

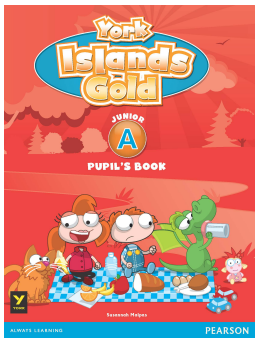


York Islands Gold The Quest feature

York Islands Gold motivates children by introducing them to a group of characters on an island. Pupils follow the characters on a **Quest** throughout their book whilst listening to stories, singing songs, communicating and playing games along the way. Most importantly, pupils will enjoy themselves and make their own discoveries in English.

In *York Islands Gold* learning is an adventure!

What's the Quest story?



On **Family Island**, two of the Voom family children, Rita and Zak, and their friends Millie and Oscar, discover a dragon's egg with a note. It hatches and they take it home to the Voom's house. Pupils follow the children on a Quest to help find all the items the baby dragon, Waldo, needs until they find his mother.



On **Tropical Island**, Princess Emily loses a treasure chest with all her favourite things in it as she flies home to her castle. Her beloved pet parrot, Pippin, flies down to fetch her things and gets lost as well. A sister and brother, Lindy and Joe, find Pippin and set off on a Quest with their grandad to return Pippin to Princess Emily. On the way, they also find the rest of her missing possessions.

Where is the Quest found?

- **Welcome unit:** This unit introduces pupils to the group of characters and to the island. It also introduces the Quest for this level.
- **Unit opener:** The artwork in each unit opener presents and practises new vocabulary. In each artwork there is a Quest item to 'collect'.
- **Goodbye unit:** This unit rounds up the Quest and the Island story, as well as offering plenty of activities to consolidate the language from the course.

Activities related to the Quest.

➤ In the **Welcome unit**

Point to the Quest item in the main illustration. Tell pupils that the friends are singing a song about their Quest to find some items. Play the Quest song. Pupils listen and point to the Quest item in the illustration. Explain that in later units, pupils will add a new item each time they sing the Quest song, so the song will gradually get longer.

➤ In each **Unit opener**

Elicit the previous Quest item pupils found. Play the Quest song and ask pupils to listen for the new item for this unit. Pupils find and circle the Quest item. Play the Quest song again, while pupils sing along.

➤ In the **Goodbye unit > Lesson 1**

1. Without opening their books, ask pupils to try to name all the Quest items from the course. Write pupils' ideas on the board. Then play the Quest song from Unit 8. Pupils listen and check if they've remembered all the items. Add any omissions to the list on the board. Play the song again. Pupils sing along.
2. Complete the Listen and Find activity; point to the Quest items on the board and ask pupils to find them. Play the recording, pausing for pupils to find and point to each Quest item.
3. OPTIONAL ACTIVITIES:
 - **Make a poster:** Pupils make a poster of all the Quest items by drawing them on a large piece of coloured paper. They can work individually or in small groups.
 - **Memory game:** Pupils play a game, trying to remember the list of Quest items. The first pupil says I've got (x Quest item). The second pupil says I've got (x Quest item) and (y Quest item). The third pupil says I've got (x Quest item), (y Quest item) and (z Quest item). Can they list all nine items before someone makes a mistake?

➤ In the **Goodbye unit > Lesson 2**

Elicit (in Greek) what was happening in the goodbye scene on Pupil's Book. Elicit all the Quest items found and distribute the Quest pictures so that each pupil has one. Tell pupils they are going to hear the final Quest song. Pupils hold up their Quest pictures as they hear the items mentioned. Play the song again. Pupils sing along. They wave goodbye at the end.

