



# Pirates



## Fun Activity

Medium Energy

### Equipment required

Cones - at least 10

NB: Other adaptations applicable

### Activity Overview

Label 4 walls or areas as North, East, South, West. The children run around "the pirate ship" and when a direction is called, they have to run to that wall as quickly as possible. Look at the 'progression' section for more commands.

### Outcomes and Skills Development

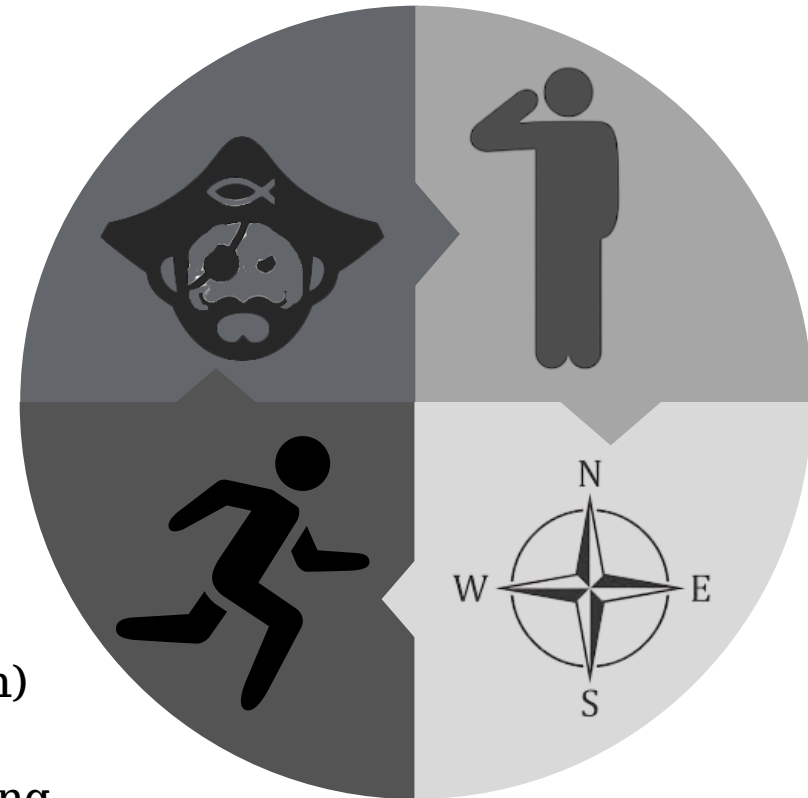
Fine motor skills & movement (Running & Coordination)

Following instructions

Positive behaviour that contributes to fair play: accepting defeat & following rules

Apply group tactics & strategies

Curricular links - directions





## Activity Title

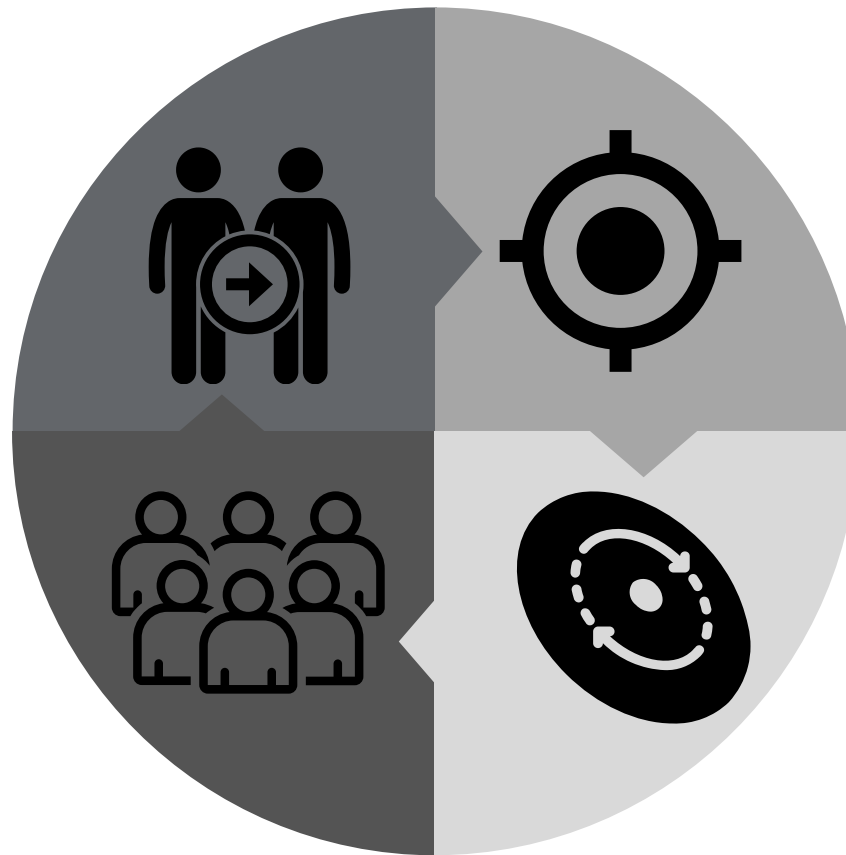
# Modifications

### 1 -2- 1

Create a smaller area.  
Have competition between both participants.  
Change the directions to mirror different parts of the curriculum.

### Small Group

Follow Activity Overview.  
Consider changing from a "Pirate Ship" to other areas of the curriculum.



### Progression

- Add a "Pirate" to catch people before they get to wall.
- Introduce the following actions:
  - Scrub the Decks - Children fall to their knees and pretend to scrub the floor.
  - Climb the Rails - Children pretend to climb rails
  - Captains Cook - Children pretend to be sick
  - Captains Coming - stop, salute and say "Aye Aye Captain"
  - Walk the Plank - walk in a straight line one foot in front of the other with arms outstretched to the sides
- Change the basic movement from running to hopping etc