



## STORIES FROM THE SEA

### PIRATES: LAND AHOY!

#### Key learning outcomes

Designing and making skills

Creative writing

Turn taking

#### Activity

Ask children to work in pairs or a small group to create a simple squared 'track' for a board game. This should have at least 30 squares to land on. It could be set out like 'Monopoly' or 'Snakes-and-Ladders' or a simpler 'windy path across the sea'. Pirate ships sail from the mainland and want to reach land (at the end of the track). The first player to get to land is the winner.

Children can choose a number of squares to be 'Adventure' squares. When players land on these squares they need to pick up a card. Some of the adventures are fantastic and move the player ahead; others are mis-adventures and the player needs to lose a go or even go backwards. Use local stories to inspire these wherever possible.

Children decide on and write the adventure cards. Ask them to use pictures of piratical objects from the collection of **Pirate objects** to decide what to put on the cards. They can then play the game.

## PIRATES CLASSROOM ACTIVITY 10



#### Resources

Coloured card

Pens

Dice



#### More ideas

Give children specific objects to weave into their adventure cards, e.g. a compass or telescope.

Children might like to design pirate-inspired 'counters' to play the game: e.g., mini-ships, pirate coins

Look at **Collections online** for pirate entertainment on long journeys: see if you can find dominoes and playing cards and compare to today's toys and games.

Younger children can draw their adventure cards rather than write them. These could then be used to deal out to make story sequences or be joined in a cartoon strip to create a story.



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