

# SHIPWRECK

**Equipment:** None required

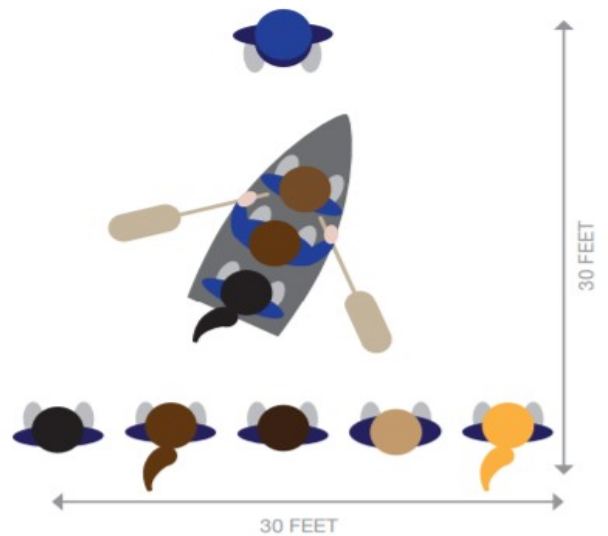
**Time:** 10 minutes +

**Number of Players:** 6+

**Ages:** KS1 & KS2

**Where:** Classroom, Hall, Play-ground, Field

**Set Up:** Children to be spaced out at an appropriate distance



## How To:

The children are the ship's crew. The leader/teacher is the ship's captain. The captain explains that the crew are sailing in treacherous seas and they must work together and follow the captain's commands (as listed below). These commands can be given in any order and repeated as many times as required:

**Captain's coming:** Crew salute and shout "Aye Aye Captain".

**Admiral's coming:** Crew stand still and salute until the next instruction.

**Swab the deck:** Crew act like they're mopping the deck.

**Drop anchor:** Crew lay on their backs with their legs up acting like an anchor.

**Pirates:** Crew shut one eye, put up a hook finger, hobble around like they have a peg leg and say "Aaargh!"

**Hit the deck:** Crew lay on their backs as quickly as possible.

**Bow, Stern, Starboard & Port:** Crew turn and point in the right direction.

**Climb the rigging:** Crew pretend to climb a ladder.

**Walk the plank:** Crew march on the spot with their arms out.

**Bombs overhead:** Crew crouch and cover their head.

**Stormy weather:** Crew sway from side to side.

**Land Ahoy:** Crew shade their eyes with their hand and look in to the distance.

**Top Tip:** Practice the commands before starting the game.

**Adapt:** Try asking children to stand in a line, walk in a circle, or hop on one foot for each command.

