

Brigh! Pirates!

Rescue your students from drowning in a sea of shark infested JFFK S waters with an adventurous unit of study, incorporating cross curricular activities.

Presented by

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JFFK S 2007

Back to School Treasure Hunt

At the beginning of the school year, I try to give the students a tour of where important places are in the building. (This is very helpful for the new students to our school.) I scatter clues throughout the building that our class mascot, Captain Jack, has left for them. Each clue leads to the next, until we end up in the cafeteria where I have hidden some *Hershey's treasures* candy for the class. I use *Blackadder JTC* font for the clues and even burn the edges of the papers a little. Below are some of the clues I use to for the treasure hunt.

(The first clue is found in the classroom)

1. *This treasure be not for ye!*

If ye be seeking ye own treasure, ye must be feeling the aches and pains that only the (name of school nurse) can cure. Find her and ye will find ye next clue to me treasure.

~Captain Jack

2. *TLC is the treasure found here.*

Aye, I see ye be stout of heart but be ye willing to face the Half Blood Prince like young Harry?

If me treasure ye still seek, travel on to the place where young Harry, as well as where Miss Junie B. reside.

~Captain Jack

3. *Reading Adventures are the treasure found here. If ye be seeking me treasure continue on to the deck where fun and games abound. Masters _____ (PE coaches) are the taskmasters of fun.*

~Captain Jack

4. *The treasures of a strong and healthy body are to be found here.*

If ye truly wish to put ye hands on me treasure ye must first journey to the place where ye heart will sing as your soul soars through creative expression. Aye, the artiste is still in me!

~Captain Jack

5. *The treasures of a creative soul can be found here. But not me gold!*

Search on and on, the world wide web is at ye fingertips with Madam _____ (Computer Lab instructor) is the only clue I give ye.

~Captain Jack

6. *The treasures of technology are kept here. Ye are a persistent group of young buccaneers, so to find the final clue to the treasure, seek the quarters of Mistress of the vessel, USS _____ (school name). Ye must first get past the ladies three*, who seek to bar your entrance.*

~Captain Jack

7. *Madam _____ (principal) captains the ship we call our school. It is with her guidance that ye will find the treasure. Ye have found treasures that feed the mind, body, and spirit, but where I ask ye, will ye find the treasures to feed your tummy?*

~Captain Jack

7. *Aye, well done! Ye have found me treasure. According to the code, a treasure found must be shared equally among all.*

Keep to the code and enjoy me treasures, if ye dare!

~Captain Jack

We then discuss the "code" and how important it is to follow the rules. ("Keep to the Code") There is usually someone who remembers the Code discussion in *Pirates of the Caribbean: Curse of the Black Pearl* and we then go over basic behavioral guidelines to ensure that everyone in the room has a positive learning experience. (3 basic guidelines: Behavior should not distract others; Behavior should not draw attention to yourself; Defer judgment)

*The ladies three are the there ladies (secretary, attendance clerk, and receptionist) who work in the front office at our school.

Shipshape Classroom Management

Group your class into groups of 4, if possible. Each group is named after a ship. (Examples: Queen Anne's Revenge, The Bounty, The Intrepid, The Flying Dutchman, and The Black Pearl). Each person in the group is given a title and has a specific job. This works well when you are trying to line students up, just call by job titles or ship names. You can even have a treasure bag that jewels or doubloons are placed in to reinforce positive behavior and "ships" that collect so many jewels received a special reward/ recognition.

Group Position Names

Captain: Group leader
(noise control, points/stickers given)

Quartermaster: Paper/Supply distributor
(passes out papers/supplies to group)

1st Mate: Collector
(collects work/materials from group to be turned in)

Boatswain: Environmental Control
(area inspector for neatness and work completion)

To obtain students' attention in a positive manner introduce the following key pirate terms.

<u>Term</u>	<u>Meaning</u>	<u>Student's response</u>
Avast	Stop, Look, and Listen	Look at teacher
Avast me hearties, Yo Ho	Attention getter	Aye, Aye Captain
Keep to the code	check your behavior (warning)	
Booty/treasure	reward that students receive for good behavior	

For classroom's that use a color code chart (old stoplight method) the following behavior terms tie in to the Pirate theme.

Behavior Code:

Clear Sailing: *Awesome behavior*

Swab the deck: *Time out*

Keelhauling: *Parent Contact*

Walk the Plank: *To the office*

Pirate Thematic Tie-Ins

Language Arts

- Creative writing prompts using stickers, storybooks, paper dolls, photos, and other realia.
- Take home mascot writing journal
- Pirate's log entries as selected pirate
- Poetry
 - Acrostic poems of and about famous pirates
 - Cinquain

Math

- Treasure chest equation building (see example page)
- Probability using playing cards
- Patterning with jewels/beads (growing and repeating patterns)
- Race for the Treasure Game
- Story problems using class mascot
- Story problems using 1600's Port Royale situations
- Shake-a-Pieces of Eight

Science

- Pirate food experiments
 - Precooked biscuits (hardtack) with gummy worms to represent weevils
 - Apple cider/ sparkling grape juice for "rum"
 - Citrus fruits to ward off scurvy
 - Beef jerky for dried meats
 - Spanish Gourmet meal: olives, citrus fruit, cucumbers, herring, sardines, oil or mustard sauce

Social Studies

- Geography
 - Country and Ocean location
 - Land forms
- Timelines
- Understanding Cultures
- Mapping
 - Map routes
 - Treasure maps
- Pirate Eras
 - Egyptian, Assyrian, Persian
 - Greek and Roman
 - Vikings and Corsairs
 - Golden Age
 - Modern

Higher Order Pirate Activities

Strategy Games:

- Cursed/lucky doubloon game (based on the poison apple/golden apple game)
- *Pirate's Gold* by ThinkFun Games (a *Rush Hour* type game)
- Pirates dice
- Chess
- Checkers
- Quiet cannon ball
- Treasure search yes/no game

FPOEE (use pattern pages to place FPOEE activities on)

Suggested usage: Students must complete one activity in each category to become a privateer, or legitimate pirate, with a *Letter of Marque* from the Queen of England.

Fluency (Pirate Flag)

- Name, at least 10 different pirates (real or fictitious)
- Name at least 3 known pirate havens
- Name at least 6 jobs on a pirate ship
- Name at least 5 parts of the ship

Flexibility (Ship's wheel)

- List at least 5 ways to open a treasure chest
- List at least 3 ways to capture a merchant ship
- List at least 3 uses for a cannon
- List at least 3 different categories for animals found on a pirate ship

Originality (Compass)

- Create a list of original pirate names (5)
- Design a "new and improved" pirate ship
- Design the perfect treasure
- Create an unusual torture device for the modern day pirate (no physical contact allowed)

Elaboration (Treasure Map)

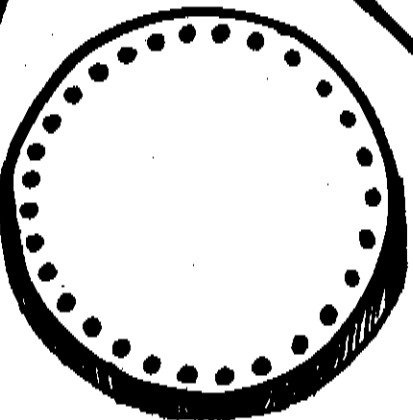
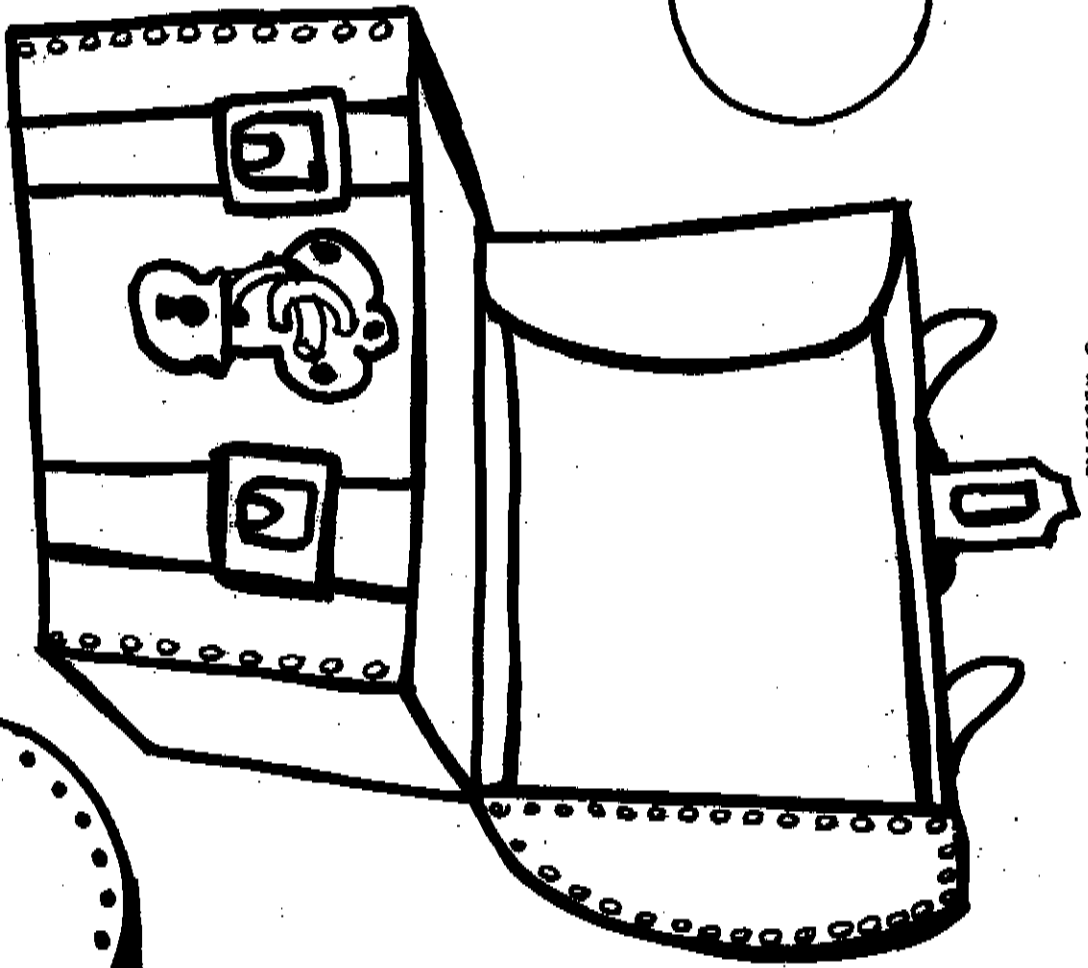
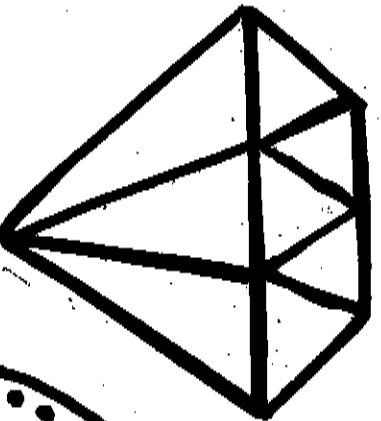
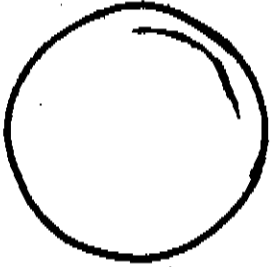
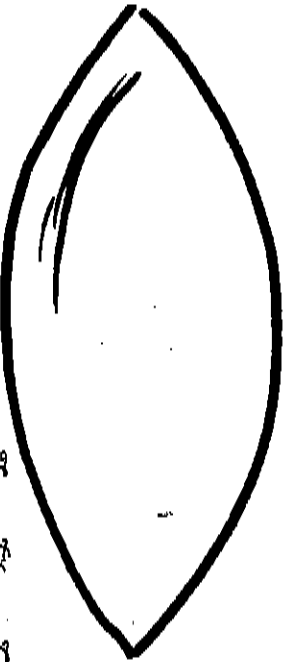
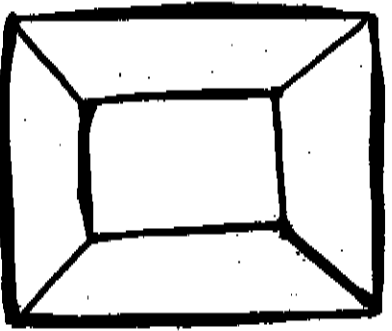
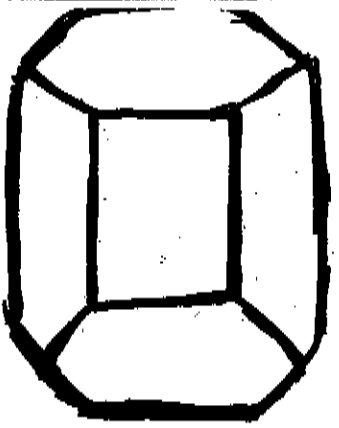
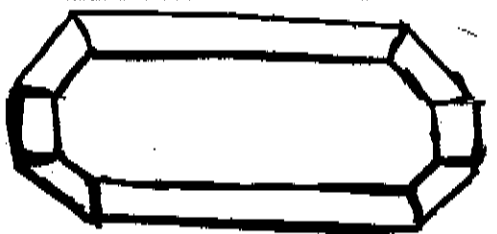
- Design a flag for your pirate ship
- Change the ending to Young Jack Sparrow Book 1: The Gathering Storm
- Describe a pirate's daily schedule
- Design an impenetrable

Evaluation (Spy Glass)

- Evaluate why female pirates were more success than their male counterparts
- Evaluate the fairness of Captain Kidd's trial
- List the pros and cons of becoming a pirate
- List the pros and cons of being captured

Special Project (Hat)

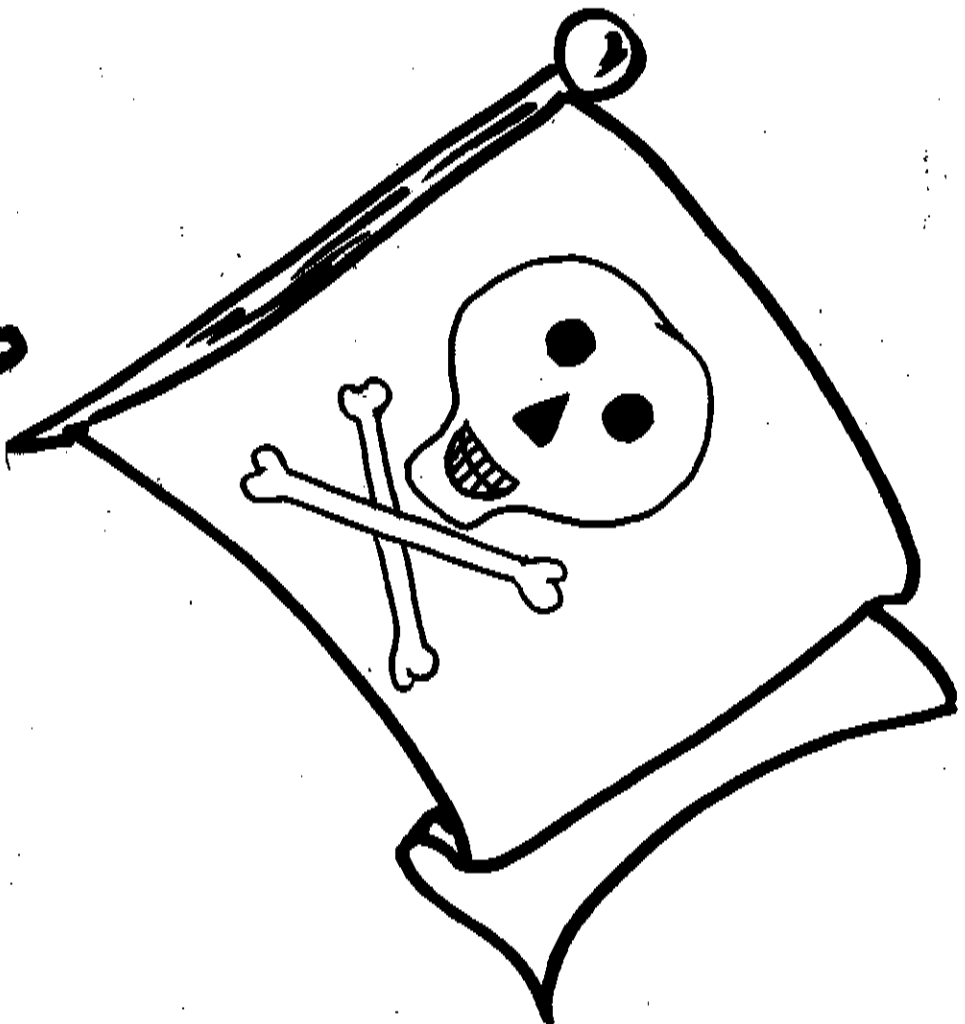
- Recreate the trial of Captain Kidd using modern trial methods
- Create a 3-D model of a pirate ship (labeling all the parts of a pirate ship)
- Create a PowerPoint presentation on one famous pirate
- Create a webquest with at least 3 active hyperlinks



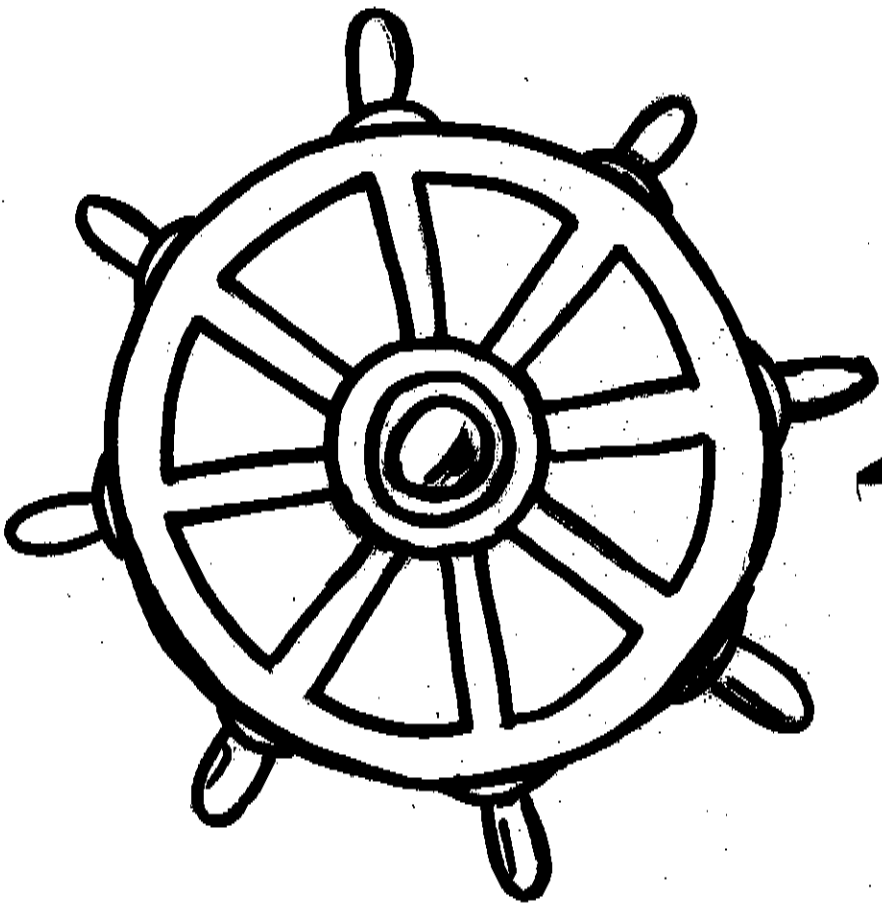
Teressa Fleury, Edveston

Warren Hart, Progress

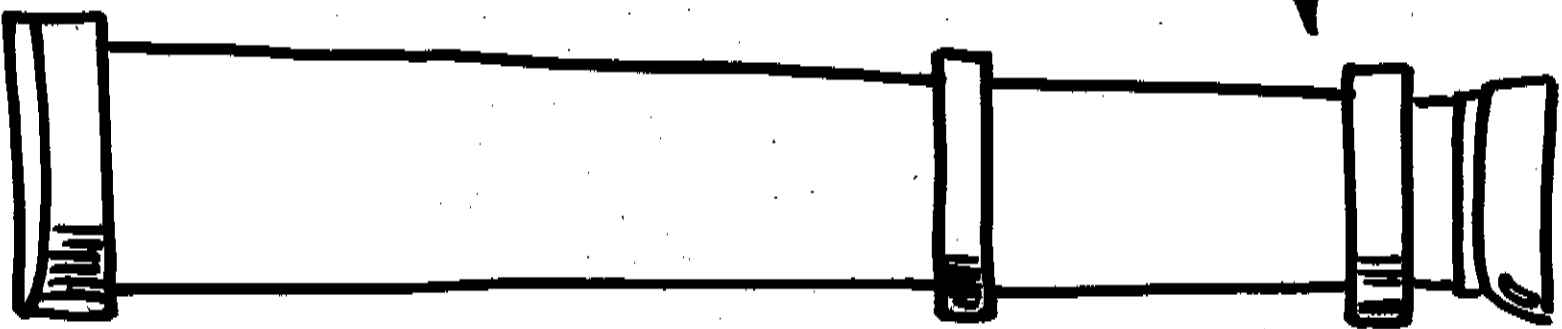
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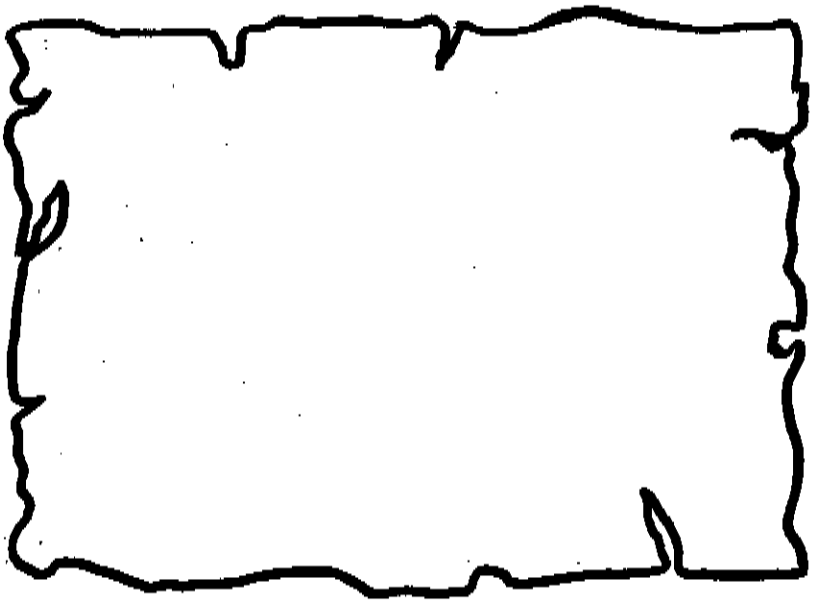
Patterns



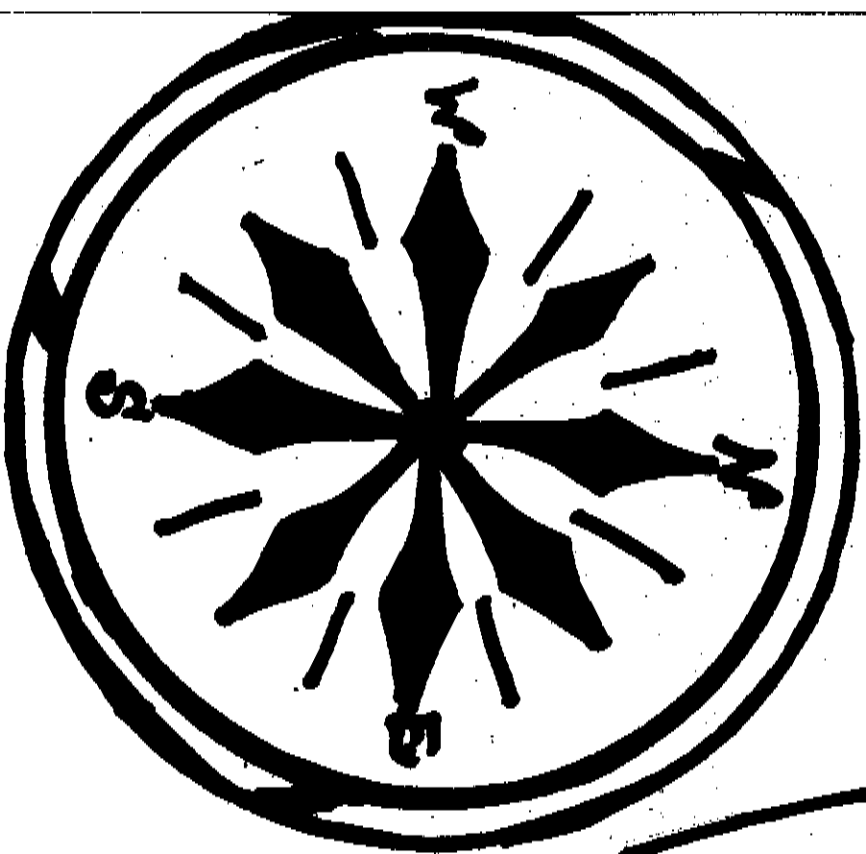
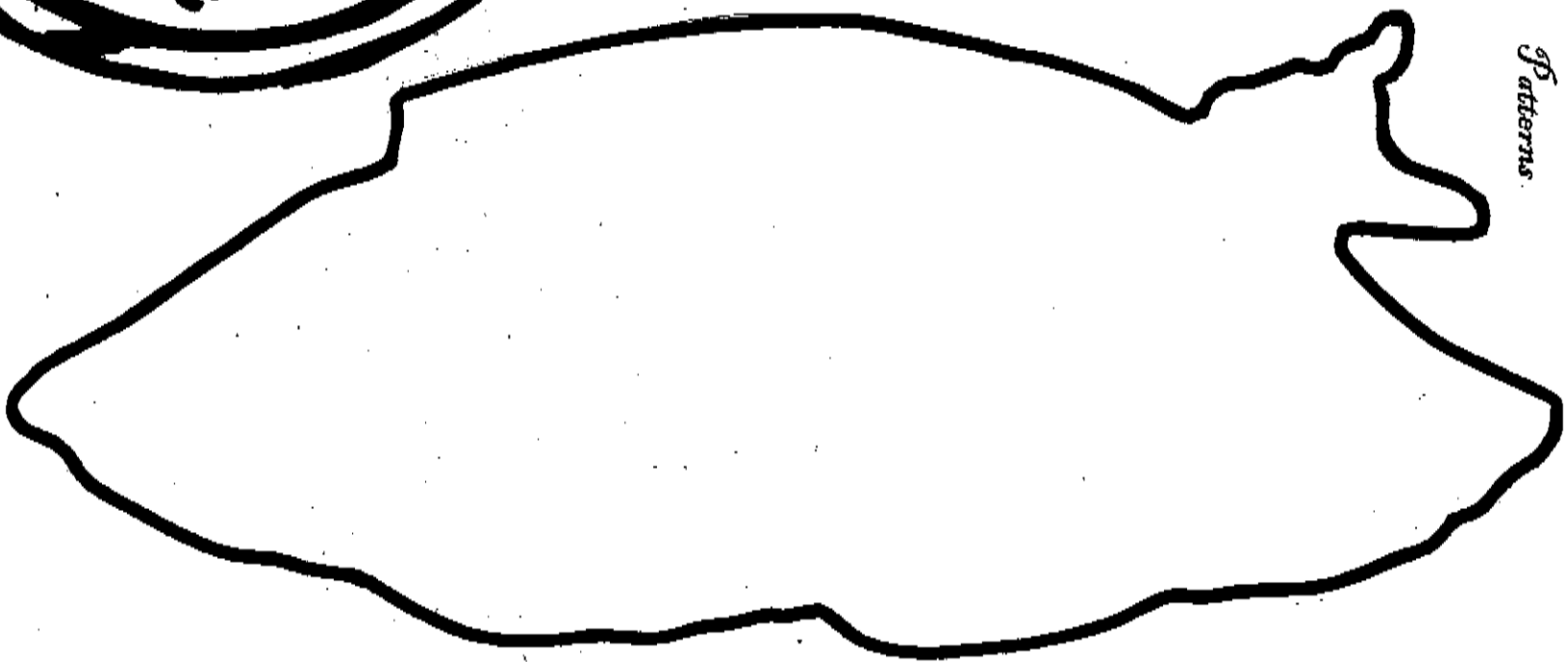
Terasa Fleury, Edveston



Warren Hart, Progress



Patterns



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