

Joey Scout Program		
Theme: Pirates		Sub Theme: Dress Ups
TIME	ACTIVITY/DESCRIPTION	EQUIPMENT
CIA	Pirate Finger Puppets Joeys colour in and play with the finger puppets.	Cardboard, textas, pencils or crayons. Finger puppets will be cut out in advance.
0.00 – 0.05	Opening Ceremony and Welcome	Flags
0.05 – 0.10	Game: Press Gang Not everyone wants to be a pirate...and sometimes they were made to join pirate crews. Choose one or two Joeys to be chosen as Leader of the “Press Gang”. If the Joey tags someone, they are part of the crew, and then they can tag people as well.	Nil
0.10 – 0.40 (10 minutes per base)	Activity: Pirate Bases Divide the Joeys into three pirate crews. Have stickers for each pirate crew. <ol style="list-style-type: none"> 1. Black-Beard’s Buccaneers 2. Long John Silver’s Sailors 3. Captain Hook’s Happy Crew Crews will rotate through bases – 10 minutes at each base.	
	Base 1 – Pirate Flag Each pirate crew is to make their own pirate flag	Large sheets of paper, textas, crayons etc
	Base 2 – Pirate Hat and Eye-patch Each pirate needs to dress the part. Make a pirate hat with a cross-bone and an eye patch.	Black cardboard, cross-bones, stapler, sticky-tape, glue, hat elastic, scissors.
	Base 3 – Interactive Story (Black-Beard the Pirate) and Pin the Pirate on the Treasure Game (aka Pin the Tail on the Donkey)	Black-Beard the Pirate story sheet, Pirate Game
0.40 – 0.50	Game: Sink the Pirate Ship Have a box for each pirate crew. Each pirate crew is to attach their flag to the box. This then becomes their pirate ship. Place the pirate ships at one end of the hall, Draw a line with chalk about a metre from the pirate ships. At this line place the cannonballs (balls or bean-bags). The pirate crews are lined up in relay fashion at the other end of the hall. In turn each Joey runs to collect a cannonball and fire at an enemy pirate ship. They must fire from behind the chalk line. The pirate ship is deemed to be hit if a cannonball lands in the box. The pirate crew whose ship has the least number of hits is the winner.	Boxes, pirate flags made at bases above, sticky-tape, balls or bean-bags Leader or parent helper sets up following activity – hides the gold treasure while this game is being played.
0.50 – 0.55	Activity: Searching for Gold Gold has been hidden. Pirate crew’s work together to collect treasure. This will later be exchanged for chocolate money for the Joeys to take home.	Gold rocks (pirate treasure), chocolate money
0.55 – 0.60	Closing Ceremony and Notes	
Back-Up	Song: The Pirate Song	Song sheets
	Story: The Man Who’s Mother Was a Pirate	Story book
Notes:		
Badges:		
Evaluation of Program:		

Black-Beard the Pirate – Sandy Knox (1st Ermington)

Divide group into three sections. Section 1 responds to “PIRATE/S”, Section 2 responds to “TREASURE”, Section 3 responds to “BLACKBEARD”, and the whole group responds to “SEA”, “SHIP” and “FRIEND/S”

PIRATES: Snarl arrr! me hearties
TREASURE: Pretend to count your treasure, saying mine, mine, and it’s all mine.
BLACKBEARD: Yell the meanest pirate there ever was – make a mean face.
SEA/S: Rock back and forth as if being blown about in a big storm.
SHIP: Climb the rigging while yelling ship ahoy.
FRIEND/S: Pretend to high five a friend.

The Story:

Once upon a time, a very long time ago, there was a young boy named John, who ran away to **SEA**. The boy stowed away on a **PIRATE SHIP** that belonged to **BLACKBEARD** the **PIRATE**. **BLACKBEARD** was a very famous **PIRATE**. He was the meanest, nastiest, cruelest **PIRATE** that ever there was. **BLACKBEARD** had no idea that John had hidden away on his **PIRATE SHIP**.

BLACKBEARD, like all **PIRATES** was in search of **PIRATE TREASURE** – gold coins, jewellery, and precious stones, was what **BLACKBEARD** was searching for. **BLACKBEARD** sailed across the **SEA** to **TREASURE** Island. **BLACKBEARD** had stolen a map of the island from a **PIRATE FRIEND** he had once met. **BLACKBEARD** was so mean that he would steal from anyone – even his **PIRATE FRIENDS**. **BLACKBEARD** reached **TREASURE** Island and dropped anchor.

BLACKBEARD heard a big noise – it sounded like all the dishes had fallen on the floor, but how could that have happened? **BLACKBEARD** made his way to the galley where he spotted John, trying to hide. **BLACKBEARD** was furious. “What are you doing on my **SHIP**?” he yelled. John was scared. He was worried about what **BLACKBEARD** the **PIRATE** would do to him. “I’ll teach you, for trying to steal my **TREASURE** map”, **BLACKBEARD** said. “Time to walk the plank”. John was shaking in his boots. He didn’t want to walk the plank. He couldn’t swim, and didn’t want to be eaten by the sharks that were circling the **PIRATE SHIP**.

“Wait!”, said John. “I can help you find the **TREASURE**. I’m good at reading maps”. **BLACKBEARD** could do with some help to dig up the **TREASURE**. “OK”, said **BLACKBEARD**. “First you help me find the **TREASURE**. Then you can walk the plank”.

It took **BLACKBEARD** and John many hours to locate the **TREASURE**. They talked about being **PIRATES**. John realised that **BLACKBEARD** really wasn’t that mean and nasty, he just pretended to be like that to scare off the other **PIRATES**. **BLACKBEARD** enjoyed having John to talk to, and realised that it was good to have a **FRIEND**. **BLACKBEARD** and John helped each other to dig up the **TREASURE**.

BLACKBEARD gave his new **FRIEND** a **PIRATE** name, Long John Silver, and the two **FRIENDS** continued to sail the seven **SEAS** in search of more **PIRATE TREASURE**.

SCAR FACE THE PIRATE



PHOTOSTAT ONTO
WHITE CARD

