

# Movement Challenges & Games

## PIRATE SHIP

- Set up an area with a bow (front) and stern (back) like the deck of a ship.
- As Captain of the ship ask the group to perform appropriate actions.

**Equipment:** Cones to designate area.

### Benefits

- Imagination.
- Confidence.
- Creativity.
- Good warm up.

### How to explain the activity

- We are all aboard the good ship Bluearth and I am the captain.
- When I give the command you must follow the instructions.
- Move to port - move left.
- Move to starboard - move right.
- To the bow, to the stern, scrub the decks, climb the mast, man overboard, sea sick, pulling up the anchor etc.
- Use your imagination.

### Cues for debrief / reflection

- Can you think of any others you would like to share?
- Which was the most enjoyable.
- Which was the most challenging.

### How to vary the activity

- Try in small groups allowing one person at a time be the leader.
- Do it by miming the action and ask what the group thought they were doing at the end.