



STORIES FROM THE SEA

PIRATES CLASSROOM ACTIVITY 13

PLAYING PIRATES

Key learning outcomes

Creative thinking

Problem solving

Developing characters through role-play

Designing and making skills



Activity

Talk with children about creating a pirate ship role-play area ideal for listening to a story. What will they need? What do they know about what ships were like? What can they bring from home that might be useful?

Choose a group to be the research group. Can they look at pictures of pirate ships online and in the collection of Pirate objects to make a long list of what they will need? Put their list up on the wall and ask other children to write ideas on post-it notes for how to get, make or pretend each of the items. Are there more questions or things children still need to find out?

Agree who will make things, who will go and get things and who will do further research if it is needed. Groups can:

make the shape of the ship or enclosure. Cardboard will work well. Can they safely include a rope to pull on or a sail to unfurl?

find and make furniture and fittings: make sure they include a galley and decide what flag they will fly.

make provisions: pirates often kept their food stuffs in barrels to keep them dry

and safe from rats. What can the children use? Use the recipe from **Pirate picnic** to make ship's biscuits.

find and make the navigational equipment: pirates need maps and charts, compasses, telescopes, sextants and the ship needs a wheel. Is there somewhere safe for a 'look-out'?

Once the ship is complete, children can play - but there are always more things that can added.



More ideas

Extend play by giving children different scenarios to deal with, e.g. they could come in one morning and find the ship overrun with toy rats

Add an island so that children can 'come ashore'.

Use percussion instruments and sounds made by children, such as clapping, tapping knees, swishing and so on, to make the sound of a storm at sea. Record the soundscape to incorporate into children's play.

Include a cosy cabin where pirates can curl up with a good pirate story.

Use the pirate ship for maths challenges: how long does the plank need to be? How big should the flag be? How many biscuits can fit into a barrel? How many do you need if the crew need three each for the journey?



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