Summary

Pirates of the Caribbean: Dead Man’s Chest picks up where the first movie in the franchise left off, recounting more adventurous tales of the swashbuckling Captain Jack Sparrow. In his latest adventure, Jack and his companions—along with his enemies—are searching the Caribbean for a chest belonging to the legendary Captain Davy Jones. Who will be the first to find the ‘Dead Man’s Chest’?

Chapter 1: The story starts with Jack escaping from a prison. When he returns to his ship, the Black Pearl, he examines a piece of cloth with a drawing of a key on it. Later, he is visited by Bootstrap Bill, who tells him that he has been cursed by the evil Davy Jones. Jack quickly heads to shore. Meanwhile, his friends, Elizabeth Swann and Will Turner, have been arrested.

Chapter 2: Will agrees to get Jack’s compass for Lord Beckett in exchange for his and Elizabeth’s freedom. Will finds the Black Pearl lying on its side on a beach near Tortuga, but suddenly he is captured by some islanders. Meanwhile, Elizabeth’s father helps her escape, and she uses a gun to force Lord Beckett to sign Will’s release papers. The chapter ends with Elizabeth dressed in sailor’s clothes and sailing away from Port Royal.

Chapter 3: Will is put in a bone cage with Gibbs and other sailors from the Black Pearl. He finds out that the islanders have made Jack their chief, and that they are going to eat him for dinner at sundown in order to free his soul from his body. However, at the last moment, Will, Gibbs, the sailors and Jack all escape from the islanders and return to the Black Pearl.

Chapter 4: Jack agrees to give Will the compass in exchange for his help in finding the mysterious key painted on the piece of cloth. As Elizabeth sails to Tortuga in search of Will, Jack, his sailors and Will visit a woman named Tia Dalma, who can see into the future. Tia explains to Will that the key opens a chest containing Davy Jones’s heart and tells him how to find it. Then she gives Jack a bottle of sand to use to protect himself against Jones’s monster, the Kraken.

Chapter 5: Jack tricks Will into boarding an old ship filled with dead sailors. Will realizes that the ship isn’t Davy Jones’s ship, the Flying Dutchman, and he is attacked by several of Jones’s sailors. After he is eventually captured, he meets Davy Jones, and he tells him that he is there to pay Jack’s debt. Davy Jones and his men fly over to the Black Pearl, and Jones and Jack make a deal—Jack has to give Will to Jones, along with ninety-nine more souls, in exchange for his freedom.

Chapter 6: Jack and his men try to find ninety-nine souls in Tortuga, but they end up getting into a brawl with Commodore Norrington and several other sailors. Jack and Gibbs escape, and then meet up with Elizabeth and Norrington at the port. Elizabeth asks Jack to help her find Will, and he gives her the compass, explaining that she must find Davy Jones’s chest to save Will.

Chapter 7: On board the Flying Dutchman, Will meets up with his father, Bootstrap Bill. Trying to free him from Jones’s service, he challenges the evil captain to a game of cards. Will wins the first game and frees his father’s soul. He challenges Jones to another game—this time for the key to Jones’s chest. However, Will’s father insists on playing instead, and loses, becoming a prisoner once again. Will is free, and now he knows where the key is located—on a string around Jones’s neck.

Chapter 8: Will steals the key from Jones and escapes to another ship, the Edinburgh Trader. However, the Kraken destroys the ship, forcing Will to hold on to the side of the Flying Dutchman. Meanwhile, Jack, his men, Elizabeth and Norrington sail to Isla Cruces.

Chapter 9: Jack, Elizabeth and Norrington find the chest on the island, and then they meet up with Will. The three men argue about who should get the chest, and then they begin to fight. As Elizabeth is trying to stop them, two of Jack’s men steal the chest and run away. Elizabeth starts to run after them.

Chapter 10: Will, Jack and Norrington continue fighting over the key to Jones’s chest. Finally, Jack gets the key, opens the chest and sees Jones’s heart. He puts the heart into the bottle with the sand that he received from Tia
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Dalma. The chapter ends with Norrington running away from Jones’s men, and Jack, Elizabeth and Will escaping in a row boat.

Chapter 11: Davy Jones attacks Jack and the Black Pearl, but Jack isn’t afraid because he has Tia Dalma’s sand and Jones’s heart. However, as the Kraken starts to attack the Black Pearl, he discovers that he has neither—and that the black mark has returned to his hand! Jack starts to escape by himself, but then he turns around and returns to the ship. Elizabeth kisses him and tells him that he is a good man. As Will, Elizabeth and Jack’s men escape, Davy Jones pulls Jack and the Black Pearl down into the ocean for eternity.

About the movie
Ted Elliott and Terry Rossio wrote the screenplay for Pirates of the Caribbean: Dead Man’s Chest, the sequel to the 2003 adventure movie Pirates of the Caribbean: The Curse of the Black Pearl. Directed by Gore Verbinski and produced by Jerry Bruckheimer, Pirates of the Caribbean: Dead Man’s Chest was hugely successful, breaking two North American records upon its release in June 2006. Not only did it earn the largest-ever opening-day profits of $55.8 million, it also brought in the biggest-ever opening weekend profits of $135.6 million. Despite its lukewarm reception from film critics, the movie earned Academy Award nominations for Best Art Direction, Best Sound Editing and Best Sound Mixing, and won the award for Best Visual Effects.

Background and themes
Good versus evil: Like most films in the genre of action-adventure, Pirates of the Caribbean: Dead Man’s Chest focuses on the battle between good and evil. In the story, good is portrayed by Will and Elizabeth, who are brave, selfless and moralistic, while bad is depicted by Davy Jones, who will stop at nothing in his quest to take control of the ocean. Captain Jack Sparrow sits between these two extremes, being neither completely good nor fully bad. His duality is expressed in the movie’s climax, when Elizabeth says: “I always knew that you were a good man.” However, it is clear that she doesn’t fully believe this because she chains Jack to the Black Pearl so that he can’t flee again.

Eternity: In Pirates of the Caribbean: Dean Man’s Chest, the idea of eternity is presented as both a good and bad thing. Relating to Will and Elizabeth and their love for each other, it is a good thing—something that can bring true happiness forever. However, Davy Jones condemns men to be his slaves for eternity, which is a form of hell on earth. By comparison, death is a welcome thing.

Loyalty: Loyalty is a valuable commodity in Pirates of the Caribbean: Dead Man’s Chest. Will and Elizabeth are loyal to each other, and Will is loyal to his father, and in the end, their loyalty saves them from Davy Jones. Despite his pirate ways, Jack ends up being loyal to the Black Pearl and its passengers, and sacrifices himself for their safety.

Discussion activities
Chapters 1–3
Before reading
1 Discuss: Ask students to look at the picture on the cover of the book. Who do you think the people in the picture are? Why do you think this? What do you think the people are like? Why do you think this? What other things can you see in the picture? Do you like the picture? Why/why not? Does it make you want to read the book? Why/why not?
2 Discuss: Ask students if they have ever seen the movie version of Pirates of the Caribbean: Dead Man’s Chest. Did you like the film? Why/why not? Do you remember the story in the film? Get students to recount the story as completely as possible, and write notes on the board to record what the story is about.
3 Research: Ask students to bring information about pirates to class. Put a large piece of paper on the wall and get students to attach their information to the piece of paper to make a wall display.
4 Discuss: Put students into small groups and get them to read the description on the back cover of the book. Then get them to look at the front cover of the book and think about the title. Finally, get them to discuss the following questions: What is a pirate? What is the Caribbean? What is a chest? What is often inside a chest? What do you think is inside the chest in the story? Why do you think this? Do you like the title? Why/why not? Can you think of any other titles for the book?

After reading
5 Artwork: Put students into pairs and get them to draw a picture of the Black Pearl. When they have finished, they should stand at the front of the classroom and describe their picture to the rest of the class. The class should draw the picture as it is being described and then compare the pictures.

Chapters 4–6
Before reading
6 Guess: Ask students to predict what will happen to Jack, Will, Elizabeth and the other characters in Chapters 4 to 6.
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7 Research: Put students into small groups and get them to look for information about the Caribbean in the library, on the Internet, etc. Then get them to make a travel brochure to promote the region. When they have finished, the groups should stand at the front of the classroom and present their travel brochure to the rest of the class.

8 Research: Ask students to bring information about the famous real-life pirate Captain Davy Jones to class. Put a large piece of paper on the wall and get students to attach their information to the piece of paper to make a wall display.

9 Research: Put students into pairs and get them to look up the word compass in a dictionary or on the Internet. Make the exercise into a competition—the first pair of students to find the definition wins. They should stand up and read the definition out loud to the rest of the class. Finally, they should use the word in a sentence as an example.

After reading
10 Check: Review students’ predictions about what would happen to Jack, Will, Elizabeth and the other characters in Chapters 4 to 6. Check if their predictions were right or wrong.

11 Role play: Put students into groups of three. Student A is Jack, Student B is Will and Student C is Tia Dalma. Jack, Will and Tia should role play the scene from pages 16 to 19. When they have finished, some of the groups should stand at the front of the classroom and perform their role plays in front of the class.

12 Discuss: Put students into small groups and get them to discuss the following questions: Why do you think Jack tricks Will and sends him to an old ship instead of the Flying Dutchman? Do you think Jack is right or wrong to trick Will? Why do you think this? How do you think Will feels about being tricked by Jack? Why do you think this?

Chapters 7–9

Before reading
13 Guess: Ask students to predict what will happen to Jack, Will, Elizabeth and the other characters in Chapters 7 to 9.

14 Discuss: Ask students to think about why Chapter 7 is called A Very Important Game. What game do you think the title refers to? Why do you think this? Who do you think plays the game in the chapter? Why do you think this? Do you like the title of the chapter? Why/why not?

After reading
15 Check: Review students’ predictions about what would happen to Jack, Will, Elizabeth and the other characters in Chapters 7 to 9. Check if their predictions were right or wrong.

16 Artwork: Get students to draw a picture to describe the scene in which the Kraken attacks the Edinburgh Trader. When they have finished, they should stand at the front of the classroom and describe their picture to the rest of the class. The class should draw the picture as it is being described and then compare the pictures.

17 Pair work: Put students into pairs and get them to take turns describing Jack from the point of view of a) Will; b) Elizabeth; c) Gibbs; d) Norrington; and e) Davy Jones.

18 Artwork: Put students into pairs and get them to draw a picture of one of the characters in Chapter 7, 8 or 9. Note that each student should draw his or her own picture. When they have finished, the pairs should take turns looking at each other’s picture. Then each student should guess which character his or her partner’s picture illustrates.

19 Role play: Put students into pairs. Student A is Davy Jones and Student B is Will Turner. The students should re-enact the game that Jones and Will play in Chapter 7 (pages 29 and 30). When they have finished, some of the pairs should stand at the front of the classroom and perform their role plays in front of the class.

Chapters 10–11

Before reading
20 Discuss: Ask students to think about why Chapter 10 is called Jack’s Big Mistake. What mistake do you think Jack makes in the chapter? Why do you think this? What do you think will happen as a result of the mistake? Why do you think this?

After reading
21 Pair work: Put students into pairs and get them to write three questions that they have regarding Chapters 10 and 11. When they have finished, ask them to exchange their list with another group and write answers to the other group’s questions. Finally, some of the pairs should stand at the front of the classroom and read their questions and the answers they have been provided with to the rest of the class.

22 Discuss: Put students into small groups and get them to discuss the following questions: What happens to Jack at the end of the book? Do you think he lives or dies? Why do you think this? How do you think Will and Elizabeth feel about what happens to Jack? Why do you think this? What do you think Will and Elizabeth will do as a result of what happens to Jack? Why do you think this?

23 Pair work: Put students into pairs and get them to make a list of all the characters that appear in Pirates of the Caribbean: Dead Man’s Chest. When they have finished making the list, they should discuss which character(s) they like most; dislike most; feel most sorry for.