QUICK CARD:
TREASURE ISLAND

Reference	*Treasure Island.* Robert Louis Stevenson. (1883) ISBN-13: 978-0451530974
Plot	Jim Hawkins, whose family is deeply in debt, discovers a pirate's treasure map and embarks on a dangerous journey to find the treasure, encountering honest men and ruffians in equal measure along the way.
Setting	• Late 1700's coastal England near Bristol • The Admiral Benbow Inn • The Caribbean Sea and Skeleton Island • Jim's boyhood
Characters	• Jim Hawkins – (protagonist) a young boy whose discovery of a pirate's treasure map sparks a journey from innocence to experience • Squire Trelawney – a magistrate and Jim's ally • Dr. Livesey – a constable and Jim's friend • Billy Bones – an old pirate who lodges at the Admiral Benbow Inn • Long John Silver – an old pirate and the story's prime antagonist • Various other devious pirates- Pew, Israel Hands, Captain Flint etc. • Ben Gunn – marooned pirate who aids Jim in his fight against Silver
Conflict	• Man vs. Man • Man vs. Self

Theme	• Coming of Age/Lost Innocence • Shrewdness/Resourcefulness • Honesty • Mercy • Friendship • Appearance vs. Reality (Deception) • The Journey/Adventure • The nature of evil • Avarice as the root of evil
Literary Devices	• Allusions – referencing another historical event, personality, literary or artistic work or idea for the sake of importing all the ideas associated with the reference to the present text and context. • Foreshadowing – hints planted in the text that suggest future plot developments • Dramatic Irony – a literary technique which originated in Greek drama by which the full significance of a character's words or actions are clear to the audience or reader although unknown to the character • Symbolism – the extended use of an image or metaphor, usually associated with major story themes.