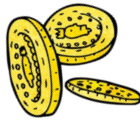


Pirates

An Early Years and Primary curriculum-based activity sheet for the whole family

Dig for Treasure



Pretend that you are pirates. You could make an eye-patches for each other from old black material, paper and some elastic or thread. What other clothes can you find to make up your pirate costume?

What Pirate names can you give yourselves?

You are looking for treasure. Sail to a desert island, find the treasure and start digging... but watch out for the other pirates!



Read More...

Do you have any Pirate books you could read with your child? Here's a few suggestions:

Pirates Love Underpants by Claire Freedman

How to Train your Dragon by Cressida Cowell

The Pirate Cruncher by John Duddle

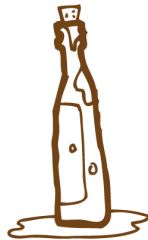
Captain Pike looks after the Baby by Marjorie Newman.

Did you know...

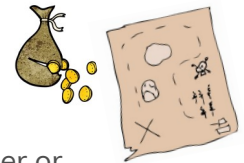
... Pirates didn't really make people walk the plank!

Message in a bottle

Pretend that you are marooned on a treasure island. Can you write a message to put in a bottle to let someone know where you are and that you need rescuing! Who will come to get you?



Treasure Map



Make a treasure map. Draw an island. Add caves, a swamp, a river or a forest and make up names for the places on the island, such as Monkey Beach or Rowing Boat Cove.

Use an old teabag and dab it on the map to make it look old... you could also scrunch it up or carefully rip the corners.

Next, you need to decide where to bury the treasure. Leave clues to help your family find it, or you could just mark where the treasure is with an X. Remember to mark North, South, East and West!



Pirate Ships

Play a game of Pirate ships with another member of your family. Draw 4 grids (you will need 2 each). Plot where your ships are by filling out the squares on one of the grids which you should not show to your opponent.

Take it in turns to fire on your enemy by calling out a plot point e.g. A5, and then use the other grid to mark out 'hits' and 'misses'. When your enemy fires on you, you must mark your hit ships with an X. You could shout 'shiver me timbers' when your ship is sunk! The winner is the first person to sink all of their enemies ships.

My Ships

	1	2	3	4	5
A					
B					
C					
D					

Enemy Ships

	1	2	3	4	5
A					
B					
C					
D					

Galleon = 5 blocks
Longboat = 4 blocks
Sloop = 3 blocks
Schooner = 2 blocks

Find out more... about maps and compass directions at [BBC Bitesize](http://BBC.Bitesize).

How are you helping?

- Helping your child to recognise letters and hear the sounds that they make will help them to read and write.
- Labelling the map will develop your child's writing and spelling skills.
- Children love – and learn – playing games like treasure hunts!