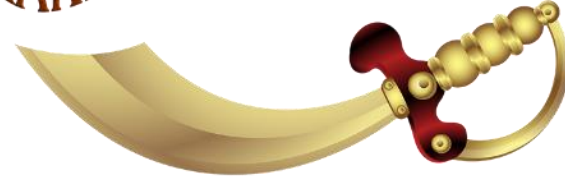


AARRGGHH!



Chris Ogden

Kate
Burton

Click  4 Teaching

How many words with three or more letters can you make using these letters?

E	B	C
R	C	E
A	U	N

Some solutions



3 letters	BAR, CAR, CAN, CAB, EAR, BUN, RUN, ERA, NAB, NUB, CUB, ARE, ACE, ARC
4 letters	RACE, NEAR, CANE, CUBE, CURE, CURB, CRAB, BURN, BEEN, BEAN, BRAN,
5 letters	BRACE, CRANE
6 letters	
7 letters	
8 letters	
9 letters	BUCCANEER



Choose a word

Make as many words as you can



galleon

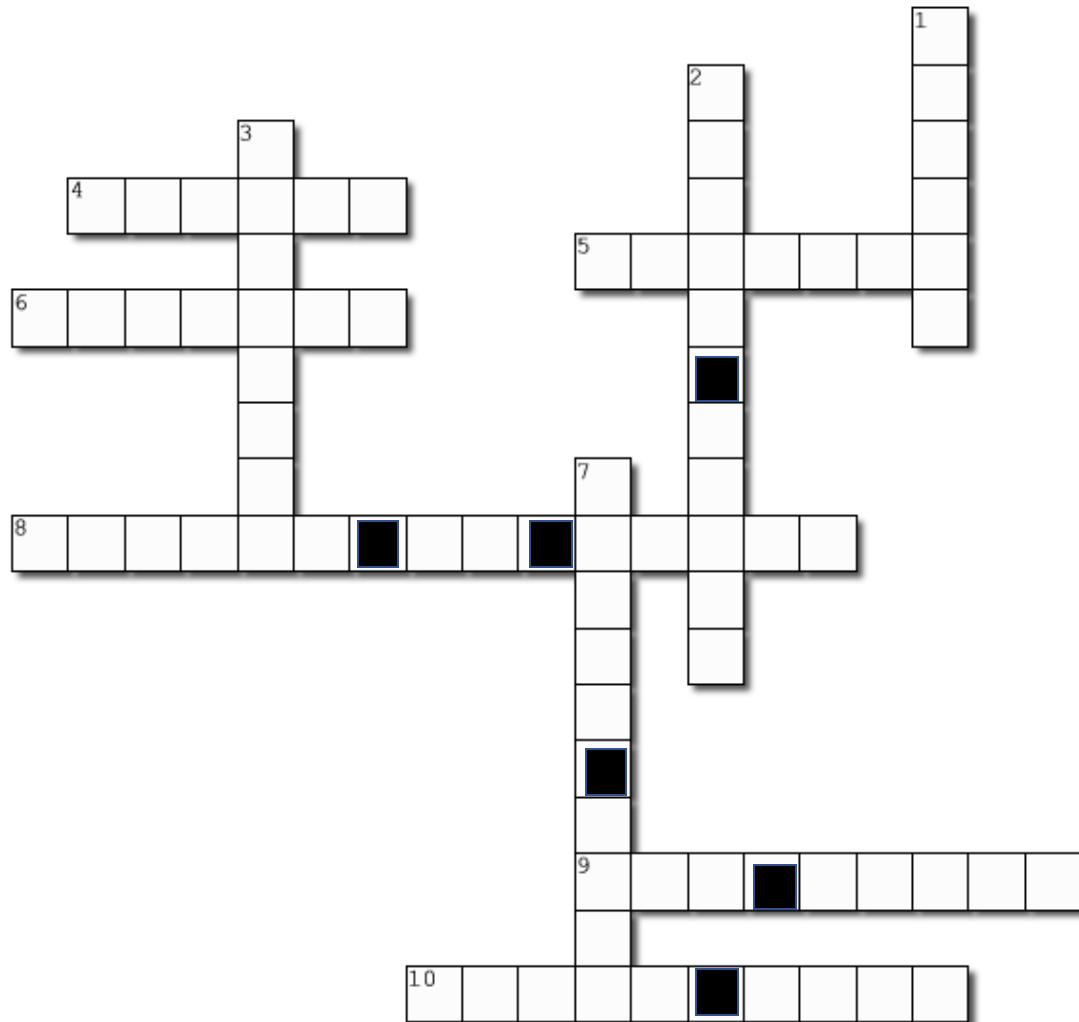
crossbones

treasure

doubloons

Pirates

Complete the crossword puzzle below

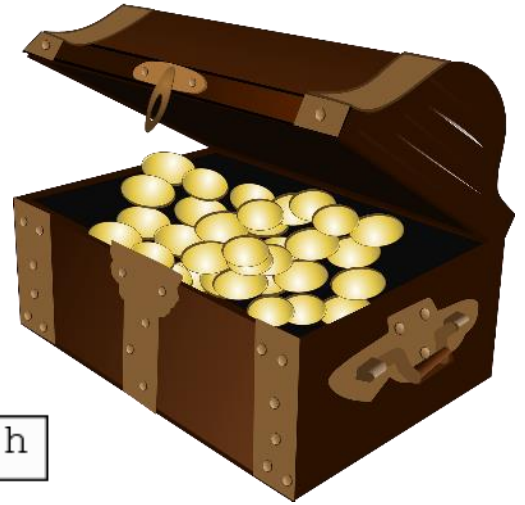
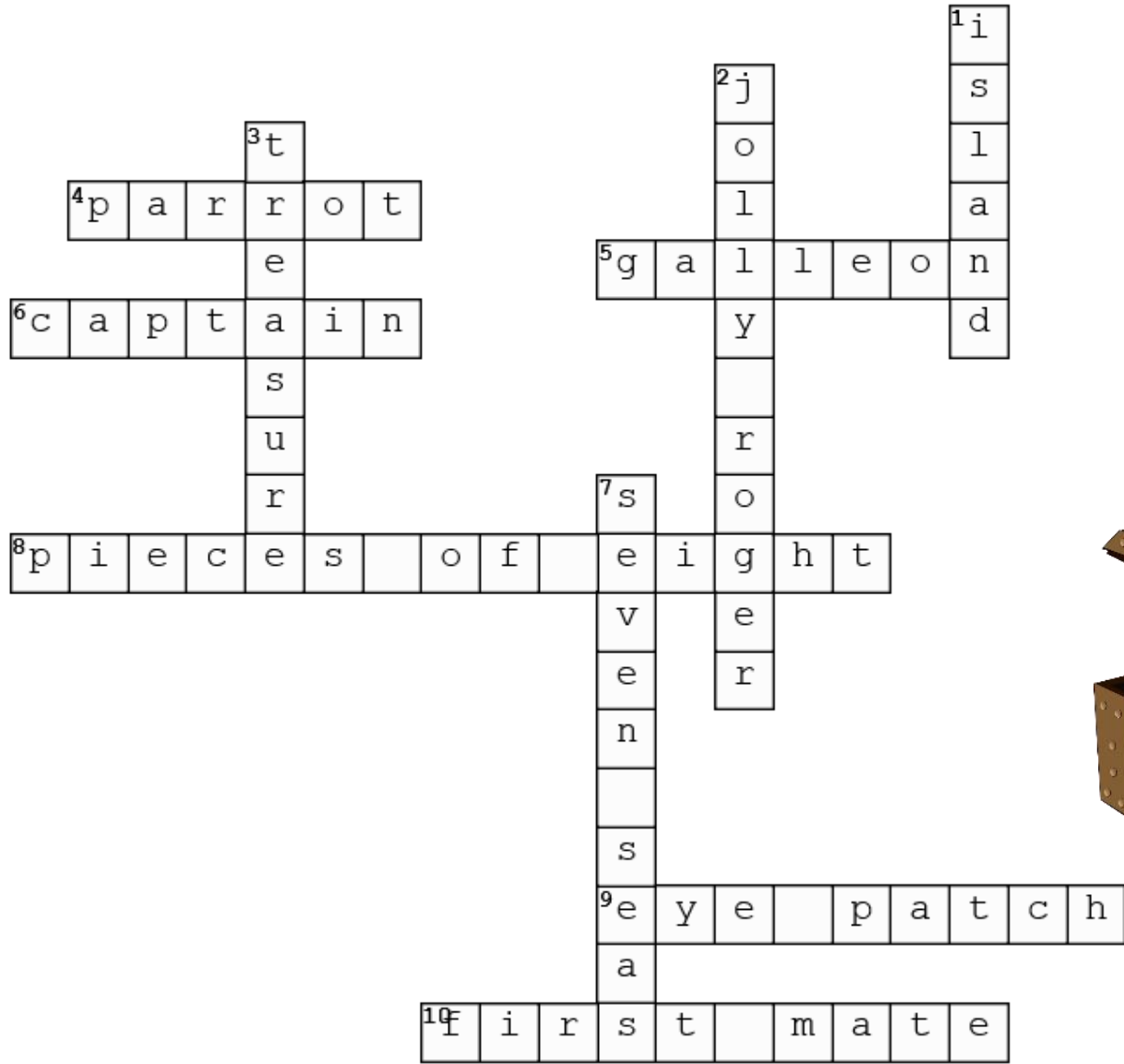


Across

4. On the shoulder, a feathery friend
5. Nag ol' ale! This spanish ship
6. In a pact, we find the leader
8. Lots of gold, you can have 16 or 24
9. Wearing two of these would leave you in the dark!
10. Not the second, or the third companion

Down

1. Is land clearly visable?
2. A happy boy, flying the flag
3. X marks the spot
7. They sail on prime tides, before 9 but after 5



Pirate Vegetables



Pirate Vegetables

- Create your own pirate crew from vegetables or fruit.
- Use double sided tape, glue or sticky pads to attach 'googly eyes' to the vegetables, or
- Cut out the resources on the following slide and use these to create a terrifying crew!



Top Tip

Make sure the vegetables are completely dry!



A Pirate ship

Take a cardboard box.



Cut off any unnecessary flaps but leave one of the short ends.

Cut this into a triangle to form the bow.



A Pirate ship

- Mark a shape on the long side (similar to the photo).
- Cut the shape and use the piece as a template to mark and cut the other side.
- Fold the short end with the triangle to a point to form the bow.





Pirate ship - mast

Using a cardboard tube, make several snips, then fold out carefully to make a base.

This can be glued or stuck with tape or blutack.



A Pirate ship

- Make a pirate flag using white and black paper.
- The ship could be painted brown.
- Cannons could be made from cardboard tubes.
- Get the crew aboard and set sail for adventure!



Meet the crew

- Think of name for each pirate vegetable.
- Make a 'Wanted' poster for each pirate.







Other ideas

- Make up some stories about the vegetable crew.
- Where would they sail?
- What would they hide on a treasure island?
- What other crews would they meet?
- Draw a map of their treasure island.



Other ideas

- Use a simple animation programme to bring them to life.
- Print out the slides of the individual pirates and make these into a Pelmanism or other type of game.

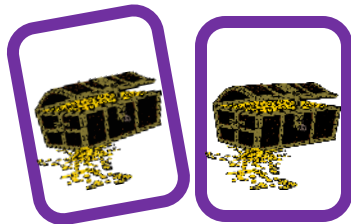


Pirate Pelmanism

Print and cut out the 30 pirate picture cards.

Play picture match games such as Pelmanism.

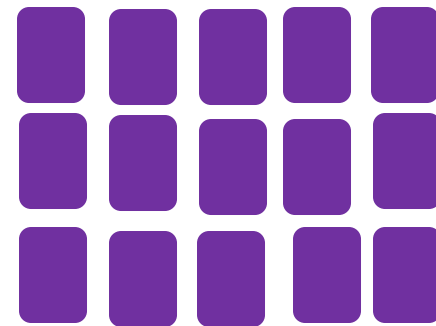
- Place the cards face down in an array
- Take turns to turn over two cards, if they pictures match you keep them. If not, turn them back over in exactly the same place and try to remember for next time!



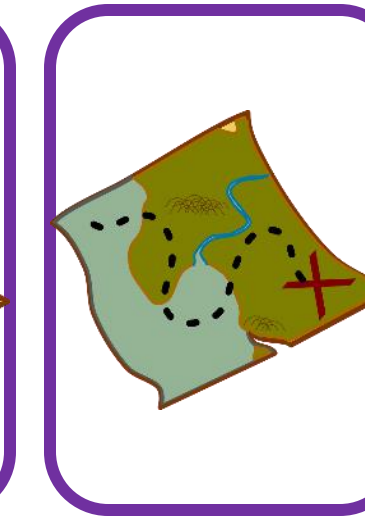
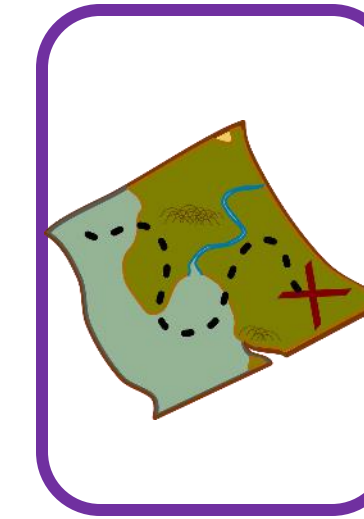
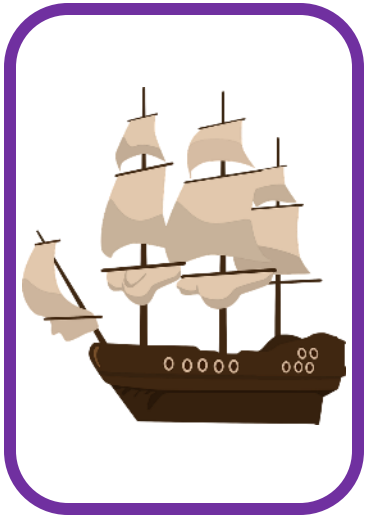
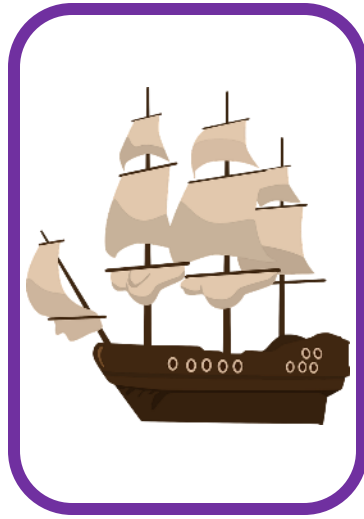
Keep

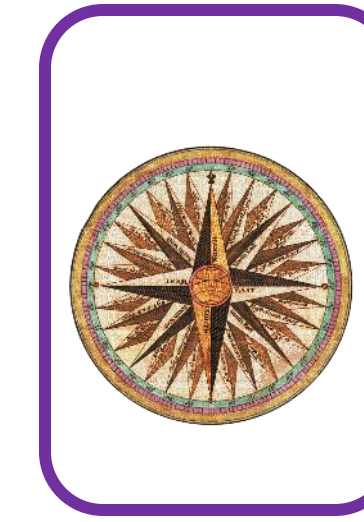
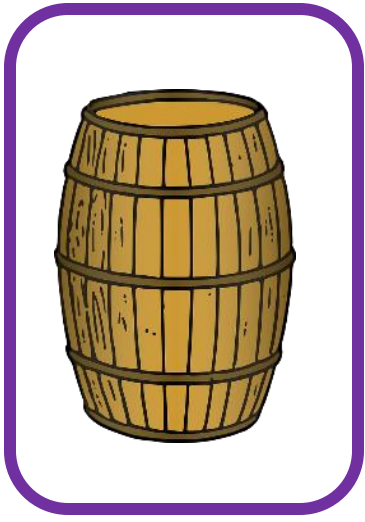


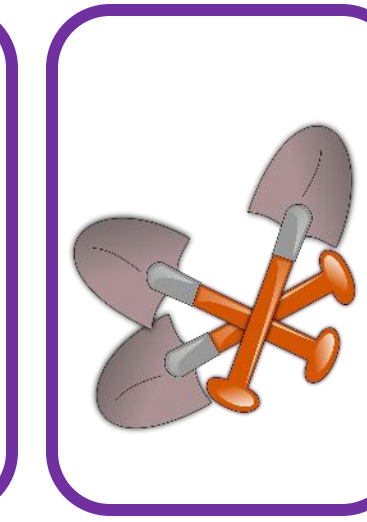
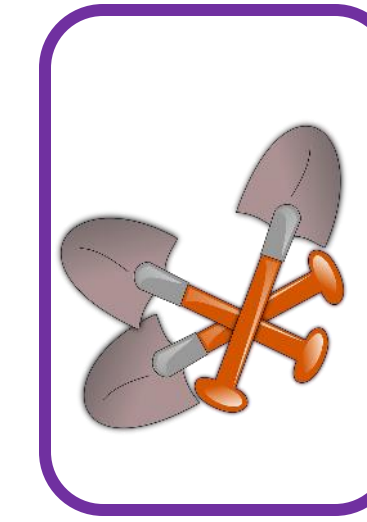
Turn back over



Arrange the cards in an array

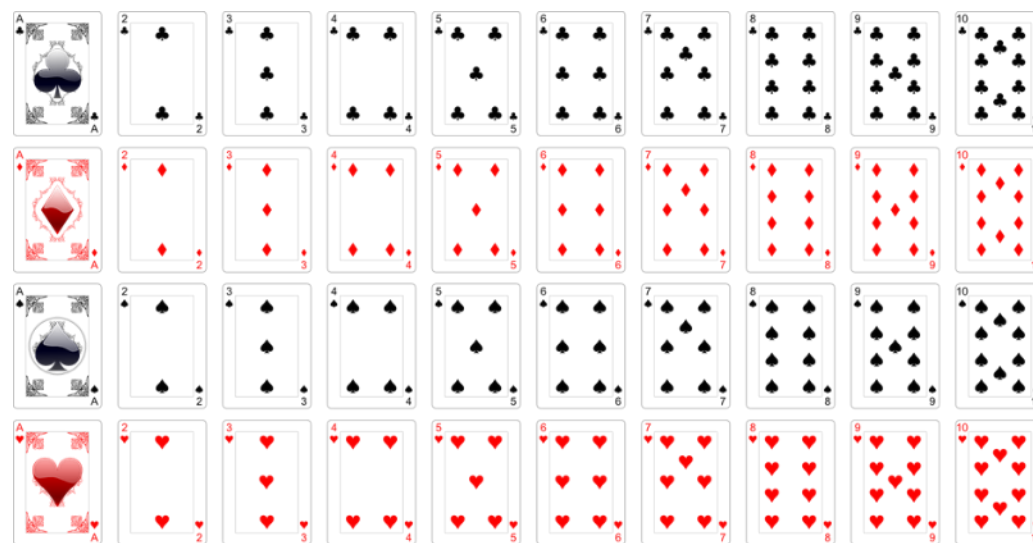
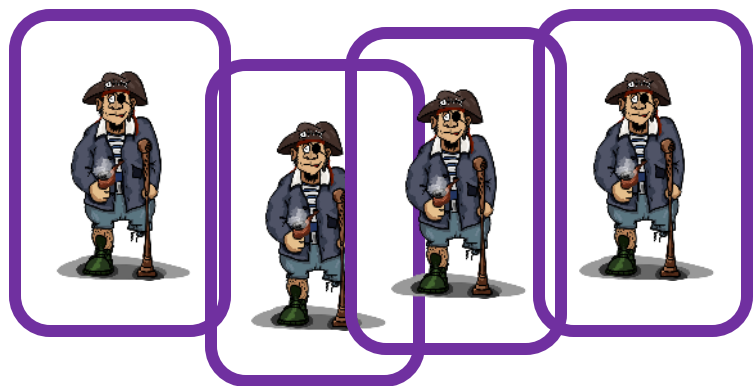






Design a card game

- Choose a design for your cards and make a set, as many as you need for you game.

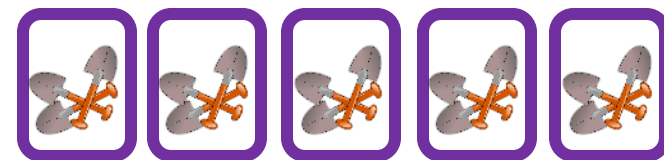


What are the rules? Research other card games. What else can you play?

Pirate Jim's secret code

Jim has a set of ten cards numbered 0 - 9 with one digit on each card.

Jim lays five of the cards out face downwards.



The numbers on the first and second cards add to 15,
The numbers on the second and third cards add to 12,
The numbers on the third and fourth cards add to 14,
The numbers on the fourth and fifth cards add to 13.
What are the numbers on Jim's cards?

Pirate Jim's secret code- answer

Jim has a set of ten cards numbered 0 - 9
with one digit on each card.

Jim lays five of the cards out face downwards.

The numbers on the first and second cards add to 15,
The numbers on the second and third cards add to 12,
The numbers on the third and fourth cards add to 14,
The numbers on the fourth and fifth cards add to 13.
What are the numbers on Jim's cards?



8 7 5 9 4

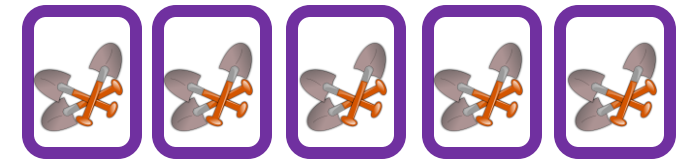
Make up a new
code for Pirate Jim

Pirate Jim's secret code

Jim has a set of ten cards numbered 0 - 9 with one digit on each card.

Jim lays five of the cards out face downwards.

The numbers on the first and second cards add to 13,
The numbers on the second and third cards add to 9,
The numbers on the third and fourth cards add to 11,
The numbers on the fourth and fifth cards add to 16.
What are the numbers on Jim's cards?



Make up a new code for Pirate Jim

Pirate Jim's secret code

Jim has a set of ten cards numbered 0 - 9 with one digit on each card.

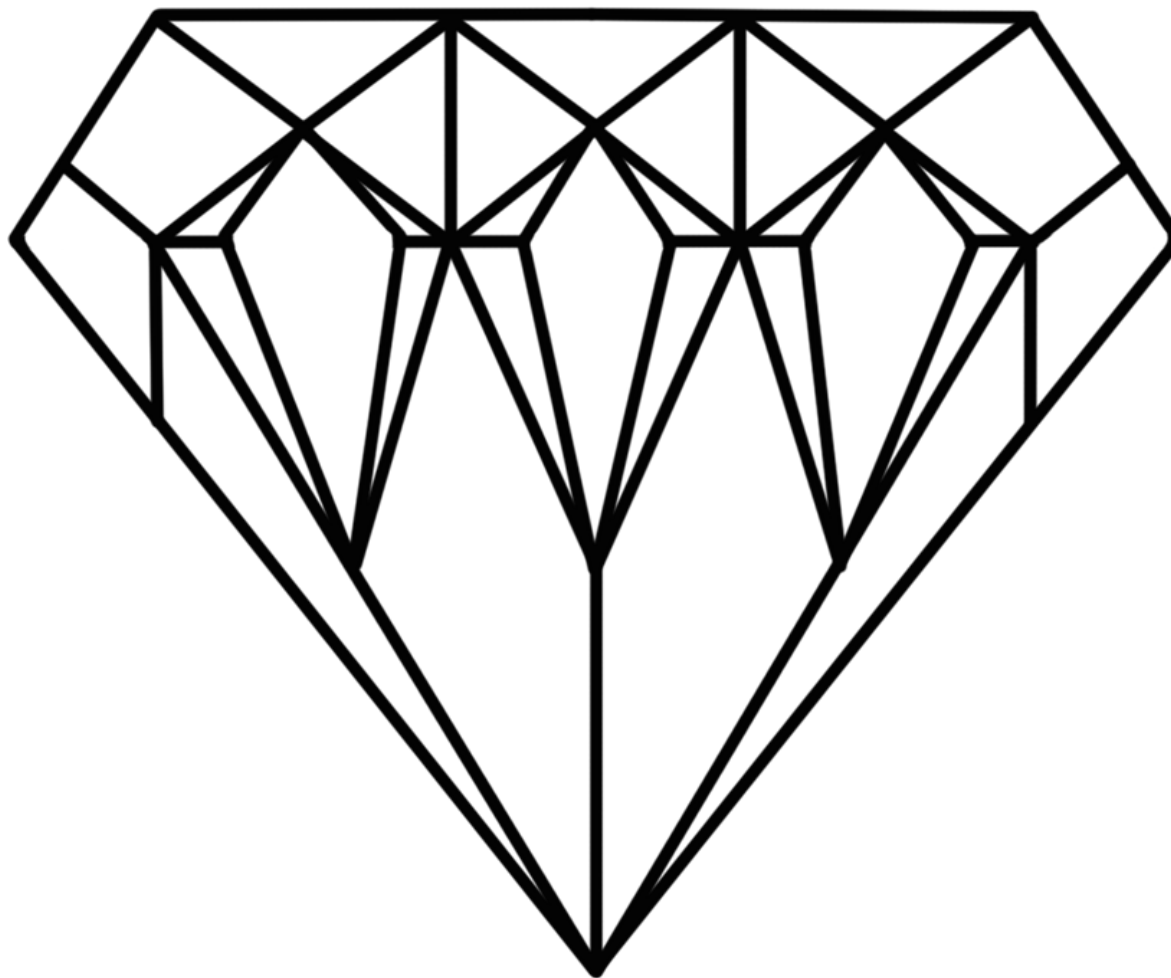
Jim lays five of the cards out face downwards.

The numbers on the first and second cards add to 13,
The numbers on the second and third cards add to 9,
The numbers on the third and fourth cards add to 11,
The numbers on the fourth and fifth cards add to 16.
What are the numbers on Jim's cards?



Make up a new
code for Pirate Jim

There are
eight jewels
hidden in the
picture.





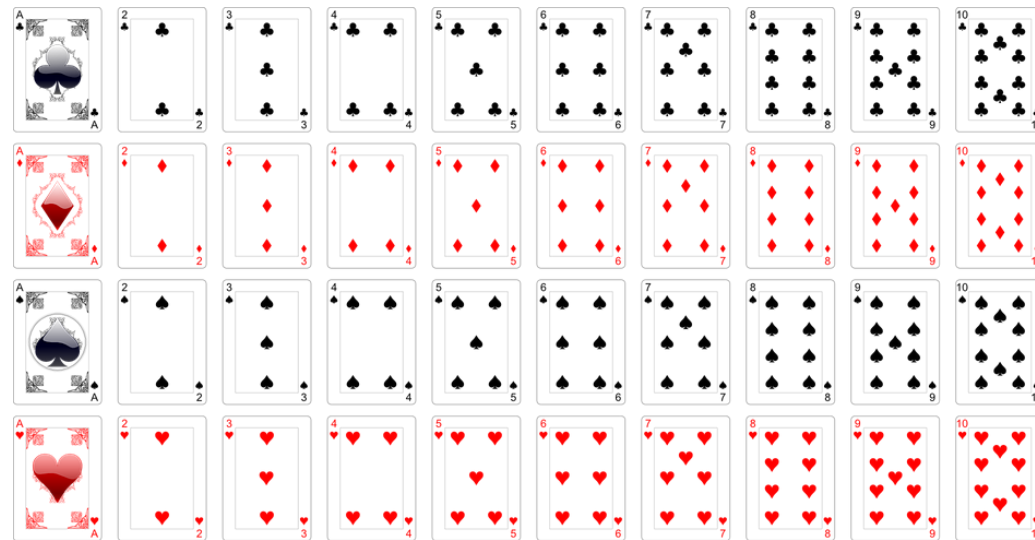
Draw a pirate picture

- Hide some jewels in the picture for other pirates to find!



Design a card game

- Choose a design for your cards and make a set, as many as you need for you game.



What are the rules? Research other card games. What else can you play?

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Find the treasure!
Follow the arrows.

→ One space to the right

← One space to the left

↓ One space below

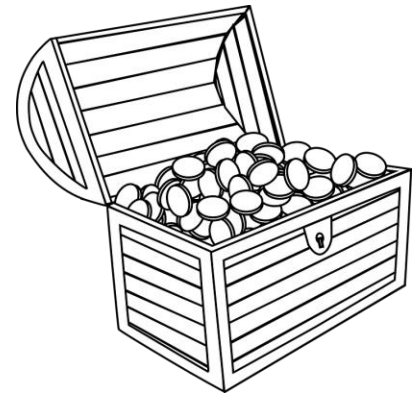
↑ One space above

→ Two spaces to the right

↓↓↓ Three spaces below

So, 36 → 38

53 ↓↓ 83



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

X marks the spot.

Write clues to get from 12 to 79.

→ One space to the right

← One space to the left

↓ One space below

↑ One space above

→ Two spaces to the right

⇓ Three spaces below

X marks the spot.

What other 'arrows' can you design?

Start at 1.

Roll the dice.

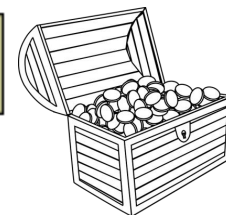
If you land on a multiple of 3, move forward to its double, just once!

If you land on a purple square, move back to its half.

The treasure is at 100!

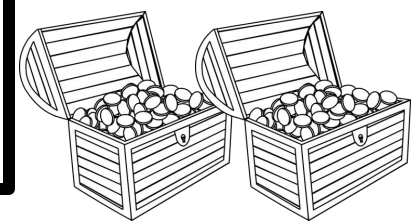
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Make a pirate counter to move round the board.



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Try a different board.
This time you double (just once) if you land on a multiple of 4, but still move back to the half of the purple squares.
Land on 100, double treasure!



Pirate Poetry



Sea Fever

I must go down to the seas again, to the lonely sea and the sky,
And all I ask is a tall ship and a star to steer her by,
And the wheel's kick and the wind's song and the white sail's shaking,
And a grey mist on the sea's face, and a grey dawn breaking.

I must go down to the sea again, for the call of the running tide
Is a wild call and a clear call that may not be denied;
And all I ask is a windy day with the white clouds flying,
And the flung spray and the blown spume, and the sea-gulls crying.

I must go down to the seas again, to the vagrant gypsy life,
To a gull's way and the whale's way where the wind's like a whetted knife;
And all I ask is a merry yarn from a laughing fellow-rover,
And quiet sleep and a sweet dream when the long trick's over.

John Masefield

Pirate Story

Three of us afloat in the meadow by the swing,
Three of us abroad in the basket on the lea.
Winds are in the air, they are blowing in the spring,
And waves are on the meadow like the waves there are at sea.

Where shall we adventure, to-day that we're afloat,
Shall it be to Africa, a-steering of the boat,
To Providence, or Babylon or off to Malabar?
Hi! but here's a squadron a-rowing on the sea--

Cattle on the meadow a-charging with a roar!
Quick, and we'll escape them, they're as mad as they can be,
The wicket is the harbour and the garden is the shore.

by
Robert Louis Stevenson

Pirates

**Up in the crow's nest,
I scan the horizon for ships to plunder!**

**Up in the crow's nest,
I watch the approaching storm
As dark clouds gather overhead.**

**Up in the crow's nest,
I look down and see the crew
like ants scuttling about on deck,
Loading cannons and pistols.**

**Up in the crow's nest,
I hoist the 'skull and crossed bones'
To strike fear into our enemies.**

**Up in the crow's nest,
I see the ship we've attacked
Sink below the water.**

**Up in the crow's nest,
I watch the spoils of gold
being shared out on deck.**

Pirate Adventure

The sea..
is like a rough friend,
Pushing and pulling the ship from side to side.
Punching the wooden boughs.
Soaking the sails.

The ship...
is like a tiny cork
Bobbing about on the dark, boiling water,
The crew bubble below decks.

The island...
is like a dark secret.
Deep holes, dug and filled
with treasures you cannot imagine.
Hidden until we can return.

Pirate Poetry – saying and writing

- Learn the poems by heart
- Recite them as a group. Use echo effects, loud and soft on certain lines and background sounds to make them atmospheric
- Use the poems as a model to base writing other sea poems
- Analyse the structure of the last poem and copy this for other ideas

