

# COMIC CLASSICS GREAT EXPECTATIONS



## CHAPTER

# I

## ACTIVITIES

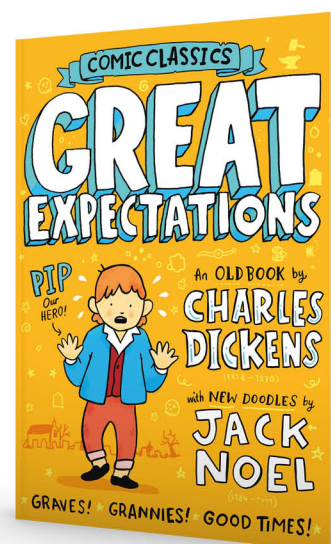
### Make a Map!

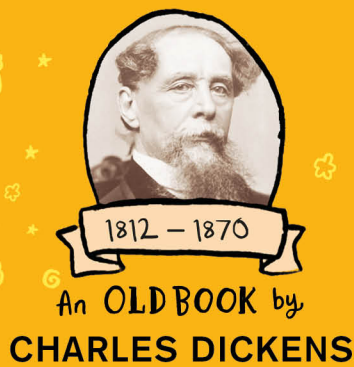
- The book begins with a map of where Pip lives. Use this map on p.6 and anything else you spot in this chapter to make your own version of the map, with pictures and labels. You could add things on to it as you go through the story!
- Make card figures of Pip, the strange man in the graveyard, Pip's sister and Joe to go with your map. You can add character traits and facts to make them more interesting. Bend the bottom card backwards so they can stand up.  
P.S. If you want to write and doodle your own story, you could make a map of all the places in it. What characters would you put in your story?



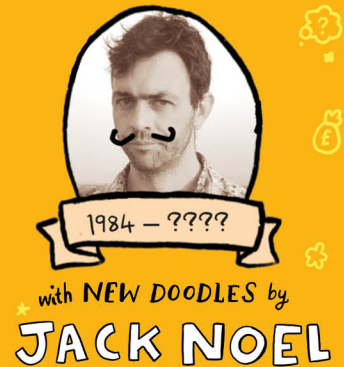
## DISCUSSION POINTS

- Why didn't Pip know his parents?
- Where did the story begin?
- Why did Pip imagine his mother looked like her tombstone?
- Go to page 15. Find and name four verbs that tell us that the 'man in the graveyard' was sick and angry.
- Why do you think Pip felt he had to help the fearful man? Would you have helped?





# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## II

Chapter Two, that is.  
Not Chapter Eleven.  
"What a fast reader I  
am," you were probably  
thinking. Sorry.

### ACTIVITY

Pip has discovered that the man he met was an ESCAPED CONVICT from THE HULKS (AKA Prison Ships. Not big green superheroes.)

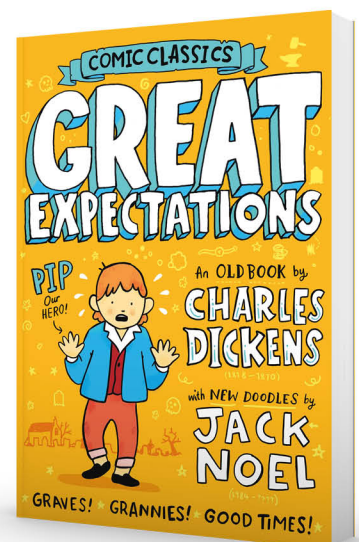
### Create your own Dickens character!

- Charles Dickens used to like to give his characters unusual and distinctive names, like Ebenezer Scrooge, Uncle Pumblechook and Charity Pecksniff. Or names that told you something about them, like Pip or the Artful Dodger. Make up your own character and invent a name for them - maybe it tells you something about them, or maybe you just like the way it sounds!  
You could even make a wanted poster for your character, like these ones from the book.

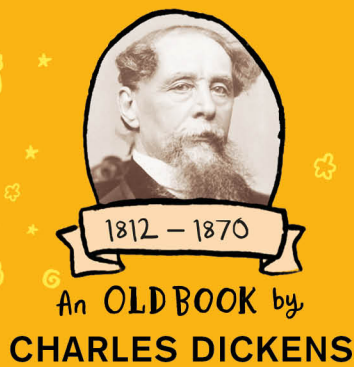


### DISCUSSION POINTS

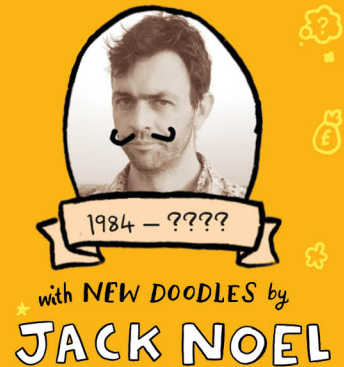
1. Why was Pip's sister on the 'rampage'?
2. Why didn't the Tickler make Pip laugh? What do you think it should be called?
3. How did Joe help Pip get up the chimney?
4. Why were the guns fired?
5. Who were put in the Hulks?







# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## III

(Chapter Three)

### ACTIVITIES

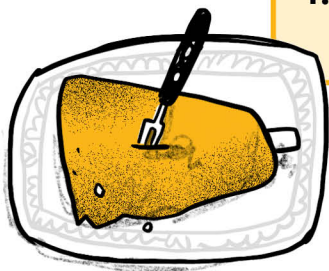
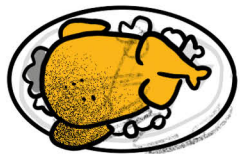
Pip **STEALS** food from his sister, and gives it to the escaped convict. He sees **ANOTHER** escaped convict out on the marshes. As he sits down to Christmas dinner, Pip is terrified his sister will discover that the pork pie is missing ...

- Create a card figure of the other man Pip meets on the marshes. Use the story descriptions to help you draw him.
- Draw a doodle of your dream Christmas or celebration dinner. You can eat **ANYTHING** you want! Think of great alliterative phrases for each dish, e.g. crunchy carrots, tasty turkey, nibbly nut roast etc.

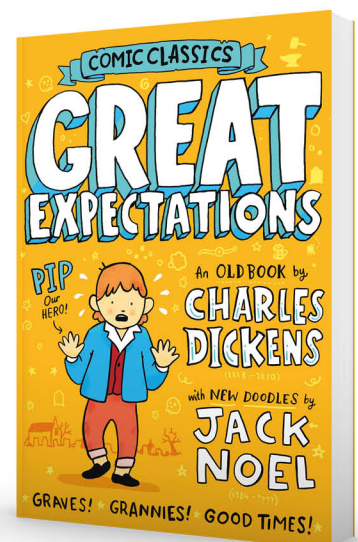


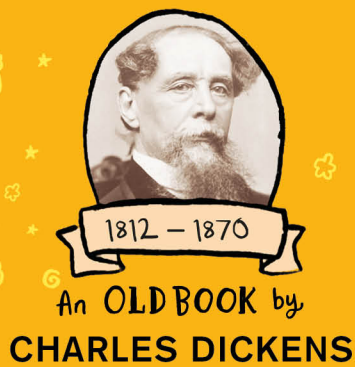
### DISCUSSION POINTS

1. In what ways was the other man like the fearful man? How was he different?
2. How do we know the fearful man was very hungry and weak?
3. Why was Pip nervous during the Christmas dinner?
4. Why do you think the soldiers have arrived? What do you think Pip will do next?

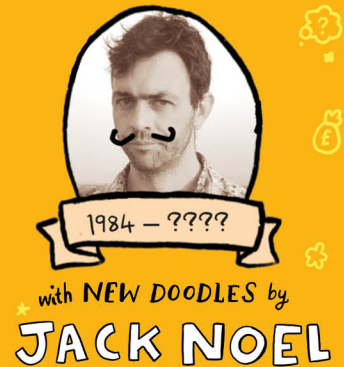


My dog eats in a similar way





# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## IV

IV is four, like in Star Wars: Episode IV, which is the first Star Wars movie. Got it?

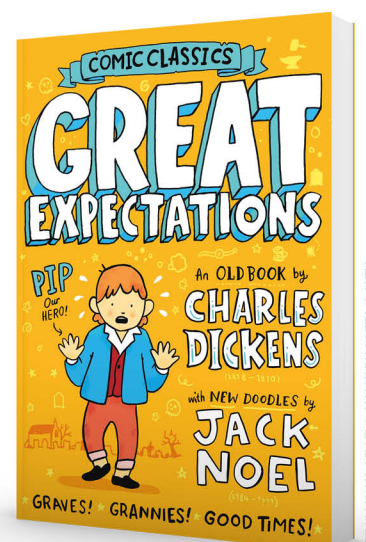
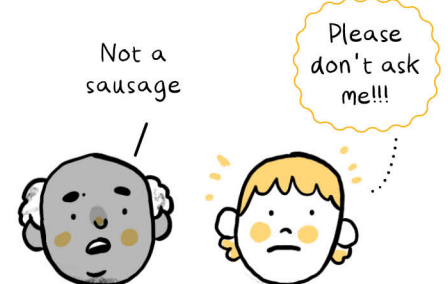
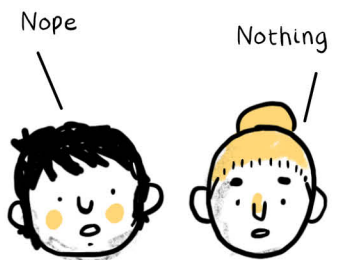
### ACTIVITY

#### Read all about it!

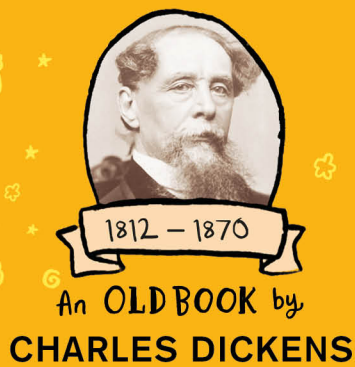
- Create an eye-catching newspaper front page report about the fight and capture of the two convicts in the marshes. Remember the 5Ws and 1H (who, what, when, where, why and how).

### DISCUSSION POINTS

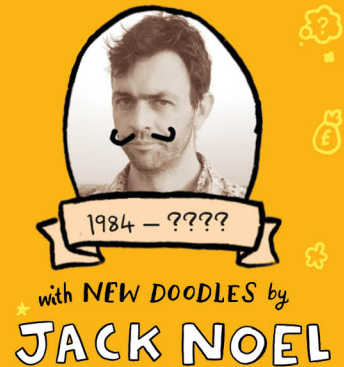
- Why would nobody think of asking Pip if he had seen the convicts?
- What did Pip mean when he said 'With my heart thumping like a blacksmith...'
- Which convict do you believe? Why?
- How did the fearful man show Pip that he didn't blame him for being caught?
- How was Pip getting ready for the future?







# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER



V = five

## ACTIVITIES

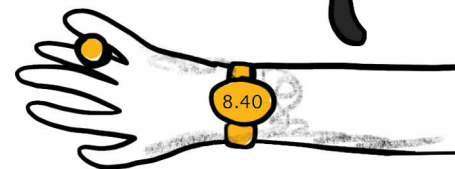
- Pip is told he has to go and 'play' at Miss Havisham's house - but he doesn't know what to play! Make a list of games you could play with Pip. Remember the story is set 200 years ago so there was no technology.
- Pip has no choice but to visit Estella again. He has written to a problem page of a magazine for advice. Write back to him with help and suggestions.

This is Pip,  
is it?

come in,  
Pip.

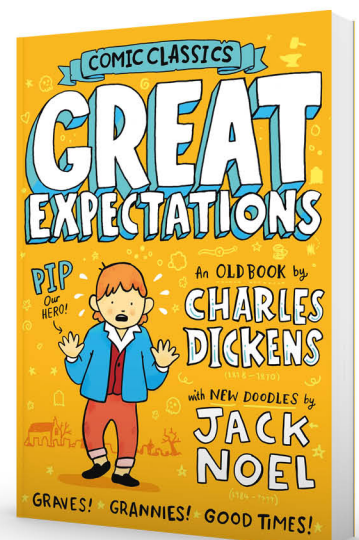


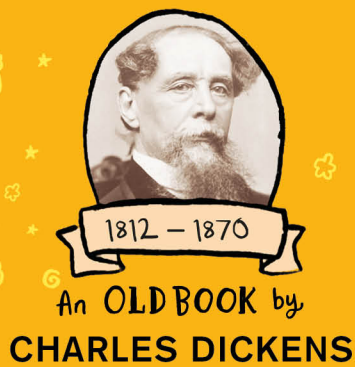
NOOOOOO!



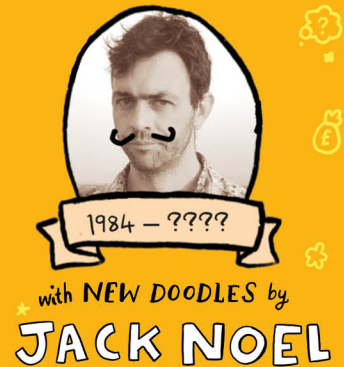
## DISCUSSION POINTS

- How did Pip get ready to meet Miss Havisham?
- Find the different ways in which Miss Havisham's house was 'dismal'.
- In what ways was Miss Havisham strange?
- What three things did Estella call Pip? How is she a bully?





# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## VI

### ACTIVITY

- Draw your own design of Miss Havisham's rotting bride cake (wedding cake). Use the descriptions on pages 107 and 109 to help you write labels for the creatures that lived on and in it.

OR

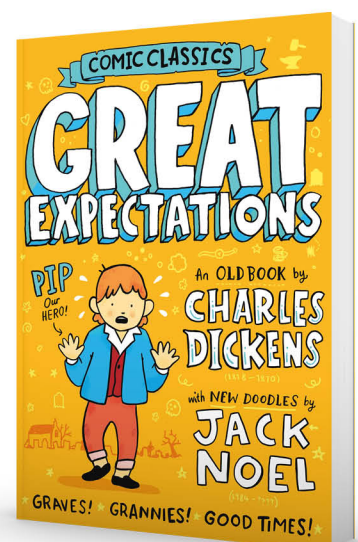
- KAPOW! Draw a comic strip doodle of the fight between the pale young gentleman and Pip. Write captions to describe the actions underneath.

*This is my birthday, Pip.*

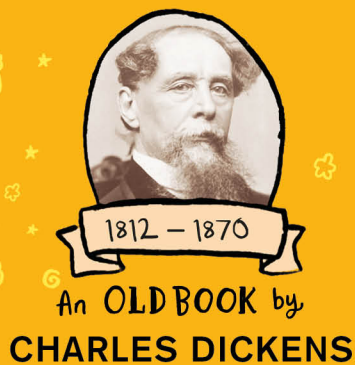


1. How did Pip deal with Estella this time?
2. What creatures lived in the dining room?
3. How was Miss Havisham like the 'heap of decay' on the table?
4. Who do you think the pale young gentleman was?
5. Why do you think Estella looked delighted as Pip was leaving?

### DISCUSSION POINTS







# COMIC CLASSICS GREAT EXPECTATIONS



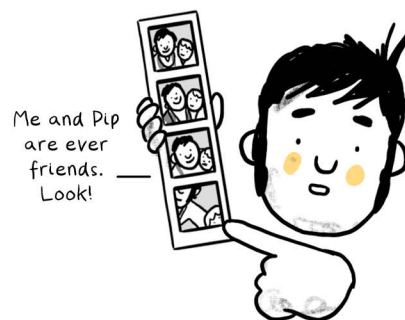
## CHAPTER VII

### ACTIVITY

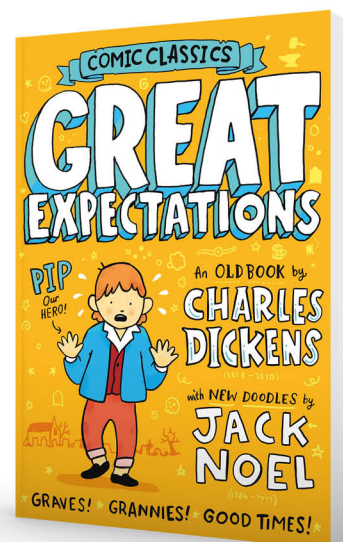
- Pip's going to be a blacksmith! But what other jobs do you think he could be good at? What job would YOU want to do in Victorian times? Draw doodles of the jobs by each item.

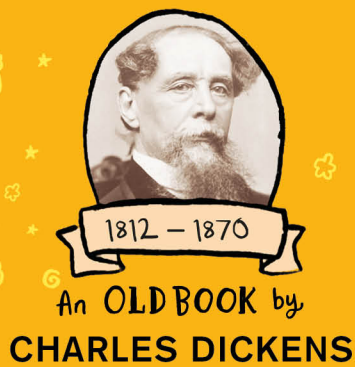
### DISCUSSION POINTS

- Why did Pip find it hard to see Joe get ready to see Miss Havisham?
- Why did Joe find it astonishing that Miss Havisham gave him money?
- What did Pip now find coarse and common?

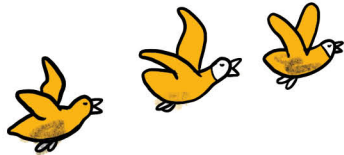
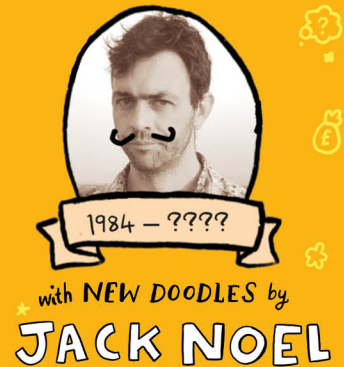


### CHANGING ROOM





# COMIC CLASSICS GREAT EXPECTATIONS



## CHAPTER VIII

### ACTIVITY



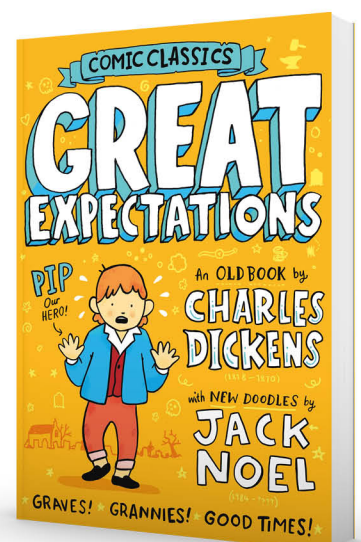
A mysterious stranger has made Pip rich! Now he has GREAT EXPECTATIONS about his new life in London.

- Imagine you are trying to sell Pip a new London home, 'a handsome property'. Create a brochure showing a picture of the house, an outline of the rooms. Write a list of descriptions for each room.

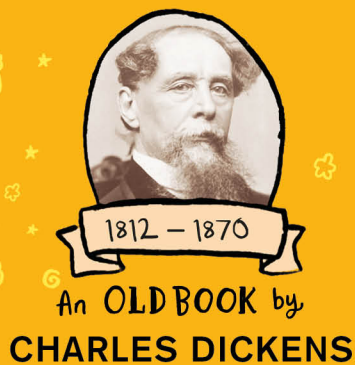


### DISCUSSION POINTS

1. How could Pip now have 'great expectations' thanks to his new fortune?
2. Find out the meaning of the words, 'liberal benefactor'.
3. Why would someone want to help Pip?
4. What were the instructions from the benefactor?
5. How do you think Joe really felt about Pip going?







# COMIC CLASSICS GREAT EXPECTATIONS



## ACTIVITIES

CHAPTER

# IX



- Write and draw a list of items Pip might pack for his new life in London. He can only have one suitcase.
- Design and write a card for Joe thanking him for his care and love over the years

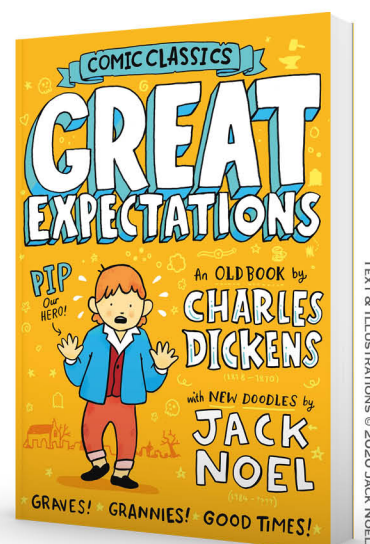
## DISCUSSION POINTS

1. How did Miss Havisham seem to be like a fairy godmother?
2. Why did Pip not want Joe to come with him to the stagecoach?
3. Why do you think Joe doesn't try and stop Pip from going?
4. Do you think Pip really wanted to go back?
5. Which part of the last sentence on page 142, show us how excited Pip is for the future?

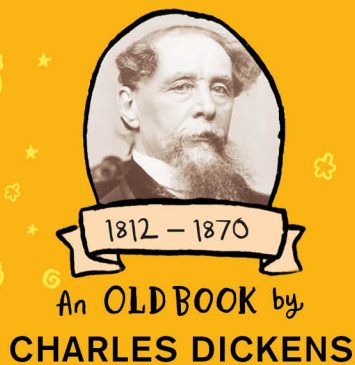


I could still go back to say bye properly ...

Should I?



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# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## X

### ACTIVITY

- Write a postcard from Pip to Joe and Mrs Joe about his new life in London. Find out what London looked like 200 years ago to help you draw the postcard picture.



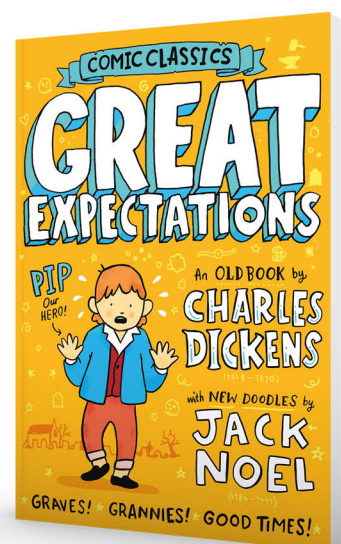
Young  
Miss Havisham

Mr Havisham  
(Miss  
Havisham's  
dad)

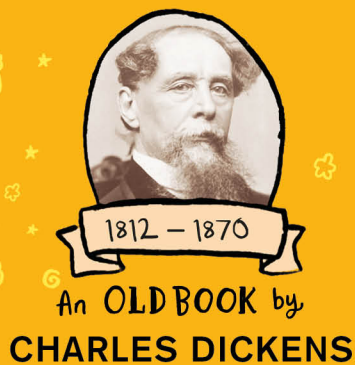


### DISCUSSION POINTS

1. What did Pip first think of London?
2. Where had Pip met Herbert Pocket before?
3. What happened on the day of Miss Havisham's wedding?
4. What could have been her half-brother's plan?
5. How did Pip learn to be a 'PROPER GENTLEMAN'?







# COMIC CLASSICS GREAT EXPECTATIONS

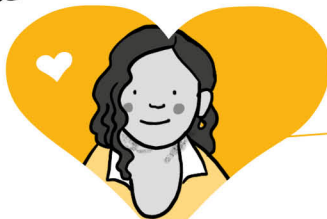


## ACTIVITY

- Imagine Pip and Estella are visiting London or your own hometown or village. Create a travel blog or guide of the main landmarks. Draw doodles or small pictures of each place and a few sentences about them. .



HAPPY THERE

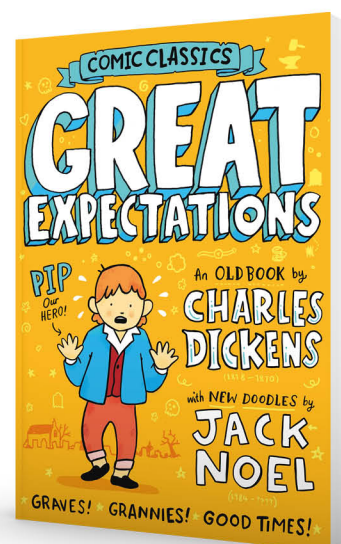


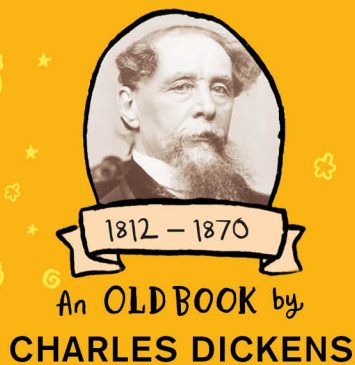
I really  
really  
really  
like her!

FOR LIFE.

## DISCUSSION POINTS

1. Why did Pip get into a great flutter when he received a note?
2. What did Estella do to make Pip feel really happy?
3. How did Pip and Estella get to Richmond?
4. How could the lady in Richmond have helped Estella?
5. Why did Pip know he would never be happy with Estella?





# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## XII

### ACTIVITIES

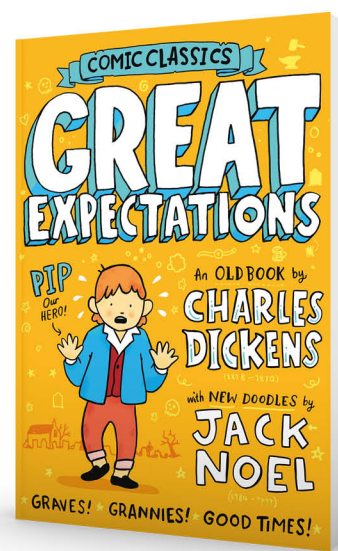
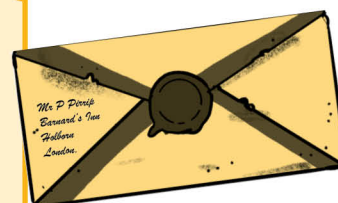
- Pip wants to write a sensory poem about the day of the funeral. Can you help him? Think about what the graveyard looked like, what sounds Pip could hear, what he could smell (sea air?), what he could feel.
- Design and draw a tombstone for Pip's sister. How does it show her character and the way she looked?

My dear Herbert,  
I have something very  
particular to tell you.



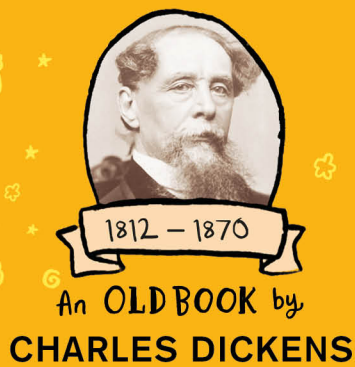
### DISCUSSION POINTS

- What did Pip announce about Estella?
- Why did Pip's letter look like it contained bad news?
- What memories did Pip have of his sister?
- What sang during the funeral?
- What did the light wind do?

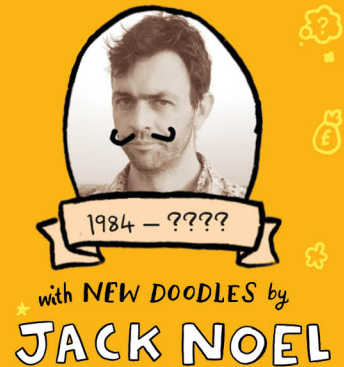


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# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## XIII

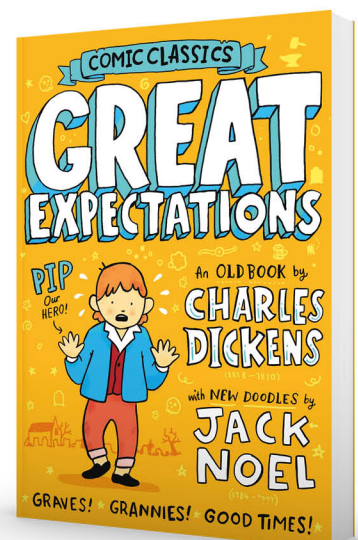
### ACTIVITIES

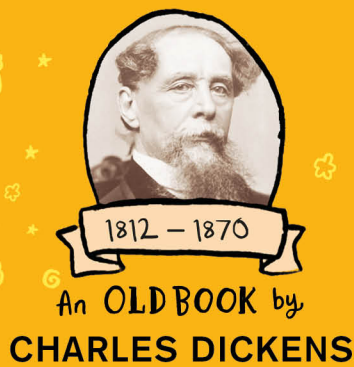
- Estella loves going to parties! If you could plan your own party, what would you do? Would you have a fun theme such as a fancy-dress ball or favourite book characters' picnic. Who would you invite? What do you need? What would you do?
- Create outfits for Pip and Estella to go to the ball? They can be in fancy dress if you like!



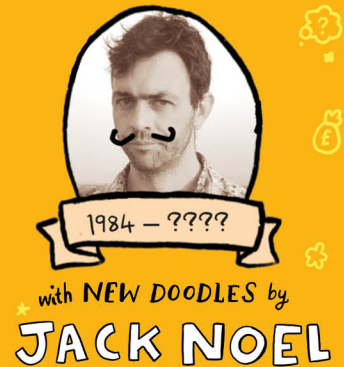
### DISCUSSION POINTS

1. What types of things did Estella get invited to?
2. What was the name of Estella's main admirer?
3. What words did Pip use to describe him?
4. Why would Estella want to deceive and entrap Bentley?
5. Why do you think she doesn't want to deceive Pip?





# COMIC CLASSICS GREAT EXPECTATIONS



## CHAPTER XIV

This is the one with the BIG twist!

### ACTIVITIES

The escaped convict is BACK! His name is Abel Magwitch and he's been in Australia. (Not as a nice holiday - he was taken there as a punishment! This is something that happened to prisoners when Pip's story is set.)

- Find out more about transportation of convicts to Australia. How long did it take for the convict ships to get there? What was life like in Australia?
- Create your own doodle comic strip story about what the convict's life may have been like in Australia or how he managed to escape and get back to Britain.

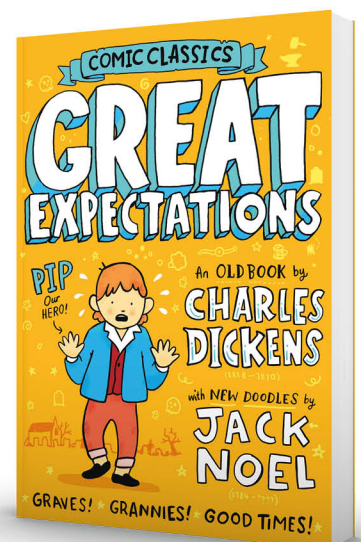
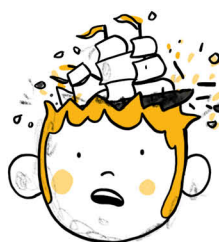


### DISCUSSION POINTS

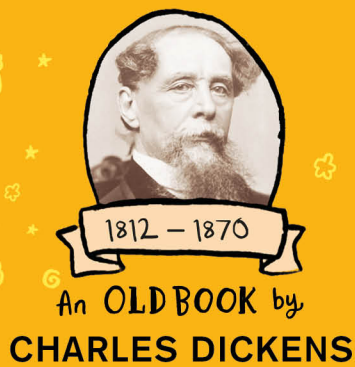
1. Who was Pip's secret benefactor?
2. How had the convict changed over the years?
3. Why had the convict wanted to help Pip?
4. Where did the convict get the money to help Pip?
5. Why had the convict come to see Pip in secret?



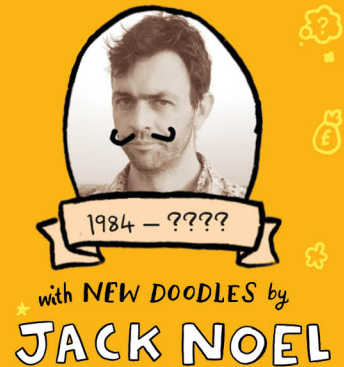
A card would have done it







# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## XV

### ACTIVITY

Compeyson is one BAD guy - he got Magwitch in trouble and sent to prison AND he was the man who dumped Miss Havisham!

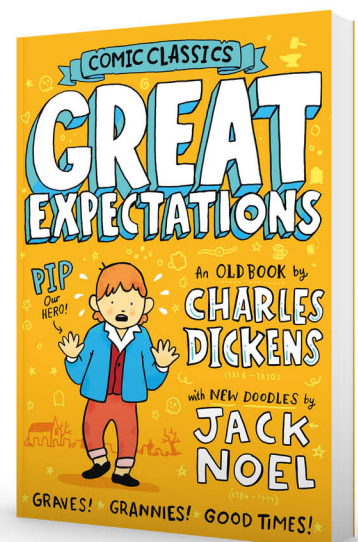
- Draw a 'Wanted' poster for Compeyson. Use the information on page 197 to help you describe him and his personality. Write down what he was wanted for (see page 198).

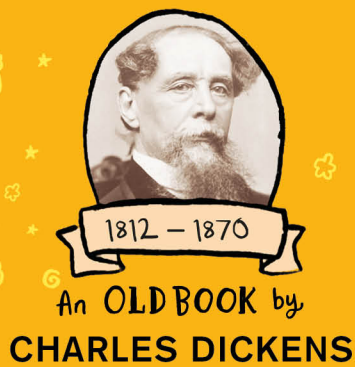


### DISCUSSION POINTS

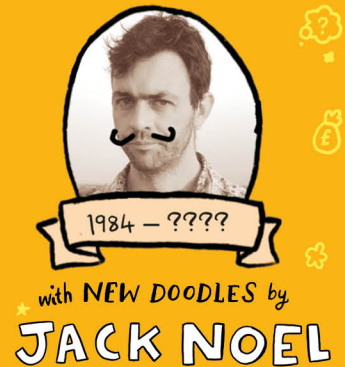
1. What is the name of Pip's benefactor/convict?
2. What was Compeyson's business?
3. Why did Magwitch get a longer prison sentence than Compeyson?
4. How were Pip and Herbert planning to help Magwitch?

**THEN WE WERE CAUGHT.**





# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## XVI

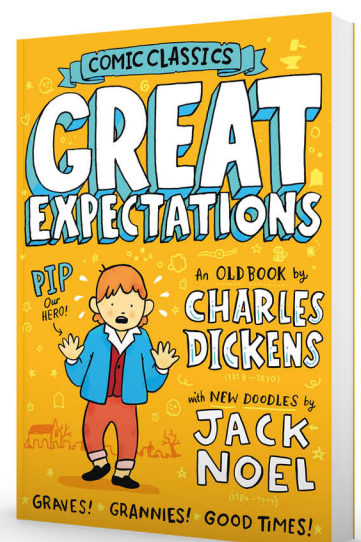
### ACTIVITY

- Look at the different ways and settings where Pip saw the name Estella. Draw a picture of a different place or object which includes your own name e.g. star constellation, bus windows. Think about the shape and style of the letters.

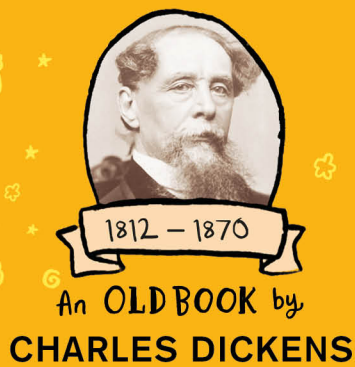


### DISCUSSION POINTS

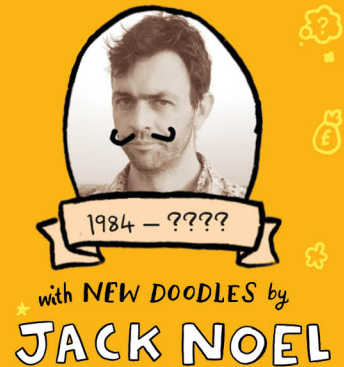
- Who was Pip surprised to see at Miss Havisham's?
- In what ways had Miss Havisham been unkind to Pip?
- Who is Estella marrying?
- How do we know Pip is truly in love with Estella?
- What do you think 'incredulous wonder' means?







# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## XVII

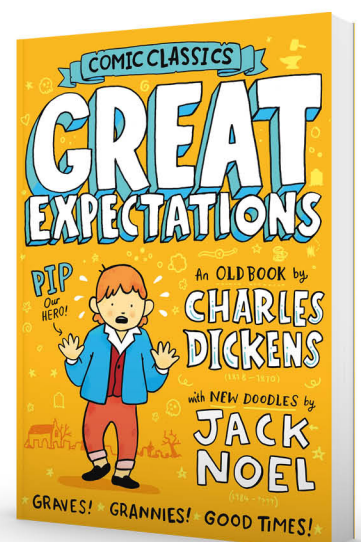
### ACTIVITIES

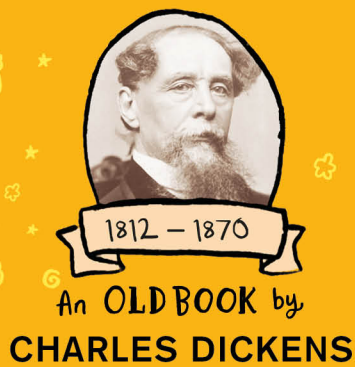


- Create in large bubble letters the phrase 'I forgive her' and decorate them in many colours.
- Create a zigzag booklet that shows the sequence of events surrounding Miss Havisham's accident and Pip's rescue.

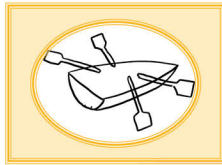
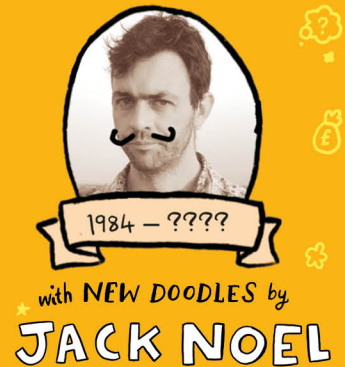
### DISCUSSION POINTS

1. What type of training did Pip do for Magwitch's escape?
2. What did Miss Havisham teach Estella?
3. How did Pip save Miss Havisham?
4. What did she want Pip to write down?
5. Using the pie chart on page 231, who was Pip more worried about?





# COMIC CLASSICS GREAT EXPECTATIONS



## CHAPTER XVIII



### ACTIVITIES

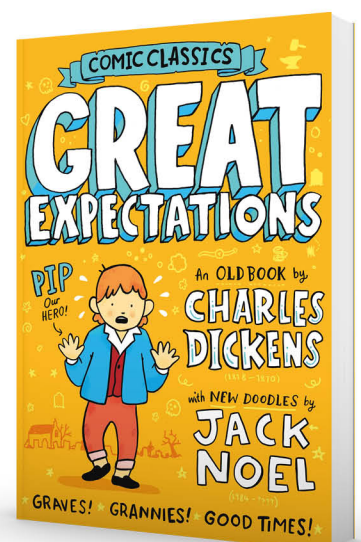
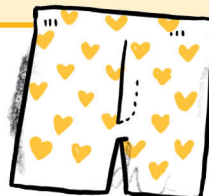
- Draw and label the items that Magwitch might want to pack in his get-away bag. Make a passport for him. What will be in it?
- Create and design a poster to encourage people to travel on the steam ship.

Steamed  
hamburger

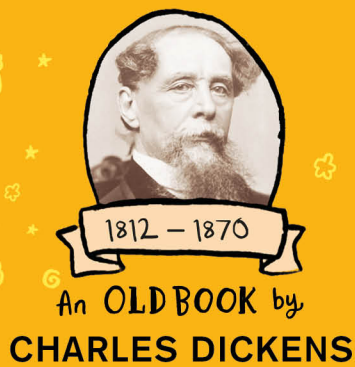


### DISCUSSION POINTS

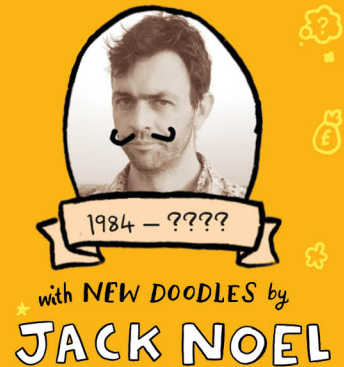
1. Who was Magwitch disguised as?
2. What did the men in the galley want?
3. Who was the steersman?
4. Where had the two convicts gone?
5. Why was it hopeless for Magwitch to escape?







# COMIC CLASSICS GREAT EXPECTATIONS

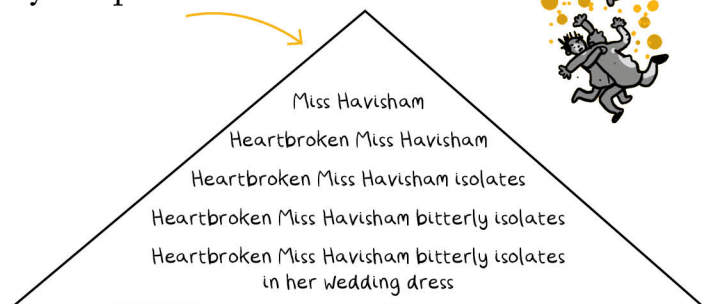
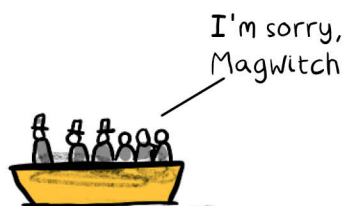


CHAPTER

## XIX

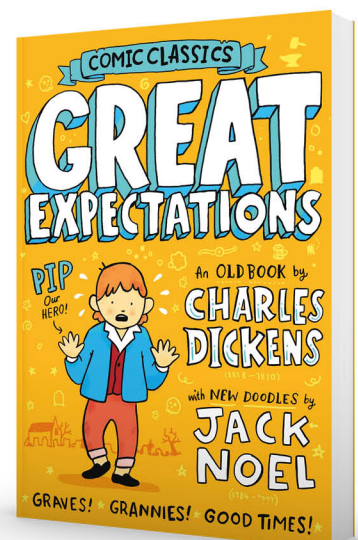
### ACTIVITY

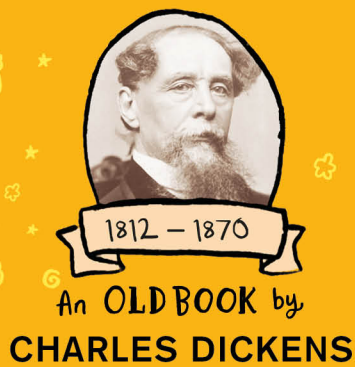
- Make a pyramid shape poem using words that Pip might be doing or feeling while in Egypt. A pyramid poem starts with one word on the top line to which words are added with each line of the poem. The first line is a single noun, the second line is the same noun and an adjective. The third line adds a verb, and the fourth line adds an adverb. The final line adds a prepositional phrase. For example, here's a pyramid poem about Miss Havisham:
- Add a doodle or drawing to illustrate your poem.



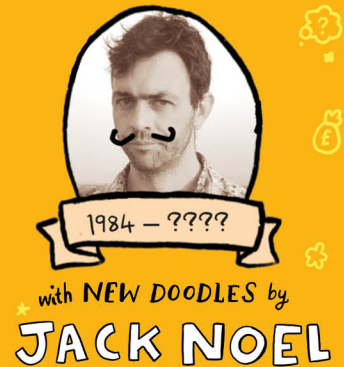
### DISCUSSION POINTS

1. Why was Magwitch happy that he came to find Pip?
2. What good things were said about Magwitch at the trial?
3. What were Magwitch's last words?
4. Where did Pip go to live and work?
5. How did Estella's husband die?





# COMIC CLASSICS GREAT EXPECTATIONS



CHAPTER

## XX

### ACTIVITY

- Create a sequel of what happened to Pip and Estella next. It could be a comic strip or a written account by Pip or Estella with fun doodles.

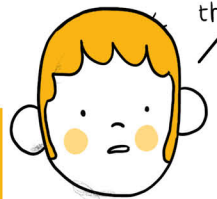
11 YEARS LATER



Thank'ee  
dear boy

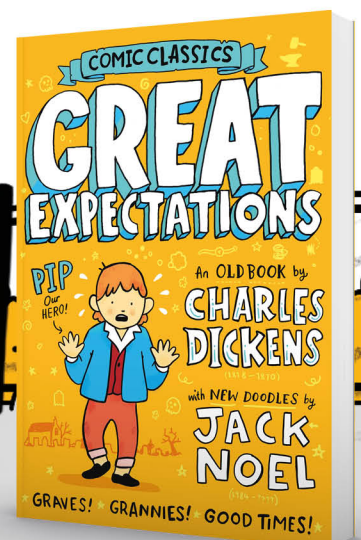
Thank'ee

I miss  
that guy

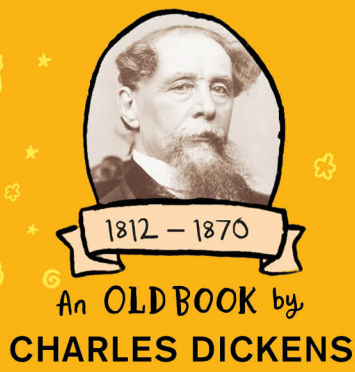


### DISCUSSION POINTS

1. How long had Pip been away from home?
2. Why had Joe and Biddy named their son after Pip?
3. What had happened to Miss Havisham's house?
4. What was special about the place where Pip meets Estella?
5. What did Estella want Pip to tell her?

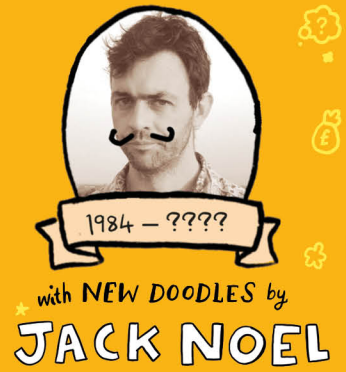






COMIC CLASSICS

# GREAT EXPECTATIONS



## BOOK REVIEW

Title of Book: .....

Author: ..... Illustrator: .....

Plot: .....

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.....

.....

.....

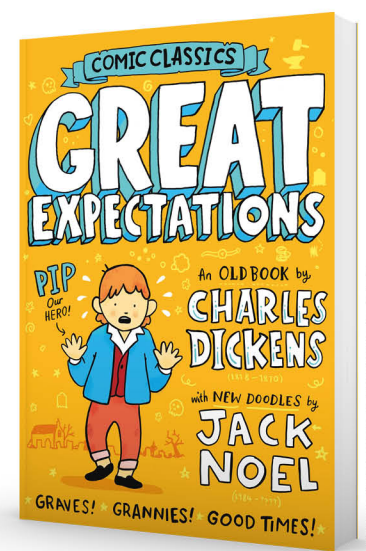
My favourite character

space to draw

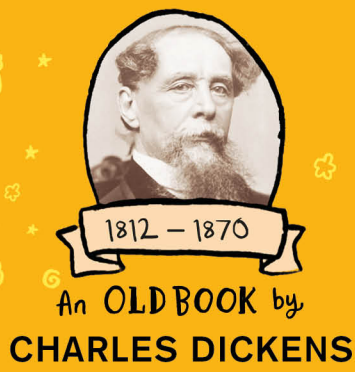
and why .....

.....

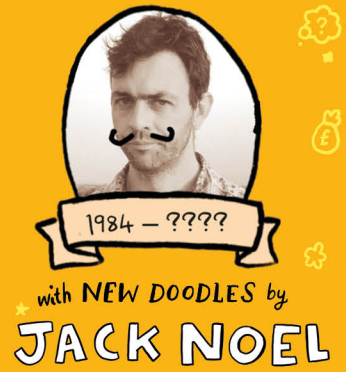
.....



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# COMIC CLASSICS GREAT EXPECTATIONS



## BOOK REVIEW

← part two

My favourite doodle *space to draw* and why.....

.....

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.....

My favourite part in the story: .....

.....

.....

.....

.....

Words and phrases that I liked: .....

.....

.....

.....

Reviewer's star rating:

☆ ☆ ☆ ☆ ☆

colour them in

**Farshore**

