

Pirate Vocabulary

X Marks the Spot



Use this piratical twist on bingo to test your speaking skills and your pupils' listening skills with thirty five Pirate Phrases we've identified – and learn some Pirate Vocabulary into the bargain!

Year Group: Year 3, Year 4, Year 5, Year 6 / P4, P5, P6, P7

Outcome: Putting active listening into practice; appreciating that many common phrases have their roots in historical settings

Preparation: Download the Pirate Phrasebook (for you); download the Pirate Placards (for the pupils – there are ten different versions)

Additional requirements: Pencils

Instructions:

1. Ask the pupils what links the phrases, "Shiver Me Timbers", "Yo, Ho, Ho" and "Walk the Plank" – and who might use such phrases. Can the children think of any more such phrases?
2. Explain to pupils that they will need to use all their listening and concentration skills to spot the Pirate Phrases that you'll drop into your whole-class conversations over the next few days.
3. Create groups – and give each group a different Pirate Placard (there are ten of these – so you'd want groups of three for a class of thirty).
4. Tell the teams that if they hear one of the phrases on their placard, they should cross it off. Explain that although each team is looking for a different combination of phrases, all of the phrases appear on more than one team's placard – so they need to keep what they're doing a secret. If a team manages to eliminate all of the phrases on their placard, they should cry "X marks the Spot!" to claim victory.
5. Ask a pupil to give you a number between one and thirty five*. Refer to your Pirate Phrasebook to find the first phrase that you'll be using. At some point in the next thirty minutes, drop this into a whole-class conversation – and cross the Phrase off.
6. After thirty minutes, ask another pupil to give you a (different) number between one and thirty five*. Refer to your Pirate Phrasebook to find the next phrase that you'll be using. At some point in the next thirty minutes, drop this into a whole-class conversation.
7. Repeat the process until one team calls "X Marks the Spot!". Check the team's Pirate Placard. If it tallies with the phrases that you've used, they're the winners. If not – carry on!

**As a more mathematical way of generating the numbers, ask the pupil to give you a sum/expression that will lead to a number between one and thirty five.*



Optional Extras

1. Pick some of the more unusual phrases – and assign one or two to each team. Ask them to conduct some research to discover what they actually mean.
2. Ask the pupils to create their own Pirate Phrasebooks – containing not just the phrases themselves (in alphabetical order, of course), but also their definitions.
3. Create groups of five, assigning five of the phrases to each. Challenge the teams to plan, prepare and present short piratical dramas in which their phrases are used in context.

