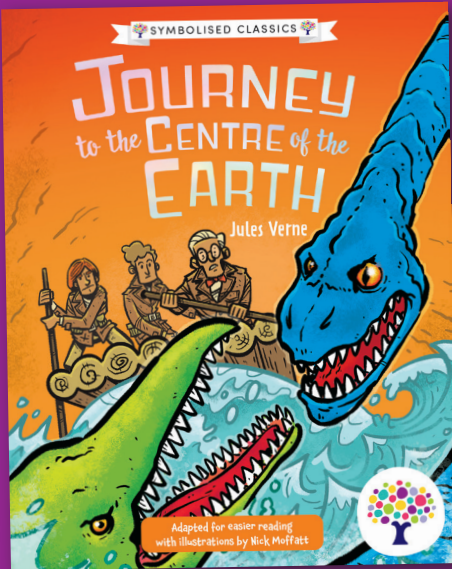




Big stories, fewer barriers.



SYMBOLISED CLASSICS

JOURNEY to the CENTRE of the EARTH

Teaching and Learning Resources

Summary

Axel and his uncle, who knows a lot about science, found an old book with codes inside telling them how to get to the Centre of the Earth. They follow the instructions and travel deep into the Earth but the adventure is dangerous and they see lots of things along the way.

Axel and his uncle realise that they need to get back home because the deeper they get into the Centre of the Earth, the more dangerous it becomes. Luckily a strange volcanic eruption takes them back to safety.

Context

Journey to the Centre of the Earth was written by Jules Verne and first published in French in 1864. The story was then changed and republished in 1867.

Jules Verne was a poet, playwright and novelist.

The story is a classic science fiction story based around the idea of time travel. The story has been rewritten many times and made into a film.

Activity 1: Paint a picture of the Earth and how it looks to you.

Activity 2: Listen to music from the film and move to it thinking about how it makes you feel.

Questions Based on the Book Cover

Activity 1: Front Cover Analysis

Label the front cover looking for:

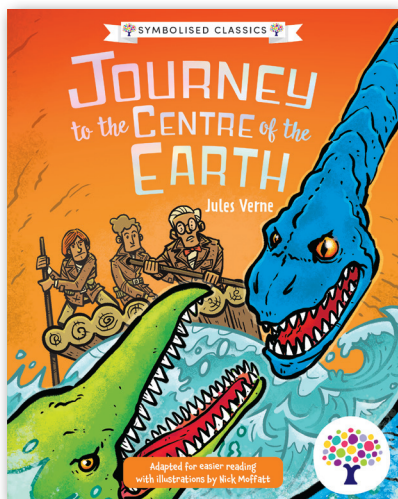
- Who you think the main characters are.
- Clues that tell you what may happen in the book.

Discussion Questions:

- What does the title tell us about the story?
- Who are the main characters?
- Who wrote the book?

Activity 2: Back Cover Analysis

- What have you learnt already about the story?
- What genre do you think the book is? Why do you think this?
- What dangerous things do you think Axel and his uncle find on their adventure?



Challenge: Can you guess that might happen in the story? Your guess can be presented verbally, drawn or painted.

Science and Discovery

Axel's uncle wants to discover the Centre of the Earth and takes them both on an adventure. When on the adventure they make lots of discoveries and find out that some things don't match the books that Axel had read. When Axel asks his uncle why the temperatures didn't match his book, his uncle said that not everything has to make sense.

Determination

When the adventure gets difficult and Axel wants to give up, his uncle convinces him to keep going. He carries on with the adventure and gives everything a go even when it is tricky and he wants to give up. They all show determination throughout the story both to complete the journey and to do it when they face challenges.

Survival

The adventure becomes very dangerous and Axel worries that he may not survive. They have to search for water and find ways to keep warm to stay alive. They also come across creatures which could hurt them, and they must survive it all. Axel also gets lost and is alone. He is scared that he will not live. But on the adventure, they must not give up and keep going even when it is dangerous.

Time Travel

Axel's uncle believes that you can travel back in time. In the story, they travel back in time and see underwater dinosaurs. They also believe they have gone back in time when finding the giant.

Challenge: If you could travel in time what do you think you might see? Draw a picture or create a collage.

Think about the character of Axel.



Starter Activity:

- Draw or paint a picture of Axel, think about how he looks.

Word bank:

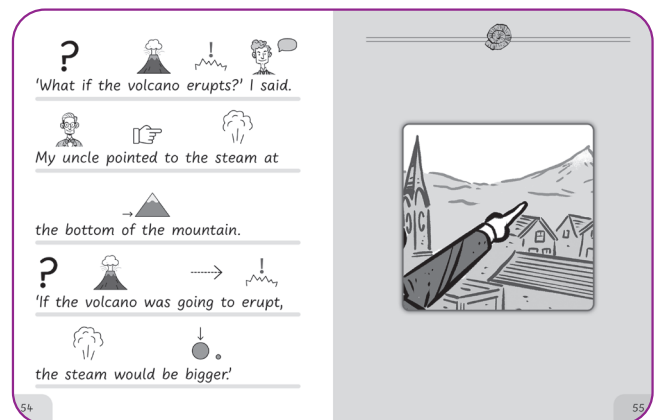
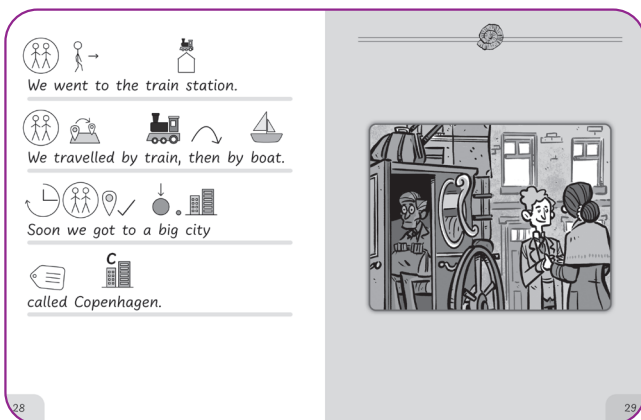
- Add post-it notes of symbols that describe Axel around your artwork. You could verbally record these words as another option.

Feelings Journey:

- Draw pictures for how Axel would have felt for key moments of the story. These could be added to a story map. Did he always feel the same way?

Challenge: Can you complete the activity for Axel's uncle? Are they the same or different?

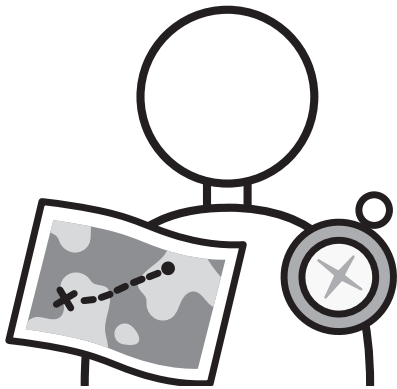
- Who is telling the story?
- What did they realise about the code?
- **Page 28** - How did they get to Copenhagen?
- **Page 41** - Looking at the picture, what did they pack for the trip?
- **Page 48** - How did they feel when they arrived at the village?
- **Page 54** - How did Axel's uncle know that the volcano was not going to erupt?
- **Page 66** - How did they get down the tunnel?
- Where did they find water?
- **Page 90** - They were deep underground but where were they?
- **Page 98** - How do you think Uncle felt when he lost Axel?
- What could they see in the underground world?
- What country had they arrived in at the end?
- Why did Axel say he wouldn't go on an adventure with his uncle again?



Activities:

1. Create story map or story mountain for the story. Use your story map to verbally retell the story to a friend.
2. Make a vehicle you would go in to get to the Centre of the Earth using recycled empty packaging.
3. Create a small world inside a volcano to explore. You could draw, paint or craft your ideas.

Science and geography link: Create your own model volcano; can you make it explode?



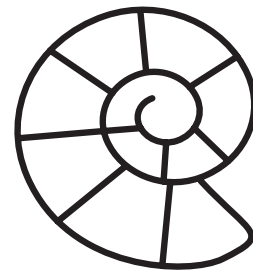
Explorer



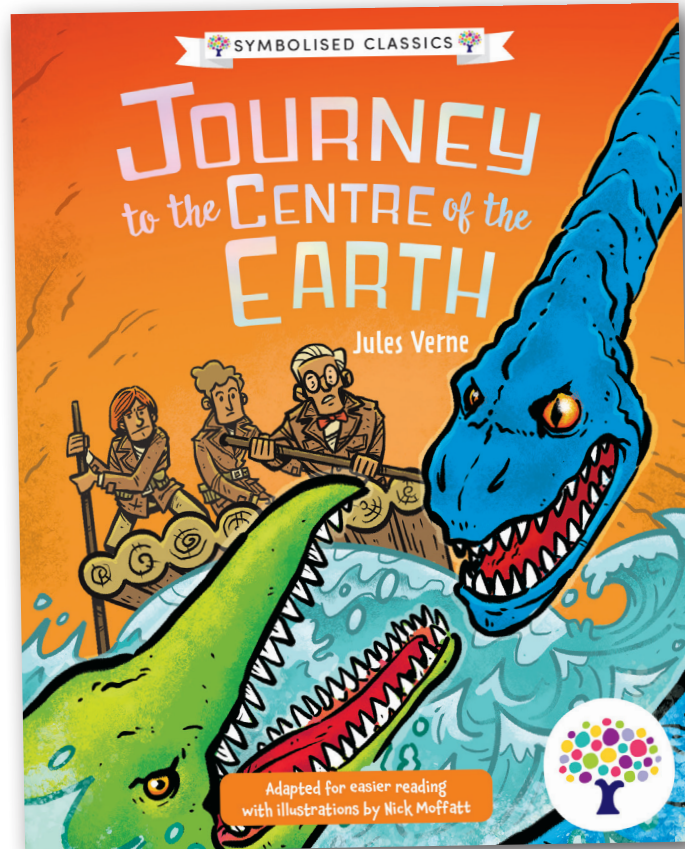
Volcano



Adventure



Fossil



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Katie Corrigan as part of Every Cherry Publishing.

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