

14. Pirates

Subject: Sea, ships, pirates, ruling and fighting (capturing)

Book 2, p. 6

CD Song 16: We are pirates

Flash cards: Yes

Supplementary material: Game of dice

Grammar & phrases: capture, treasure, map, bicorn, peg leg

Recommended material: A sailing boat, a pirate flag, an enter hook, a treasure map, wooden or plastic swords, a little treasure trunk, some coins or jewellery

Orchard Game: Walk the Plank, yoho! (a treasure chest is integrated)

Suggested length of the unit: 1 - 3 lesson

Let the children bring in their own pirate costumes.

Introduce the song.

Have them do the dialogue between Peter and John.

Let one child dress up as the captain.

Have the children act as pirates, let them fight with swords (plastic or wooden)

Let them have a look at the treasure map. (In the book or on the picture card)

Explain "rule the seven seas". (Nowadays we suppose they meant the Arctic, North Atlantic, South Atlantic, North Pacific, South Pacific, Indian and Southern Oceans. It was different in ancient times).

The Queen (the future King) rules the English Kingdom. You might refer to the times when Britannia ruled a big part of the world (Commonwealth).

I even asked the children who in their family was the ruler. Some answered Father, some said it was the mother and one girl indeed considered herself as the ruler of the family. 😊

Explain "capture all ships we meet" with help of the flashcard with the hook on it.

Indicate the difference between an anchor and a hook. The children tend to mix it up.

Activities p.8-9

Game of Dice

The one who reaches the treasure first is the winner.

When a player lands on a black field he must start from the beginning.

Orchard Game: Walk the Plank

Classroom games