

Pirate Fun

Introduction: Students love a good action story! For first grade students, there is nothing like listening and responding to the action of pirates on the open seas. This activity gives the students a chance to read and listen to pirate stories and become a pirate on a pirate ship.

Grade Level and Subject: 1st Grade Reading and P.E.

TEKS: Reading – 9A, 9C, 9D, 10A, 11A, 11B, 12B, 13A, 13C

P.E. – 1B, 1D, 3A, 3C, 7A, 7B, 7C

Materials: Chalk

Resource: *201 Games for the Elementary Physical Education Program* by Jerry D. Poppen.
ISBN: 0-13-042061-1

Website: <http://pirateannie.fateback.com/nook.html>

Activity: The teacher should have introduced pirates to the students. They should have read books about pirates and understand a pirate’s way of life.

The teacher, before beginning the activity, should go to the playground and draw three to four huge outlines of ships on the concrete part of the playground. Each ship should have enough room for five to six students to participate in the activity without running into each other.

Once on the playground, the teacher will divide the students into groups of five or six and let them stand in their “ship” (they should stand within the outline of the ship drawn on the playground). The teacher will be the Captain and give orders to his or her “pirates.” Some suggested orders are as follows:

- Hit the deck: The students will lie down on their stomachs and remain still.
- Swab the deck: The students will pretend to mop the deck.
- Person overboard: The players will pair up. One player will pretend to go overboard (leave the outline of the ship), and his or her partner will gently pull the overboard student back into the ship.
- Bring in the anchor: The students will pretend to haul in a heavy anchor.
- Sharks: The players will lie down on their backs outside of the ship and hold a leg up (the shark’s fin).
- Man the pumps: This means that the ship is taking on water. The students should do push ups to “operate” the pumps and get the water off of the ship.

The teacher or students can develop or create other activities to complete on their “ships.”

Evaluation: The teacher will monitor all behavior and game play on the playground.



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