

## Captains Coming

Command	Action
<b>Quarterdeck</b>	Run to a wall / line on the left side of the area.
<b>Main Deck</b>	Run back and form the original line in front of the teacher (children do not have to be in the same order).
<b>Man the Lifeboats</b>	Run to a wall / line on the right side of the area. OR call out a number (e.g. 6) and the children have to get into groups of six and "row" their lifeboat. OR find a partner, sit on the floor facing each other, holding hands and rocking backwards and forwards (as in "row, row, row your boat").
<b>Scrub the Decks</b>	Children crouch down and pretend to clean the floor with their hands.
<b>Climb the Rigging</b>	Children pretend to climb a rope ladder.
<b>Captain's Coming</b>	Children salute and shout out "Aye Aye Captain"
<b>Admiral's Coming</b>	Children stop and salute (like captain's coming) but must continue to stand to attention until the instruction 'Admiral's gone' - giving opportunities for catching children out!
<b>Man over board</b>	Three children pair up, 2 joining hands to make a ship and the 3rd in the middle with his hand above his eyes looking overboard for the fallen sailor. Anyone alone is out. OR Children jump as if going over the side and then sink down holding nose with one hand and raising other hand in air as if going under water. OR Children pretend to jump into the water, grab a partner and then swim back to the ship OR children join into groups of three sitting on the floor one behind another making rowing actions. If done as a game the children not in a group are out of the game. OR children jump in the air and land as if jumping over the side of the ship. OR piggy back a partner. OR children have to find a partner and lift them up. Any children on their own are out. OR children have to find a partner and hold on to them. If any child does not have a partner, they are out. OR children pretend to fall over the side of the ship and swim for their lives! OR children shout "Splash!" and put their hands above their eyes to peer into the "sea". OR children on their backs waving legs and arms in air as they drown.
<b>Walk the Plank</b>	Children have to walk in a perfect straight line one foot exactly in front of the other with arms outstretched to the sides (children could also walk along benches).
<b>Boom Coming Over</b>	Teacher makes action of boom moving across deck. Children must duck down to avoid. The children curl into a ball on the floor
<b>Captain's Wife</b>	Everyone curtseys (boys think this is hilarious!).
<b>Captain's daughter</b>	Children pose like a model (one hand on hip. the other outstretched and slightly bent) and say "Ooooooooooooooh!" or make a wolf whistle (if your ears can stand it!) OR Children wiggle hips and blow a kiss.
<b>Submarines</b>	Children lie on floor with one leg raised like a periscope
<b>Shark Attack</b>	Crouch with bent arm forming fin of shark OR Lie on back with arm in the air.
<b>Fire the Cannon</b>	Children run in to pairs and pretend to light the cannon, shout "boom!" and jump in the air.

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<b>Hit the Deck</b>	Children lie down on their stomachs as quickly as possible.
<b>Crow's Nest</b>	Children stand on one leg which becomes the mast, the other foot rests on that knee to become the crows nest and their torso is the pirate looking out to sea, hand above eyes!!! OR Have students run to the Jump Ball or Face Off circle in the middle of the gym.. the last student into the circle is out. OR Children peer into the distance and shout "land ahoy!"
<b>Rats on board</b>	Children sit on the floor, hugging their knees, whilst feet are raised off floor.
<b>Bombs overhead</b>	The children crouch and cover their head for 'protection'. They are not able to get up until 'All clear' is called. Anyone who gets up or moves before the 'all clear' is out. Crouch on floor with hands over head
<b>Rowboats</b>	Pair up facing each other, soles of feet touching and join hands then rock backwards and forwards in rowing motion
<b>Port</b>	Run to left-hand side of hall
<b>Starboard</b>	Run to right-hand side of hall
<b>Bow</b>	Run to front of hall
<b>Stern</b>	Run to back of hall
<b>Sharks</b>	Sit with feet off floor, hugging knees OR get back on to the ship (reform line)
<b>North / South / East / West</b>	Children all run in appropriate direction
<b>Last One in the Dinner Line</b>	Children all line up in a very straight line
<b>Compass Point</b>	Children all gather in centre of the room
<b>Three Men in a Lifeboat</b>	Children get into groups of three.
<b>Pieces of Eight</b>	Run around and pretend to catch a parrot. Flap arms and shout "pieces of eight".
<b>Mutiny</b>	Find a partner and sword fight. Run around the room sword fighting everyone.
<b>Stormy Weather</b>	Rock from side to side.
<b>Up on Deck!</b>	Children have to jump on to benches. The last person left with their feet on the floor is out!
<b>"Land AHoi" with a direction</b>	The children walk in the direction called with hand's cupped just above their eyebrow's (looking for the land ahead).
<b>"Land AHoi" with no direction</b>	Here the children decide, which direction they want to take!