

It's the Pirate (and his mates)!

Thought up by Ruth Wells and Heather Millington, consultants in Medway, to celebrate pirate week and provide practice on when to use its or it's. The game board needs to be enlarged to A3. Maybe you can find mini pirate ships to use instead of counters. Your class could make them out of playdough. We have provided pupil instructions for one way to play, but you will no doubt think up lots of other ways. We have provided cards but your class will think up better ones. Please send them to share with others.

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The webaddress for this activity is
<http://www.collaborativelearning.org/itsthepirate.pdf>

COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals throughout the European Union to promote inclusive education. We develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

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BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies that promote talk across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops, swapshops and conferences throughout the European Union. The project posts online many activities in all subject areas. An online newsletter is also updated regularly.

*These activities are influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in non selective classes where children in need of language or learning support are integrated. They are well suited for the development of speaking and listening. They provide teachers opportunities for assessment of speaking and listening.

*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in pupils' first languages and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work more effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

It's the Pirate (and his mates)!

This game is for two to four players.



You need a counter each and one or two of these special pirate dice. (Actually any dice will work!)

Shuffle the "Its" and "It's" cards and place them in a pile face down.

Place your counters on "Start". First player to throw a six begins. Take turns to throw and move around the board in a clockwise direction. If you land on an "Its" or "It's" square you should take a card from the pile.

If the card needs the same "its" as the space you can take a doubloon. If it needs a different "its" you must place the card back under the pile.



First player to collect nine doubloons is the winner.



Don't lose your treasure map!



Follow the instructions to play the game and win the treasure.

It's the Pirate (and his mates)! Gold Doubloons - either find a patient person who loves cutting round these or trim them into squares on the guillotine.



Jack gave the
ship's cat _____
dinner.

_____ been fourteen
days since we saw
land.

"_____ over there!"
shouted Jack.

The sail left _____
guiding rope.

That parrot needs
to watch _____
language

Hold tight when
_____ stormy.

Two sailors on the
wheel when _____
windy.

The ship lost _____
way in the fog.

Jack the cabin boy
is always sick when
_____ stormy.

"_____ the end of my
sword or the plank
for you my boy."

Stealthily the ship
slipped from _____
mooring.

The ship sank with
all _____ treasure.

_____ called a galley
not a kitchen.

Sleeping in a
hammock is tricky
when _____ a rough
sea.

"Shiver me
timbers, _____ cold
today."

"Abandon ship!
_____ sinking fast."

" ___ time to turn
tail and flee, me
hearties."

The ship lowered
___ anchor.

The sail flapped
uselessly because
rats had gnawed
through ___ rope.

We knew it was a
pirate because the
Jolly Roger flew
from ___ topmast.

The ship turned to
face its enemy and
fired ___ cannons.

"Ship's taking in
water. ___ going
to sink."

"We can't go
there, ___
quicksand," warned
Bill.

"There's no way
through. ___ a
jungle."

The cooking pot
bubbled, awaiting
_____ next victim.

_____ your turn in
the crow's nest.

"Shiver me
timbers! _____ too
foggy to steer by
the stars."

The ship carried
_____ haul of stolen
treasure through
the reef.

_____ thought that
tortoiseshell cats
scare away storms.

"Ship's taking in
water. _____ going
to sink."

"This ship's too
slow. _____ bottom
is covered in
barnacles."

"_____ mutiny,
Captain. We're
leaving you on the
island."