

How to get the most out of session

Follow these tips to make sure you and your YPs have the best session possible!

In the main room

- One of the best ways to make the most of your time as a Crewmate is to jump right in! Session Leaders love seeing Crewmates joining the icebreaker games and having fun throughout the main part of the session—it helps set the tone and shows the Young Pirates it's okay to get involved.
- Join the games, share your personality, and encourage the Young Pirates along the way. It helps them feel more comfortable, makes the session more engaging, and means you'll enjoy it more too!

Meeting your Young Pirates

- Introduce yourself and ask your YPs to introduce themselves to you.
- Ask questions! Getting to know your YPs will put them more at ease with you, especially the ones who are less confident. You can ask them about their day, what they're doing at school, what they enjoy doing, what they're reading at the moment, etc.

Reading

- Before you start reading, ask your Young Pirates to predict what they think is going to happen in the book. At the end of the reading session you can talk about whether the predictions were right.
- Be curious and model that curiosity in your discussions by stopping and asking questions. You can find some suggested questions below:

- **Character**

- What do you think of the character?
- What's your favourite thing about the character?
- What do you dislike about the character?
- What do you think the characters are feeling or thinking?
- Why did the character make this choice? Could they have made a better choice?

- **Settings and Events**





- Would you like to live there?
- Uh oh! What might happen next?
- Why do you think they did that?
- What would you do if you were in the character's shoes?
- Imagine it's ten years in the future, what do you think has happened to these characters and this world?

- Personal

- Would you feel _____ if that happened to you?
- Do you think they've reacted fairly?
- How did the story make you feel and why?
- Did you agree when the character chose to _____?
- Can I just stop for one minute – I'm feeling really angry/excited/surprised – is anyone else feeling like that?

- Comparison

- Does that remind you of something that's happened to you or someone you know?
- Does the story or character remind you of anyone?
- Did you learn anything from this story that you can use in your own life?
- Does that remind you of any other stories?
- Have you ever read/seen anything like this before?

- Take part in the reading as well! It's really important for our Young Pirates to hear fluent and expressive reading so have fun with it! It helps with your engagement as well as with the engagement of the YPs.
- If your YP is finding the reading difficult or is tired, take on some more of the reading yourself, break it down into smaller chunks or suggest a quick brain break. Popular brain break games include Noughts&Crosses and Hangman!
- If you are having difficulties engaging your YP, ask a session leader or session support for help. It's really important that the session staff are made aware of Young Pirates who are misbehaving or disengaged as soon as possible so that they can resolve the issue and ensure everyone still has an enjoyable session.

Writing

- Begin by having a conversation and asking questions. This helps Young Pirates to talk about their ideas freely without the fear of putting pen to paper. If a YP is struggling to think of anything, you can suggest your own ideas which might inspire them.
- Make use of the resources when refining. The Refined Admiral acts as a good checklist and Captain's Treasure contains ideas for adding an extra bit of sparkle to a YPs work.





- If your YP is struggling to know what to write next, look back at work from previous weeks and have a conversation about it.
- Celebrate! Celebrating your YPs work gives them the confidence to persevere and believe in themselves.
- Follow the guidance from the reading section for YPs who are disengaged or misbehaving.

Library Time (in-person only)

- Helping a YP choose a book
 - Ask if there is a particular author or genre that they enjoy
 - Suggest that they ask a friend for a recommendation
 - Tell them about your favourite books as a child and check if they are in the library
 - Suggest that they choose a couple of books and read the blurb to decide which one they like the sound of best
- You can also choose a book to read and read alongside your YPs
- Some YPs like to read by themselves but some might need some extra support. You could offer to read to them if they don't want to read by themselves.

Shout outs

- We really encourage Crewmates to shout out the Young Pirates that they have been working with. Even if your Young Pirate hasn't done everything they could have done that day, there is always something positive you can say!

General tips

- Model good behaviour. Listen to the session leader and don't talk over them.
- Don't go on your phone during session. If you have an important call or emergency, please inform session staff.
- Be patient and remember that your Young Pirates have already had a long day at school so may be tired or grumpy. We can all relate to this!
- If your YPs finish their work early, you can still engage with them! Have a chat, play a game or engage in some solo reading.

