

## Pirate Essentials The Pick of the Pack



## Pirate Talk Up and Down Quiz



## Pirate Daily Creative



## Pirate Vocabulary Run Around Quiz



## The Hidden Treasure The Rubies



## Pirate Word Search



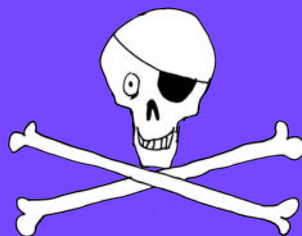
## The Hidden Treasure The Emeralds



## Pirate Day Opening Assembly



# The Extraordinary World of Pirates!



## Exploring Cloud Island



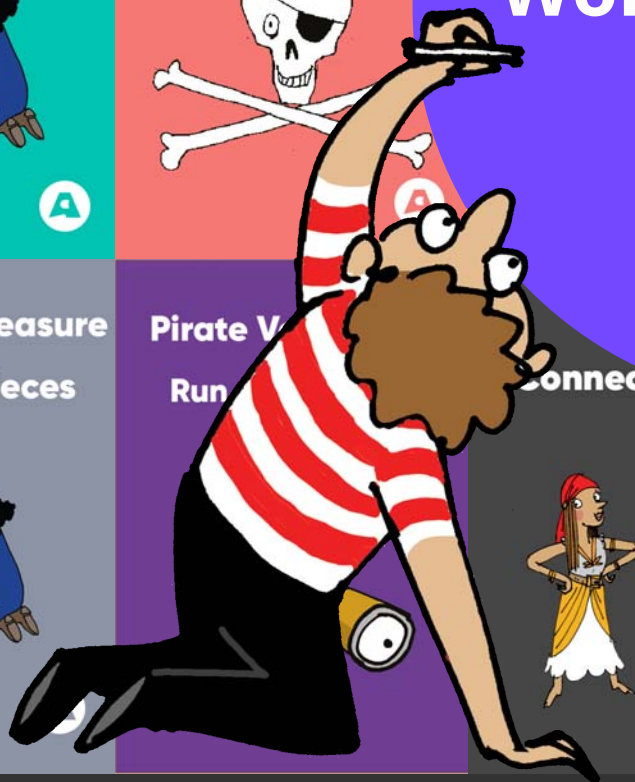
## The Hidden Treasure The Mystery Treasure



## The Hidden Treasure The Silver Pieces



## Pirate V Run

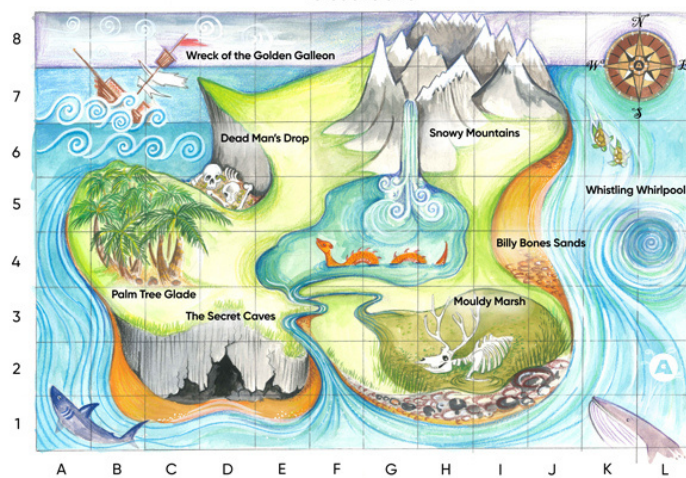


## Connect

## Connecting Morgan's Jewels (to ten)



## Cloud Island



# The Extraordinary World of Pirates

The Extraordinary World of Pirates is a treasure trove of maths, literacy, science and history resources and activities, all delivering learning through "Pirates". Whether you build your own immersive scheme of work or just select the ones you want, you're bound to discover more than a few gems!

View the Introduction Film here!

- [Read and download the letter from Ady here](#)



## The Extraordinary World of Pirates: Welcome



Suggested Timetable: EYFS and KS1/ P1 – P3

Time	Activity
Assembly	This could be delivered to a range of groupings – from individual classes to the whole school!
Assembly – Morning Break	Daily Creative (warm-up) Imagining Cloud Island Pirate History: Talking Timelines
Break	
Break – Lunchtime	Hidden Treasure (whole-school maths challenge)

## The Extraordinary World of Pirates: Welcome



Suggested Timetable: KS2 / P4 – P7

Time	Activity
Assembly	This could be delivered to a range of groupings – from individual classes to the whole school!
Assembly – Morning Break	Daily Creative (warm-up) Exploring Cloud Island Pirate History: Talking Timelines
Break	
Break – Lunchtime	Hidden Treasure (whole-school maths challenge) Pirate Drama: Stranded on Cloud Island Pirate Wordsearch
Lunchtime	
Lunchtime – Celebration Assembly	Connect Game: Pirate-themed Grandmother's Footsteps Pirate Science: Magnets (Year 3/ P4) Sound (Year 4/ P5) Forces (Year 5/ P6) Light (Year 6/ P7)
Celebration Assembly	This could be delivered to a range of groupings – from individual classes to the whole school!

### Filter Results

Displaying 1 – 12 of 124 Resources

- + Year Groups
- + Subjects
- + Groupings
- + Durations
- + Space Requirements
- + Lesson Times



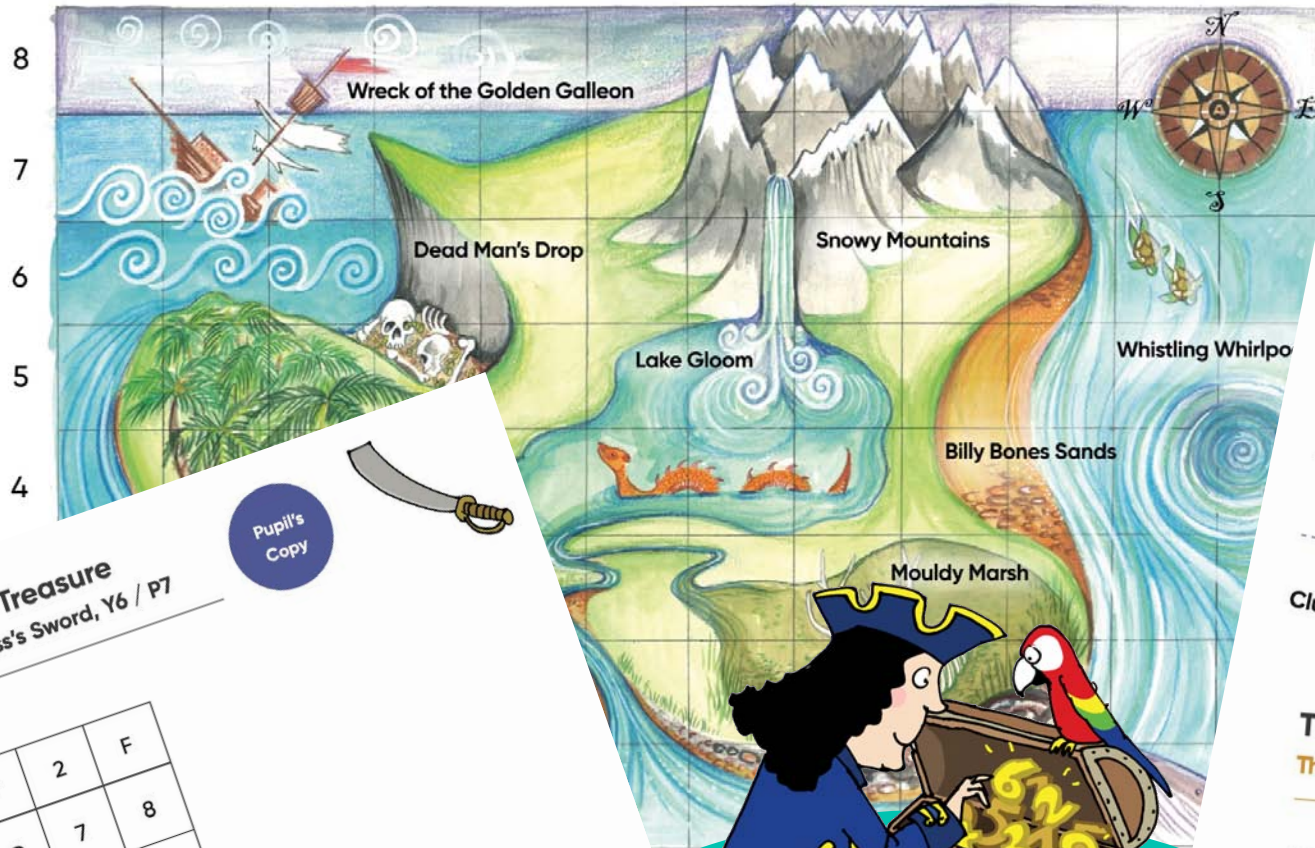
The Extraordinary World of Pirates – Opening Assembly

Pirate Connect Games  
P1, P2, P3, P4, P5, P6, P7

Everything you need, all in one place!



## Cloud Island



### The Hidden Treasure Captain Cutlass's Sword, Y6 / P7

The Clue

5	7	2	F
3	C	7	8
3	A	J	G
D	I	1	4

- Cross out any columns containing numbers that are multiples of 4.
- Cross out any rows containing numbers that are multiples of 4.
- Cross out any squares containing numbers that are multiples of 4.
- Cross out any squares containing numbers that are multiples of 4.
- Cross out any squares containing numbers that are multiples of 4.
- Cross out any squares containing numbers that are multiples of 4.
- If A = 1, B = 2 and C = 3, then the letter that becomes A is the letter that becomes B.

Pupil's Copy

### The Hidden Treasure Blackbeard's Mystery Treasure Y3, P4

Pupil's Copy

The Clues

#### Clue 1

Move two squares up from the tail of a shark,  
This is where you'll start your lark!

The starting point is co-ordinate:

#### Clue 2

### The Hidden Treasure The Gold Pieces, Y6 / P7

Pupil's Copy

#### Clue 3

Over the last twenty years, there have been 100 pirate expeditions to Cloud Island.

Breaks down where they set up their bases.



Use maths to find  
the hidden treasure  
on Cloud Island...



## Pirate Science Materials

Put science into context by exploring some of the objects on a pirate ship – and some of the properties of the materials they are made from!

Year Group: Year 2 / P3

Outcome: Understanding that the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching

Preparation: Download the Pirate-Materials PowerPoint slide and the printable PDF table working in pairs/groups, print one copy of the table per pair/group

Additional Requirements: If working in pairs/groups, a pencil per pair/group

Instructions:

1. This research activity can take up to an hour – or more, if the Optional Extra – you don't need to do it all in one go!
2. Display the map of the Pirate Ship on the screen. If this is your first visit to the ship, ask the children to identify:

treasure is stored)  
ons are stored)

Identify at least four different materials. Such materials are used for:

anchors, sextant, compass, etc.

...explore the  
everyday science  
of pirate life...

## Pirate Science Forces and Magnets

Put science into context by exploring some of the forces operating on a pirate ship – and how pirates used magnets to help them navigate!

Year Group: Year 3 / P4

Outcome:



ships are designed to combat forces, understanding how a

nice-Magnets PowerPoint presentation

greaseproof paper, magnets, permanent markers,

## Pirate Science Light

Put science into context by exploring some of the properties of light – and how pirates used this to aid navigation!

Year Group: Year 6 / P7

Outcome: Understanding that light can only travel in straight lines, understanding that angled mirrors can allow us to see things beyond our normal visual field

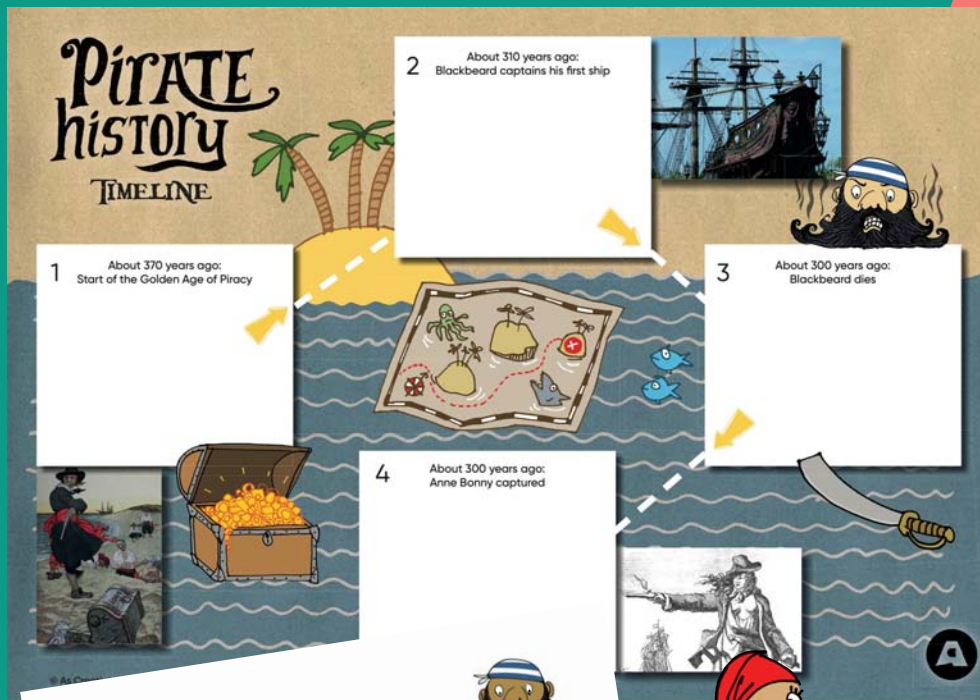
Preparation: Download the Pirate-Science-Light PowerPoint presentation

Instructions:

1. Display the image of the Pirate Ship on the screen. If this is your first visit to the ship, ask the children to identify:
  - the crow's nest – and any light source or sources available to the lookout
  - the armoury and any light source or sources available to the armourer
  - the treasure room and any light source or sources – or good reflectors of light – available to anyone in there
2. Now focus attention on the Captain's Cabin. If the pupils haven't named them, ask who knows any differences between the telescope magnifies objects – but not magnify objects, but can also...
3. Explain that the Captain's Cabin is a mirror. Ask the pupils to identify the angle between the mirror and the object.
4. Demonstrate how the mirror can be used to see things beyond the normal visual field. You're the Captain. One of the pupils is another mirror. The second pupil is another mirror. The first pupil sends a non-verbal, visual signal to the second pupil. The second pupil sends a signal to the first pupil. Well, yes...



...take a journey  
through piratical  
history, discover more  
through drama...



## Pirate History Talking Timelines

Challenge your pupils to research some pivotal moments in the Golden Age of Piracy, then plan group presentations as a way of sharing their findings with the rest of the class.

Year Group: Year 3, Year 4 / P4, P5

Outcome: Greater understanding of important figures and key events and from the Golden Age of Piracy, practice in oracy skills

Preparation: Download the Golden Age of Piracy Timeline PowerPoint, or print enough copies of Piracy, practice in oracy skills

### Instructions:

- If you are using printed copies of the timeline, ask the pupils to read the headings and then, working in pairs, to come up with questions about each event/key figure. What would they like to find out more about? They should write their questions in the appropriate boxes.
- Divide the class into seven groups of 4 or 5, allocating each one of the boxes, and giving them a large sheet of paper. You are now going to ask the original pairs to share the questions that they came up with during the first part of the activity, box by box. As they do this, the group who have been allocated each box should write down the questions they have. They will use these to form the basis of their research. They should now try to answer the questions as they can, using whatever research sources you have available.

## Pirate History – Talking Timelines

Year Groups: P6, P7

Subject: History, Literacy

Challenge your pupils to research some pivotal moments in the Golden Age of Piracy, then plan group presentations as a way of sharing their findings with the rest of the class.

Outcome: Greater understanding of important figures and key events and from the Golden Age of Piracy, practice in oracy skills

Preparation: Download the Golden Age of Piracy Timeline PowerPoint, or print enough copies for one between two

Duration: Up to 1 hour

Space Required: Classroom

Grouping: Small groups, Whole Class

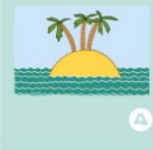
Download resources (total size 12.2MB)

[Download Pirate History Talking Timelines Instructions \(.pdf\)](#) 0.1MB

[Download The Golden Age of Piracy Timeline to Print \(.pdf\)](#) 6.2MB

[Go back](#)

## Exploring Cloud Island



## Exploring Cloud Island

Year Groups: P1, P2, P3

Subject: Literacy

An opportunity for your pupils to familiarise themselves with

Outcome: Opportunities to respond to stimuli with imagination; opportunities to feed back on their peers' work.

Preparation: Print enough copies of the Cloud Island map 6 slide. Print enough copies of the "person" outline for one per

Duration: Up to 20 minutes

Space Required: Classroom

Grouping: Individual, Pairs, Small groups

Download resources (total size 20.0MB)

[Download Exploring Cloud Island Activity Instructions](#)

[Download Person Outline \(.pdf\)](#)

[Download Cloud Island A4 pdf \(.pdf\)](#)

[Download Cloud Island PowerPoint \(.pptx\)](#)

[Download all \(.zip\)](#)

## Stranded on Cloud Island

The First Hour – Swimming Back to the Wreck

You've only been on Cloud Island for thirty minutes – and you have washed up at Dead Man's Drop. You look back at The Golden Galleon and see that it is sinking quickly – and one of you can't swim. How can you agree on...

- what to salvage (you're only allowed two items)
- who will guard the camp from intruders?
- moving to a safer space?
- what to do about the person who can't swim?
- anything else?

## The Pirate Art Gallery – EYFS/ P1

Year Groups: P1

Subject: Literacy

This quick drama activity is highly structured whilst also leaving lots of room for pupils' choices – and is a great way of looking at different jobs on the pirate ship!

Outcome: Greater understanding of both pirates and "jobs"; teamwork; motor skills

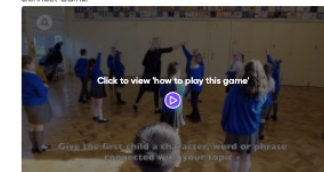
Preparation: Download and/or print the character descriptors at the end of this document

Duration: Up to 15 minutes

Space Required: Hall, Outdoors

Grouping: Whole Class

Connect Game:



Download this resource (total size 0.4 MB)

[Download The Pirate Art Gallery Instructions](#)

[Email Link](#)

... and let  
literacy loose!

### Pick of the Pack - The Value of Words!

Challenge your pupils to help Captain Morgan shop for his trip, using similes and metaphors to make their writing more exciting - and thinking about both money and value.

Year Group: Year 5 / P6

Outcome: Opportunities to practice with multiples of both nine and eleven; opportunities to develop skills with fractions; opportunities to practice multi-stage addition to totals above a hundred; opportunities to develop skills in prioritisation.

Preparation: Download the Pirate Value of Words PowerPoint; print copies of the Pirate Value of Words Writing Framework - one per pupil

Additional requirements: Pencils

Instructions:

1. Display the PowerPoint - the first slide shows the Pirate Ship. If this is your first visit to the ship, explore it with the pupils. Then ask them to look for the following items. We've added some optional mental maths problems here, for a bit of extra challenge. It's up to you whether you use these or not...
  - the Captain's hat
  - the sextant - the Captain's hat cost £3.50 - half as much as the telescope. The sex cost three times as much as the sextant. How much did the sextant cost?
  - the ladder
  - the lanterns - the Captain was prepared to spend a total of £20.00 on lanterns but they actually only cost £3.50 each. So how much has he saved?
  - the barrels - the barrel on the far left contains nine times as many cannon balls as the barrels - how many is this? Feel free to make this calculation more challenging
  - the chests - if each chest holds eleven swords, how many swords are there?
  - Feel free to make this calculation more challenging!
2. Explain that Captain Morgan is getting ready to go on his trip and he needs to shop for his trip. Ask the pupils to think of some things to take with him.
3. Tell the pupils to write a list of things to take with him. Ask them to use similes and metaphors to make their writing more exciting.

### Pick of the Pack Shopping for the Journey!

Challenge your pupils to help Captain Morgan shop for his trip, using letter recognition and counting skills.

Year Group: Reception / P1

Outcome: Practice in using adjectives, opportunities to develop number recognition; opportunities to develop skills in prioritisation.

Preparation: Download the Pirate Shopping PowerPoint; print copies of the Pirate Shopping Writing Framework - one per pupil

Additional requirements: Pencils

Instructions:

1. Display the PowerPoint - the first slide shows the Pirate Ship. If this is your first visit to the ship, explore it with the pupils. Then ask them to look for ...
  - the telescope
  - the ladder
  - the lanterns - how many lanterns?
  - the barrels - how many barrels?

Dead Man's

The screenshot shows a PowerPoint presentation titled 'Pirate-Recruitment'. The slide is titled 'Person Specification: Ship's Cook' and features a cartoon chef icon. The slide lists the following requirements:

- You must have experience of cooking on a budget - and catering for a range of diets and tastes.
- You must be able to work as part of a team.
- You must not suffer from seasickness.
- It will be helpful if you have experience of working with animals.
- It will be helpful if you have experience of working with animals.

Below the list, it says: 'Put your application into a bottle and throw it into the sea!'

### Pirate Vocabulary - Run Around Quiz

Learn something about the language that pirates used - and what it all meant - with this engaging (and very active!) challenge

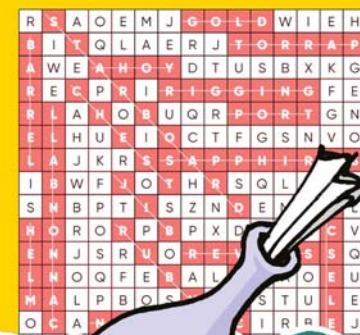
Year Group: Y6 / P7

Outcome: Thinking about the derivation of words, acquisition of vocabulary film in Connect Games.

Instructions:

1. Gather the pupils into groups of four. Give each group a copy of the Run Around Quiz. Explain that you are going to tell them a word and ask some questions about pirate words. Tell them to know the answer - as you will give them three options:

### Pirate Word Search



Start planning your whole-school WOW day today!