongs to Peter Pan!

DON'T SPOT THE DIFFERENCE



WHAT HOOK FOR WHAT JOB?

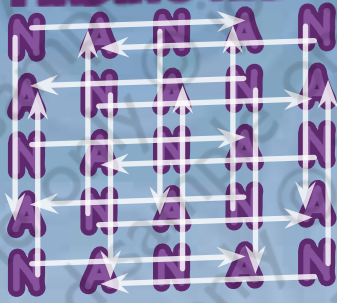
1=C 2=B 3=E

4=D 5=A 6=G 7=F

8=I 9=J 10=H

ANSWERS

FINDING NANA!



The word 'NANA' appears 20 times!



CROCK O'CLOCK!

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MICHAEL'S STAR MAZE!



SHIFTING SHADOWS!



Shadow 'D' belongs to Peter Pan!

WHAT HOOK FOR WHAT JOB?

1=C; 2=B; 3=E; 4=D; 5=A; 6=G; 7=F; 8=I; 9=J; 10=H

DON'T SPOT THE DIFFERENCE

