

# Mark Twain's "The Adventures of Tom Sawyer" – Ein Leseabenteuer mit Tom Sawyer (Klassen 6/7)

Ein Beitrag von Angela Wolfinger, Ludwigsburg

## Die Materialien

- M 1: What will happen?
- M 2: Book Bingo
- M 3: Reading adventure pass
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- M 5: Getting to know Tom
- M 6: A dark mystery
- M 7: A graveyard at midnight
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- M 9: Chaos of feelings
- M 10: Pirates in a storm
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- M 14: Searching for a treasure
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- M 16: In the cave
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Begeistern Sie Ihre Lerngruppe für ein kreatives Leseabenteuer mit Tom Sawyer und seinen Freunden!

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## Das Wichtigste auf einen Blick

### Kompetenzen:

- eine niveaugerechte Ganzschrift verstehen und kreativ bearbeiten
- persönliche Reaktionen auf Gelesenes verbalisieren
- Charaktere beschreiben

### Dauer:

8 Unterrichtsstunden

### Niveau:

Klasse 6/7

### Einbettung:

lehrwerksunabhängig einsetzbar

## M 2

## Book Bingo

I can ...

describe a character and compare it with myself.	talk about feelings.	read a whole book in English.
say what I think will or won't happen in the book.	write a creative text.	follow directions to find a treasure.
explain something about the book to my travel buddies.	read five pages without stopping.	say what I liked / didn't like about the book.

## Task

After every chapter, you may cross out one square. When you have three crosses in a row (↓, → or ↘), you've got a Bingo.

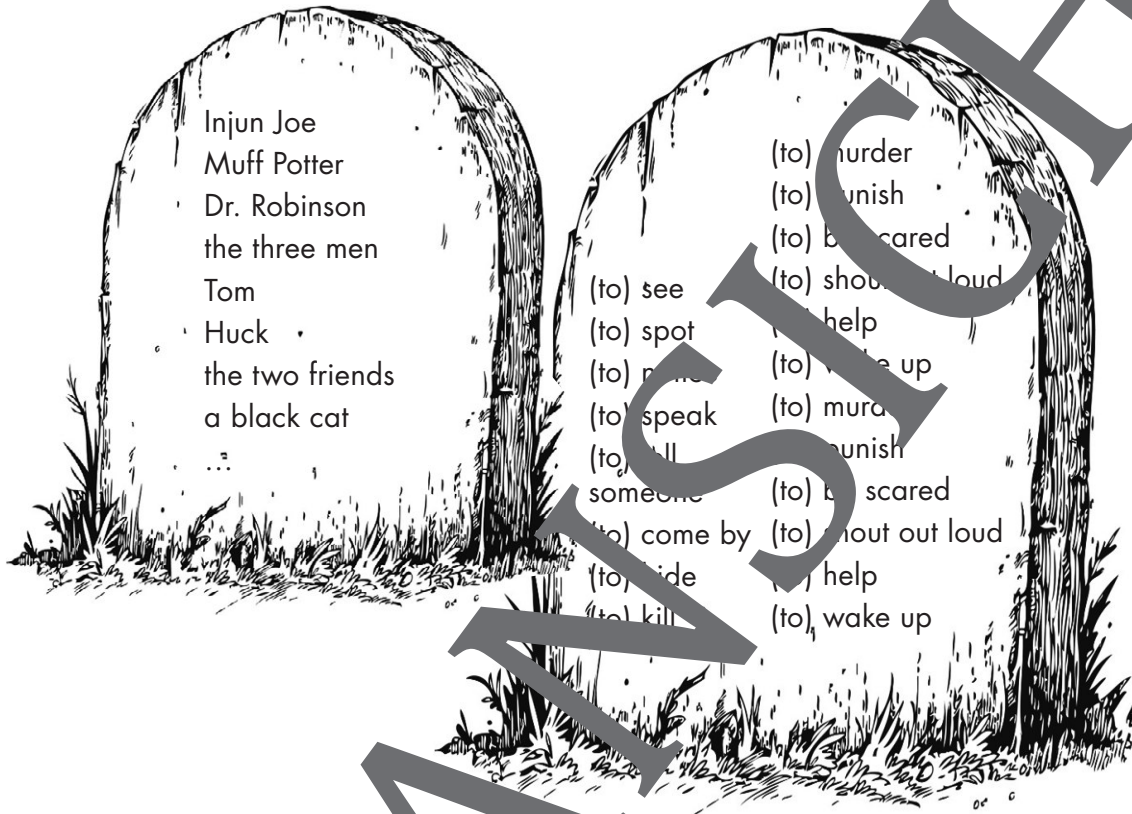


## M 8

## What will happen if someone sees them?

### Task

Tom and Huck hide from the three men. Imagine someone sees them at the graveyard. What do you think will happen? Talk to your partner about your ideas. You may use the ideas below and look for help at the compass.



Example:

Partner A: What do you think will happen if Injun Joe sees Tom and Huck?

Partner B: If Injun Joe sees Tom and Huck, he will kill them, too.

What do you think will happen if a black cat comes by?

#### TIP

#### If clause (type 1)



Ein Ereignis in der Zukunft (he will kill them) wird nur stattfinden, wenn bis dahin eine Bedingung (if Injun Joe sees Tom and Huck) erfüllt ist. Wir wissen zwar nicht genau, ob die Bedingung erfüllt wird oder nicht, es ist aber durchdenkbar/realistisch.

#### Bedingungssatz (simple present)

wenn ...  
If Injun Joe **sees** Tom and Huck,  
If Muff Potter **sees** them,

#### Hauptsatz (will-future)

dann ...  
he **will kill** them, too.  
he **won't tell** anybody.

## Let's capture some boats

M 11

### Task

Pirates try to capture boats or ships. So your goal is to capture as many boats as possible!

1. Draw four of the following words in your ocean. The words are not allowed to touch each other. Don't let the other pirate see them!

SEA

CAMP

FERRY

ISLAND

GUN

BOAT

STORM

PIRATE

2. Shoot at your enemy's ocean by calling a square. (e.g. A2 or B7)

3. Your partner answers:

**"missed"** when you haven't hit a letter in his ocean.

- draw an X in the square.
- now it's your partner's turn.

**"You hit a ..."** and names the letter that you have hit.

- write the letter in the square.
- it's your turn again.

**"You have captured my ship"** when you have found a word.

- now it's your partner's turn.



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### My ocean

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								

### Enemy's ocean

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

## Meeting Tom, Huck and Becky

M 17



You are Tom



### Task

Imagine you are Tom. Prepare to meet some people who have learned about your adventures. Think about:

- What questions could they ask?
- What would I answer?

You are Huck



### Task

Imagine you are Huck. Prepare to meet some people who have learned about your adventures. Think about:

- What questions could they ask?
- What would I answer?

You are Becky



### Task

Imagine you are Becky. Prepare to meet some people who have learned about your adventures. Think about:

- What questions could they ask?
- What would I answer?

You are going to meet Tom

### Task

Imagine you are going to meet Tom and you can ask him some questions. Write them down. Think about:

- Tom's adventures
- Tom's behaviour
- Tom's relationship with other characters

**EXTRA** Think about questions for Huck and Becky, too.

You are going to meet Huck

### Task

Imagine you are going to meet Huck and you can ask him some questions. Write them down. Think about:

- Huck's adventures
- Huck's behaviour
- Huck's relationship with other characters

**EXTRA** Think about questions for Tom and Becky, too.

You are going to meet Becky

### Task

Imagine you are going to meet Becky and you can ask her some questions. Write them down. Think about:

- Becky's adventures
- Becky's behaviour
- Becky's relationship with other characters

**EXTRA** Think about questions for Tom and Huck, too.





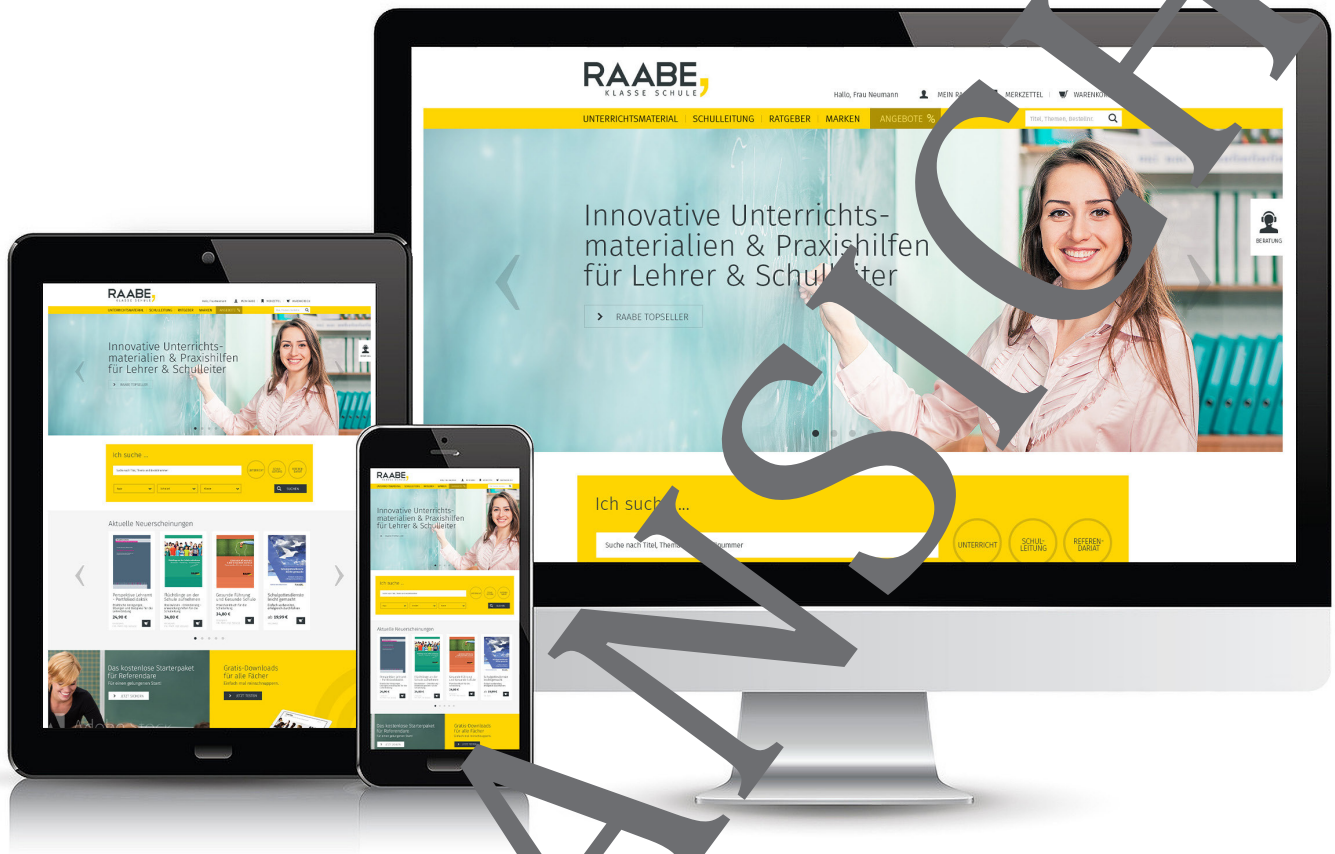
M 18

# The adventures of Tom Sawyer – game board



Illustration: Julia Lenzmann; Drawing of Tom Sawyer: From: The Adventures of Tom Sawyer © ELI 2013

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