



PIRATE ADVENTURE

Teacher Guidance

KS1

The Challenges

Challenge One- **Desert Island Dash (Agility)**

Challenge Two- **Land Ahoy! (Balance)**

Challenge Three- **Sink the Ship (Coordination)**

Equipment (based on class of 30 working in pairs)

Timer - stopwatch, watch or phone 

60 Markers - If not, cones or domes or other small objects. 

60 Floor Spots - if not floor lines or chalk 

45 Targets Cones- if not bean bags; small balls 

15 Medium sized Play Ball x 1 - if not, football, basketball, or netball 

If you do not have enough equipment group into 3s.

Implementation

Either show the **videos** to your pupils or demonstrate each challenge to them. Allow pupils to practise, before asking them or their partner to count their scores.

Score Collation

Collect the **best** score of each pupil on the paper **scoresheet** provided or directly onto the **excel spreadsheet**. Scores taken on the paper scoresheet will need to be transferred to the excel spreadsheet. This excel spreadsheet is kept by the school. and not submitted. Inclusion of pupils' names is optional but can be useful for you to review school rewards and personal best achievement. The excel spreadsheet will collate the scores and provide you with an **average score** for each class in the yellow section. The excel spreadsheet allows six classes to be completed with a class sizes of upto 35. Additional spreadsheets can be used if required. The [excel spreadsheet can be found here](#) and the [paper scoresheet here](#).

On Line Scoresheet

The **average scores** from the excel spreadsheet should be submitted **online**. The deadline for submission is **23 October 2020**. Please [click here to submit your average scores](#).

Spirit of the Games

As always we expect schools to observe the **Spirit of the Games Values**. We will value participation over everything.

Please ensure that the scores submitted are suitably representative of both the activity and the pupil's ability.

"I would prefer to fail with honour than win by cheating"

- Sophocles



Virtual
**SCHOOL
GAMES**



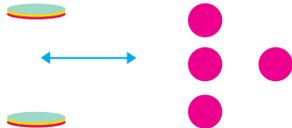
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CHALLENGE 1 - DESERT ISLAND DASH

SET UP

Create a start position using 2/4 cones in a line. Next place your 1st of 4 floor spots 4 paces away from the start line then place the 2nd 2 paces in front and final the 3rd and 4th either side of the middle Island.



CHALLENGE VIDEO

Watch Nathan demonstrate the challenge.



TO PLAY

- On "GO" Pirates run out to the 1st island (floor spot) touch it with their **foot** before **returning** to the Pirate ship.
- Pirates repeat this visiting a different island each time.
- All 4 islands must be visited before repeating.
- Practise the challenge before recording your best score.

SCORING

- **1 point** scored for every island (floor spot) you touch with your foot.
- You have **60 seconds** (1 minute) to score as many points as possible.



STEP ADAPTATIONS

	Simplify	Challenge
Space	Move the islands (spots) closer to the Pirate Ship (Start position).	Increase the distance and location of the islands (spots), so you have further to travel.
Task	You do not need to follow an order to visit the islands (spots)	Increase the number of islands (spots)
Equipment	Reduce the number of islands (spots)	Introduce a ball that the Pirate must dribble to visit the islands (spots)
People	Ask your partner to call out the colour of island (floor spot) you need to visit next.	Challenge your partner, both pirates attempt the challenge at the same time to see who can score the most points!



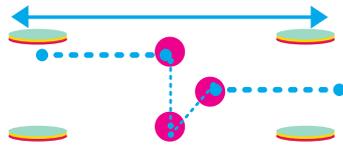
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CHALLENGE 2 - LAND AHOY!

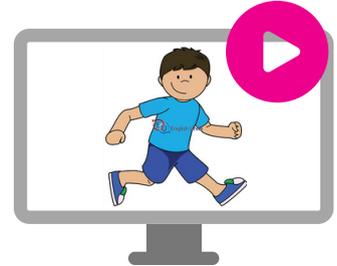
SET UP

Create a start position using 2/4 cones in a line. Create an Island using 2/4 cones opposite your start line 4 paces away. Using 3 floor spots spread them evenly between the start line and the Island.



CHALLENGE VIDEO

Watch Nathan demonstrate the challenge.



TO PLAY

- On "GO" Pirates attempt to **Jump (2 feet to 2 feet)** from the Pirate Ship (start line) to the island and back as many times as possible.
- If the children do not land on a stepping stone or step off, they must return to their pirate ship and start that crossing again. They maintain previous scores.
- Practise the challenge then record your best score.

SCORING

- Pirates score **1 point** for every successful crossing from 1 side to the other, maintaining their balance when jumping from spot to spot.
- You have **60 seconds** (1 minute) to score as many points as possible.



STEP ADAPTATIONS

	Simplify	Challenge
Space	Decrease the distance between the Pirate Ship (start line) & island.	Increase the distance between the Pirate Ship (start line) & island.
Task	Pirates can leap (one foot) from spot to spot when crossing from the Pirate ship to the island.	Pirates attempt the challenge hopping from the pirate ship to the island across the spots.
Equipment	Increase the number of spots used to help the pirates get across or use hoops (if suitable surface allows).	Use fewer spots in the challenge or change them to, a smaller area to land on.
People	Ask your partner to support you with your jumps to help with balance on landing.	Ask your partner to choose a type of jump after each crossing (2 feet to 1 foot, 1 foot to 1 foot).



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CHALLENGE 3 - SINK THE SHIP

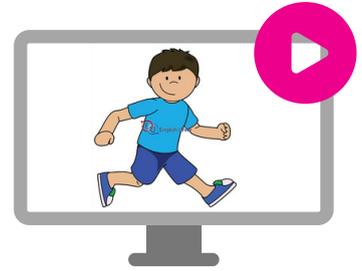
SET UP

Set 2 cones as the cannon for your Pirate ship (striking point). In front of the striking point, place 3 targets 3 paces away.



CHALLENGE VIDEO

Watch Nathan demonstrate the challenge.



TO PLAY

- On 'GO' using your cannon ball (play ball) attempt to **kick** the ball to hit 1 of the 3 targets.
- **Collect** the cannon ball (with your feet) and return to the striking point before kicking again.
- If you hit 1 of the 3 targets take it back to the striking point but leave the remaining targets. If you have not hit a target collect the ball and retry until you do.
- If you hit all **3 targets**, you have **SUNK THE SHIP!**
- **Reset** the targets and attempt the challenge again until the time is up.
- Practise the challenge before recording your best score.

SCORING

- You score **1 point** every time you hit a target.
- If you hit all 3 targets you score **10 extra points for SINKING THE SHIP!**
- You have 60 seconds (1 minute) to score as many points as possible.



STEP ADAPTATIONS

	Simplify	Challenge
Space	Move the targets closer to your striking position.	Move the targets further away from each other.
Task	Roll the ball instead of kicking when attempting to hit the targets.	Kick the ball using your non-dominant foot.
Equipment	Use larger targets.	Use a smaller ball.
People	Ask your partner to collect the ball after each attempt	Ask your partner to act as a moving barrier, by walking from side to side in front of the targets to add timing of your strike as part of the challenge.