

Pirate Vocabulary

These cards may be used as a Pelmanism game (lay the cards on a table face down and pick up cards to try to match them up) or as a card game. Rules are below.

All the cards are dealt to all players (3 to 6). Players take turns to place pairs (one pair per turn) of cards face up on the table. The other players judge whether the pair is correct or not. If the pair is correct, the player gains a point. Once the player can place no pairs, they can swap a card with another player (they choose the card unseen from the other player's cards). If the player has only one card, they can simply take a card from another player without swapping. The player with the most points (pairs) wins the game.



“Aye! Aye!”

Bowsprit

Spar

Gale

Aft

Head



Forecastle

Hold

Stay

Rigging

Gunwales

Skirmish



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Tamping wad

Powder shot

Anchor

Capstan

Keel haul

Grappling iron



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Cutlass

Astern

Companionway

Poop deck

Helm

Rudder



Tiller

**Starboard/
Port**

Bulwarks

Grog

“Yes Sir!”

**Sticky out
stick at the
front of the
ship**



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Long pole

Strong wind

Backwards

Toilet

Front deck

Storage space



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Rope

**Ropes that
hold the mast
up**

**Rail at the
edge of the
deck**

Fight

Cotton

Gunpowder



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Brake

**Circular rope
hoist**

Punishment

**Hook used to
grab another
ship**

Sword

**At the back of
the ship**



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Stairs

Back deck

Ship's wheel

**Thing in the
water that
helps to steer
the ship**

**Horizontal
stick for
steering**

Right/Left



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**Wall/fence
that stops
pirates falling
overboard**

Alcohol