Mission Victory

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Synopsis

In Mission Victory, Wilf and Chip volunteer to go on a dangerous mission on HMS Victory, Nelson's flagship. It is 1805, just before the Battle of Trafalgar. The TimeWeb shows Viran activity aboard the ship. Chip and Wilf must find the Viran and prevent him from changing the course of history. They pretend to be stowaways and are made to work to earn their keep. During a drill, they encounter the Viran and discover he has contaminated the gunpowder which would lead to the battle being lost. How can the boys stop the Viran plot?

Mortlock's historical notes

In this story, Wilf and Chip find out at first hand just how hard life was in the British Navy during the Napoleonic Wars. Britain and France had been at war, off and on, since 1793. A truce was signed in 1802 but it didn’t last and war broke out again in 1803. Napoleon intended to invade Britain and gain control of the seas. As Admiral of the British fleet, it was Nelson’s job to stop him. At the time Wilf and Chip found themselves aboard Nelson’s flagship, HMS Victory, Nelson was about to tackle the combined fleets of France and Spain. Nelson’s tactics during the ensuing battle, the Battle of Trafalgar, resulted in the defeat of the French and Spanish Navy and of Napoleon’s invasion plans. But Nelson was unfortunately shot and killed by a French marksman. Wilf and Chip would have been accepted aboard the Victory as boy sailors were not unusual at the time. The youngest sailor at the Battle of Trafalgar was just twelve years old. For more information on HMS Victory, see the Time Chronicles website: www.oxfordprimary.com/timechronicles.

Group or guided reading

Introducing the book

• (Clarifying, Predicting) Read page 3, and talk about what has happened so far in the series. Ask the children to predict what the children’s mission might be in this story. Ask: Who do you think will take part in this story?

• (Deducing, Clarifying) Flip through the book looking at the pictures. What evidence can the children find about the historical period? Introduce the children to Nelson’s Victory using Mortlock’s historical notes if you wish.

During reading

• Read to the end of Chapter 1 with the children. Ask them to look out for words and phrases that bring a sense of urgency to the opening chapter (such as ‘At once they ran...’ ‘Biff pulling her hair into a band as she came,’ ‘urged Wilma.’)

• (Questioning, Imagining) Wilf thought this was going to be a tough mission. Ask the children to speculate on why it could be tough. How do they think children might be treated on a warship in 1805?
(Predicting) Pause at the end of Chapter 1. Ask the children to suggest how Virans could affect the outcome of a battle at sea.

Assessment:
- Can the children pick out words and phrases that increase the sense of urgency and tension in the opening chapter?
- Can the children relate the story to their existing knowledge of what life was like for children in the past?

Independent reading
- Ask the children to read from Chapter 2 to the start of Chapter 5 (pages 9 to 20).
- (Deducing) As they are reading, ask them to think about what life was like for sailors on the Victory. Ask: What clues can you find about how sailors were treated?

Objective: Empathise with characters.
- (Clarifying, Questioning, Imagining) How do the children think Wilf and Chip feel about being on the ship during Chapters 2, 3 and 4? Ask: How did Wilf feel when he first found he was in the hold of the ship? What do they think Chip felt when he told the Bosun they wanted to serve the King? How would you have felt in their situation?
- (Predicting) What do children think will happen next in the story? Ask: How will Wilf and Chip know when a Viran is nearby?
- Ask the children to finish reading to the end of the story independently.

Assessment: Check that children:
- can empathise with the characters and draw sensible conclusions about how they might be feeling
- can find evidence in the text to support their views.

Returning and responding to the text
- (Summarising) When the children have finished the story, ask them to choose their favourite part of the story and re-tell it to a partner. Can they make it sound really exciting?
- (Imagining) In their pairs, ask the children to decide which part of the story would have been the most frightening for Biff and Wilf and to act it out.

Speaking, listening and drama activities

Objective: Explain process or present information, ensuring items are clearly sequenced, relevant details are included and accounts ended effectively.
- Ask the children to work in pairs to describe to the class what life was like for Chip and Wilf as boy sailors.

Objective: Present events and characters through dialogue to engage the interest of an audience.
- ‘You must be mad to stow away!’ (page 19). In groups of three, the children can take the roles of Tom, Wilf and Chip. Tom should tell the others why they are mad to stow away, and Wilf and Chip can decide what to tell Tom about how they got there.
Writing activities

Objective: Use beginning, middle and end to write narratives in which events are sequenced logically. Signal sequence, place and time to give coherence.

- Ask the children to write a diary or report on the mission from the point of view of Chip or Wilf.
- Re-read Chapter 9 together. Ask the children to rewrite this chapter from the point of view of Wilf and Chip still on the ship, including a scene showing how Mr Scott was caught.
- Ask the children to imagine Chip and Wilf’s heroism had been recognised. Ask them to write a new ending to the adventure.

Assessment: Check that children:

- can use their imaginations to write a different outcome to the adventure
- can structure their writing using a logical sequence
- use language of place, time and sequence to help the reader understand.

Cross-curricular ideas: Mortlock’s Discussion Doorways

History

- Encourage the children to find out more about the Battle of Trafalgar and life and conditions for sailors in the period.
- Encourage the children to find out more about HMS Victory and other warships of the British Navy during the Napoleonic Wars.
- Ask the children to write a job advert for a sailor on board HMS Victory.

Geography

- Ask the children to find out where the Battle of Trafalgar took place and find the location on a map or globe.

Art and Design

- Ask the children to look at the illustrations of HMS Victory in the book. Encourage them to draw and label their own picture of HMS Victory.
He wore his Victory Mission shirt feeling that was showing a true superhero. How many kids think people in a recovery/restoration program are superheroes? Thank you for representing Victory Mission Isaac! pic.twitter.com/kWO3LSiBGn. 0 replies 1 retweet 2 likes.

Reply. Achievement Details. Territory Mission Victory122 (30). Claim victory on a Territory Mission in an emergency state. Unlocked by 98 tracked gamers (6% - TA Ratio = 4.05) 1,613. Achievement Guide for Territory Mission Victory. Author. Solution.Â Fairly simple doesn't cost a single team-point aside from any damage to your AC which go into minus credits: The Accomplish Territory Mission achievement in Armored Core V (EU) worth 18 pointsClaim victory on a Territory Mission. Also GameFAQs. Answers Boards Community Contribute Games Whatâ€™s New. The Mission Victory Medals Front Mission 3. PlayStation. FAQs.Â I haven't played this game in years. I know I asked this question about 4 or 5 years ago but I forgot the answer. I would like to rekindle my love for the series by attempting Front Mission 3 again but I wanna be fully prepared before I play so I don't miss any time specific events and rare items. Thank you. User Info: Mussurana.