



STORIES FROM THE SEA

PIRATES CLASSROOM ACTIVITY 1

PIRATE PAIRS

Key learning outcomes

Creative thinking

Developing oral vocabulary

Speedy letter and blend recognition

Word recognition

Observation skills

Improving visual memory

Working with others and turn-taking



Activity

Ask small groups or pairs of children to choose 10 to 15 objects from the collection of **Pirate objects** that they think are most important to a pirate. Older children might like to choose their images on a theme. Print out two pictures of each. Stick the images onto identical pieces of card and laminate to help them last longer and ensure they can't easily be told apart.

Children can now play Pirate Pairs. Spread the cards face down on a table. Take turns in turning over one card and then a second one to see if it makes a pair. If a player makes a pair they can keep it and continue with their turn. The player with the most pairs wins.

Once children have played the game a few times, remove the second image of each object and replace it with an initial-letter card, blend card or word card that matches the picture.

Younger children may benefit from playing with a ready-made set of cards with the word on it and where the teacher has chosen the objects for their initial-letter sounds or ease of reading.



Resources

Card: ready-folded greeting cards work well for size

Laminator and pouches



More ideas

The same cards can be used to play 'Snap'

Add a pirate card and play 'Donkey', where the player holding the donkey at the end is the loser.

Look at the images different groups have chosen. Children can explain their thinking to the class as a class discussion.