

Actions, Sounds and Jobs on Deck

In your group, match up or the Actions, Sounds and Jobs Cards. Use the map of the ship to place the cards where you think they would occur on the pirate ship.

To make the activity more challenging, you can replace cards with blank ones so that you have to write in in the action, sound, job or deck location. The more blank cards you give your group, the harder the activity will be!

If you wish, listen again to the Sound Story Chapter 1 to remind you of the equipment and where they would be positioned.

Bowsprit

Sitting down

Lowering the
boats

Clunk or crash

Head

Pulling &
holding

At the helm

Splashing of
the waves
directly below

Gunwales

Throwing

Operating the
capstan

Short splash
in the sea

Forecastle

Steering

Grappling
hook

“Fire in the
hole!”

Main deck

Pushing
& walking
around

Operating the
swivel gun

Creaking,
whirring &
rattling

Main deck

Ramming

Having a poo

Creaking

Poop deck

Crawling
upside down

Fastening the
ropes holding
up the mast

Drag & slap of
ropes