

FUN NIGHT IDEAS

Scurvy Scalawags Night

Basic Overview:

Run up the Jolly Roger (i.e. the pirate's flag) matey! Scurvy Scalawags Night is a chance to do something a little piratey with your club. On this special night, the kids are given points for wearing something piratey (such as a pirate hat, an eye patch, a pirate hook, a peg leg, a beard (fake or drawn on with washable marker), piratey clothes, etc. In addition, this night gives you a number of piratey themed competitions and games to play all throughout your night. Opening time has some pirate trivia questions to ask as well as a vote and prize for the best dressed pirate. Book Time has the kids finding hidden treasure and guessing how many jewels the captain has in his treasure bag. Game time is filled with a number of special pirate themed games for you to choose from. You can do this night at any point throughout the year. It is also an ideal event for the end of the year (i.e. the week before your awards ceremony).

Additional Ideas:

None

Reminder Flyer:

See the flyer and instructions on the following pages.

Remember, next week is...

SCURVY SCALAWAGS NIGHT

Ahoy mateys! Come dressed as a pirate for Scurvy Scalawags night! Extra points will be given for everyone who is wearing something piratey (eye-patch, pirate hook, mustache or beard, bandana or pirate hat, etc.) There will also be a special prize for the best dressed pirate and some swashbuckling games and competitions too.



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SCURVY SCALAWAGS NIGHT

OPENING TIME

- **Practicing Pirate: Fun Piratey Words to use Throughout the Night:**
 - **Read to the kids:** *“If’n ye wish to be a true pirate, then ye must speak like a true pirate. Use these words throughout the night.*
 - Ahoy – means hello
 - Matey – is a ship mate or friend
 - Arrrgh or Aye – means “I agree”
 - Shiver me timbers! – something you say when you are surprised...like saying “oh wow”
 - Yo-ho-ho – just a piratey thing to say with no real meaning
 - Loot or Booty – pirate treasure
 - Landlubber – a land lover, or people who don’t sail
- **Give a Weathered Ear? – Talk Like a Pirate Game**
 - **Read to the kids:** *“If’n ye wish to be a true pirate, then ye must speak like a true pirate. This game will show us who be the real pirates among us. I will bellow out a pirate-y phrase and then give ye two choices. Ye must stand by the paper with either the letter A or B on it. If’n ye guess right, ye can stay on the deck and keep playin’ the game, but if ye don’t guess right, ye be clapped in irons and sent below the deck and ye be done playin’.”*
 - **Set up:** lay two pieces of paper out on the floor. One will have the letter “A” on it and one will have the letter “B” on it. After you read each question, allow the kids to choose to stand near one letter. The ones who guess right remain in the game, the ones who guess wrong are out. Keep moving through questions until you only have a couple of kids remaining and give them a prize.
 - **Questions:** (answers are highlighted in yellow)
 - Pirates love treasure. What were the coins called that we pirates hunted for?
 - (A.) Gold Doubloons
 - (B.) Shiny Nickels
 - If’n the captain said to “swab the decks” what would he mean?
 - (A.) Pirates must line up on the deck
 - (B.) Pirates must scrub the decks clean
 - Davey Jones’ Locker was found where?
 - (A.) Below the deck of the ship
 - (B.) At the bottom of the sea
 - To a pirate, a Jolly Roger is:
 - (A.) A ship with a lot of money on board
 - (B.) The pirates' skull-and-crossbones flag
 - If the Captain said “head to the stern” what part of the ship does he want you to go to?
 - (A.) to the front of the ship
 - (B.) to the back of the ship

OPENING TIME (*Continued...*)

- If the Captain said “show a leg, me hearties” what would he mean?
 - (A.) Everyone quit sleeping and get up
 - (B.) Everyone move faster getting the ship ready to sail
- What be our word of the night? Give and “A” and “B” choice?
- **A Respectable Pirate:** Give a prize for the best dressed pirate.
 - **Read to the kids:** *“Not all pirates are salty old sea dogs. Today we be giving a prize to the best dressed among ye. Leaders, if ye would, pick out the two best dressed pirates from your class or crew. We’ll then have all the leaders cast a vote for who they think is the best dressed pirate.”*
 - Give out a prize for the best dressed pirate (wear an eye patch, hook covered in foil, draw or wear a beard, wear fake earrings, wear pirate clothes, a pirate hat or bandana, a peg leg, possibly even draw a tattoo on your arm, etc.

BOOK TIME

- **Fool’s Gold!** – Treasure Hunt Game
 - **Read to the kids:** *“If’n ye wish to be a true pirate, then ye must have a love for treasure. Today we be leaving 4 gold doubloons in your classroom where ye be having having book time. Keep a weathered eye open for them during book time, but do not touch them. After book time or lesson time, your leaders will choose 4 of you scurvy scum who were behaving the best and you get to choose one of those gold doubloons. Then ye must bring your doubloon to the captain (this is the Expeditions Commander). Each doubloon has a different color sticker on the back that tells the captain if your doubloon be real gold or fake gold. If your doubloon is real gold, you be gettin’ a prize from the captain. If not, ye best beware...ye may be headed to Davy Jones locker”*
 - **Set up:** Before hiding the coins, put a small sticker on the back of each coin. A yellow sticker indicates it is real gold, a blue, green, red, white, black or other color sticker indicates it is fake gold. Put the coins in plain sight (not in drawers or under shelves, etc) in the classrooms.

GAME TIME

- **All Hands on Deck!** – Treasure Hunt Game
 - **Read to the kids:** *“Pirates tried to stick with their mateys. They were much harder to capture when they were together then they would be on their own. In this game, ye have been given a paper that has a piratey phrase on it. Your paper should either say “Yo-ho-ho,” “Shiver me Timbers,” or “Ahoy Mateys.” When I say “Arrrgh,” ye must find yer mateys by yelling out that phrase on your paper. The first team to get their whole crew together wins this competition.”*
 - **Set up:** Cut up the paper (with all the piratey sayings) that is included at the end of this packet and fold each scrap of paper in half. At the start of the game, randomly give each child one scrap of paper with a piratey saying on it, but don’t let them unfold it. Once the game starts, they can unfold their note, and then must shout out their phrase and try to locate others with that phrase. See which crew can find one another the fastest. Double check their papers to ensure they are all in the right teams. This also sets up your teams for the remainder of game time. *Please note: this game may be too difficult for 3rd graders and below. For these grades, just divide the kids up into three teams.*

GAME TIME (*Continued...*)

- **Fetch the Grub!** – Relay Race Game
 - **Read to the kids:** *“Sometimes food can be a bit scarce on the high seas. For this game ye must have your team make a straight line. The pirate at the front will be given a spoon. The pirate must make his way across the plank to where the bowl of grub is then he must grab a scoop full of grub and bring it back across the plank to his crew’s bowl and leave his bounty there. Then the next person in line grabs the spoon and does the same thing. At the end, the bowls are compared to see who got the most grub”*
 - **Set up:** Build three planks. These are simply a 2x4 or 2X6 that is five to six feet long. On each end screw a 1 foot 2X4 perpendicular for stability (Your plank should look like a capital letter “I” when you are finished with it – see the last page of this handout for an example). Have the kids form a line at one end of the room. Place an empty bowl on the ground next to the first person in line. Put the plank for them to walk about 5 feet away from the front of the line. Place a bowl of Cheerios® at the other end of the room. Anyone Cheerio dropped along the way must be left behind. Set a timer and make everyone stop once the timer goes off. Ideally, you want about 6-8 kids to have gone through the line.
- **Tie Up the Mutineers!** – Team Race Game
 - **Read to the kids:** *“Sometimes the crew were upset with the captain. When this happened the crew would take over the ship (this was called a mutiny). For this game we’ll have a race to see who can tie up the mutineers the fastest. Have your entire team stand in a circle facing outwards. One person will be given a roll of streamers. Their job is to hold one end and pass the roll to the next person, and to the next person all the way around the circle. The first team to completely unroll their roll of streamers wins the competition”*
 - **Set up:** Give each team an equal-sized roll of streamers, toilet paper, string or ribbon. When you say Arrrgh, have the teams race to unroll their roll by passing it to the person on their right and unrolling it a little more. If the paper or streamer breaks, have the person who broke it hold the two broken ends together until the roll comes around again. See which team can unroll their roll the fastest.
- **Off the Hook Mateys!** – Team Race Game
 - **Read to the kids:** *“Pirate crews often made lines to make loading the ship a bit quicker. They job is to hold one end and pass it to the next person all the way around the circle. The first team to completely unroll their roll of streamers wins the competition”*
 - **Set up:** Place 24 cups on one end of the room. Each cup should have a dollar amount written on the bottom of the cup (the number is written on the underside part of the cup that actually touches the table that it is sitting on) Each cup should also have a handle (made out of metal wiring, pipe cleaners, or some other material). the handle of the cup must be able to stand up so that the children can grab it and pass it along with their hooks (see the pictures on the last page for a better idea of what is needed). Next, choose 5-7 children for each team and give each one a hook (hooks can be made by purchasing a pack of plastic clothes hangers and just cutting the hook portion off (again please see pictures on the past page for a better description). The kids will make a long line from one end of the room to the other with about 4-10 feet between each child. The first child in line will use their hook to hook the handle of one of the buckets (without checking to see what is written on the bottom). They will then turn to the second person and transfer the bucket to the second person’s hook using only hooks, not their other hand. On down the line it goes. Meanwhile, the first person goes back and picks another bucket. Keep going until all the buckets are gone. Then have the teams add up the money on the undersides of their buckets to determine the winners.

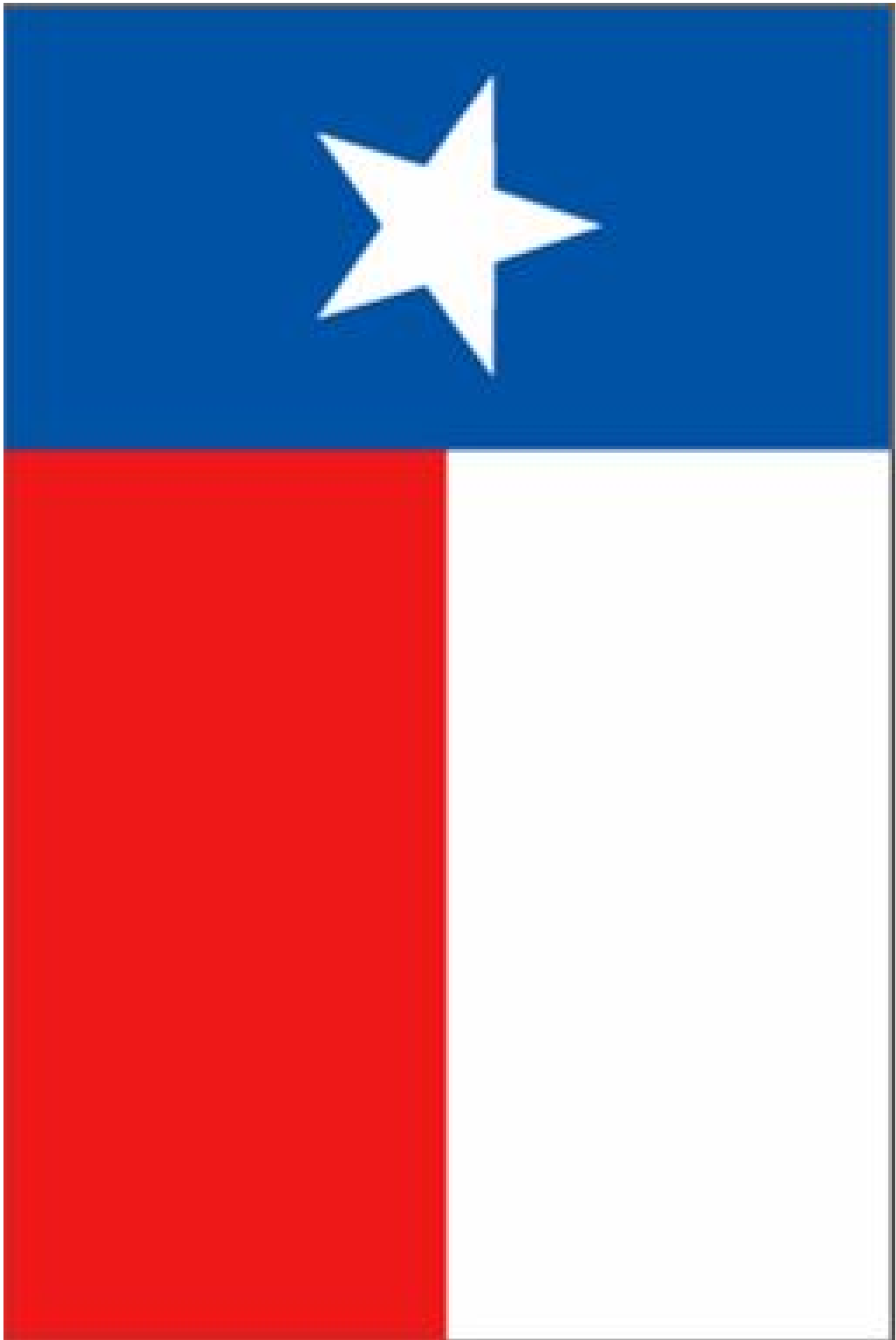
GAME TIME (*Continued...*)

- **Thar' She Blows!** – Competition Game
 - **Read to the kids:** *“Pirates knew the best way to take out a ship was to break the mast holding the sails. This made a ship easy to catch up with and easy to take over. In this game, we have set up two ships (folding tables). Each ship has 2-3 masts sitting on top of it. Each pirate on your team will get the chance to fire one cannon ball (tennis balls or rubber balls) at the other team's ship. The first team to knock down both of the other team's masts wins.”*
 - **Set up:** Set up two folding tables (set them up so that they are not directly across from each other. In other words set them up so that the team can line up next to their table and throw at the other teams table. This way both teams can throw at the same time. To create masts, tape plastic cups together (see the picture on the last page of this packet.), or simply use empty 2 liter pop bottles.
- **Swashbuckler Battle!** – Competition Game
 - **Read to the kids:** *“Pirates were expert fighters. For this battle you will send up one person from your team as your champion. The two champions will stand on the plank and grab one end of a short rope. Their job is to pull the other person off of the plank only by pulling and turning the rope. The first champion to get the rope away from the other or to make the other person fall off of the plank is the winner.”*
 - **Set up:** Use the three planks from the earlier game. Choose two people from each team and pair them off so that there are two kids on each plank (make sure they are paired up with someone of the same gender and someone from another team). Give each pair a small rope that is about 2 feet in length. When you say “Arrgh” their job is to pull, twist and turn on that rope to try to get the other person to fall off the plank or let go of the rope. Do not let the children push or kick each other or even grab hold of one another in any way. The only thing they should both be holding is the rope. Keep competing until one child steps off the plank or lets go of the rope. Figure out which team won the most of the three. If it is a tie, play a second round with different kids from each team.
- **Raise the Jolly Roger!** – Competition Game
 - **Read to the kids:** *“Any ship that was not flying the Jolly Roger (the skull and crossbones flag) was to be taken over and captured by the pirates. For this battle, there are ten flags taped to the front wall. You will send one of yer mates up here and they will choose a flag from off of the wall. The team that finds the most pirate flags wins.”*
 - **Set up:** Print out a couple of different countries flags (need a total of 6 of these flags). Next print out 4 copies of the pirate flag. Then either tape or glue a piece of cardstock or thick paper to the backside so that when the paper is tuck up on the wall, the flag cannot be seen through it. Allow each team to pick a flag and turn it over for all to see. The team that gets the most pirate flags after three rounds is the winner.
- **Sweet Tooth!** – Competition Game
 - **Read to the kids:** *“Pirates often kept their gold or jewels in a bag at their side so that it was always with them. We have up here a bag of piratey jewels. The one who guesses the closest as to how many jewels are in this bag wins the bag all for themselves.”*
 - **Set up:** Put Skittles© in a ziplock bag. Allow the kids to write their name and a guess as to how many jewels (Skittles©) are in the bag. At the end of the night award the bag of Skittles© to the person who guessed the closest. You may want to give a range to the 1st-3rd graders (as in telling them it is somewhere between 150 and 300, etc.).

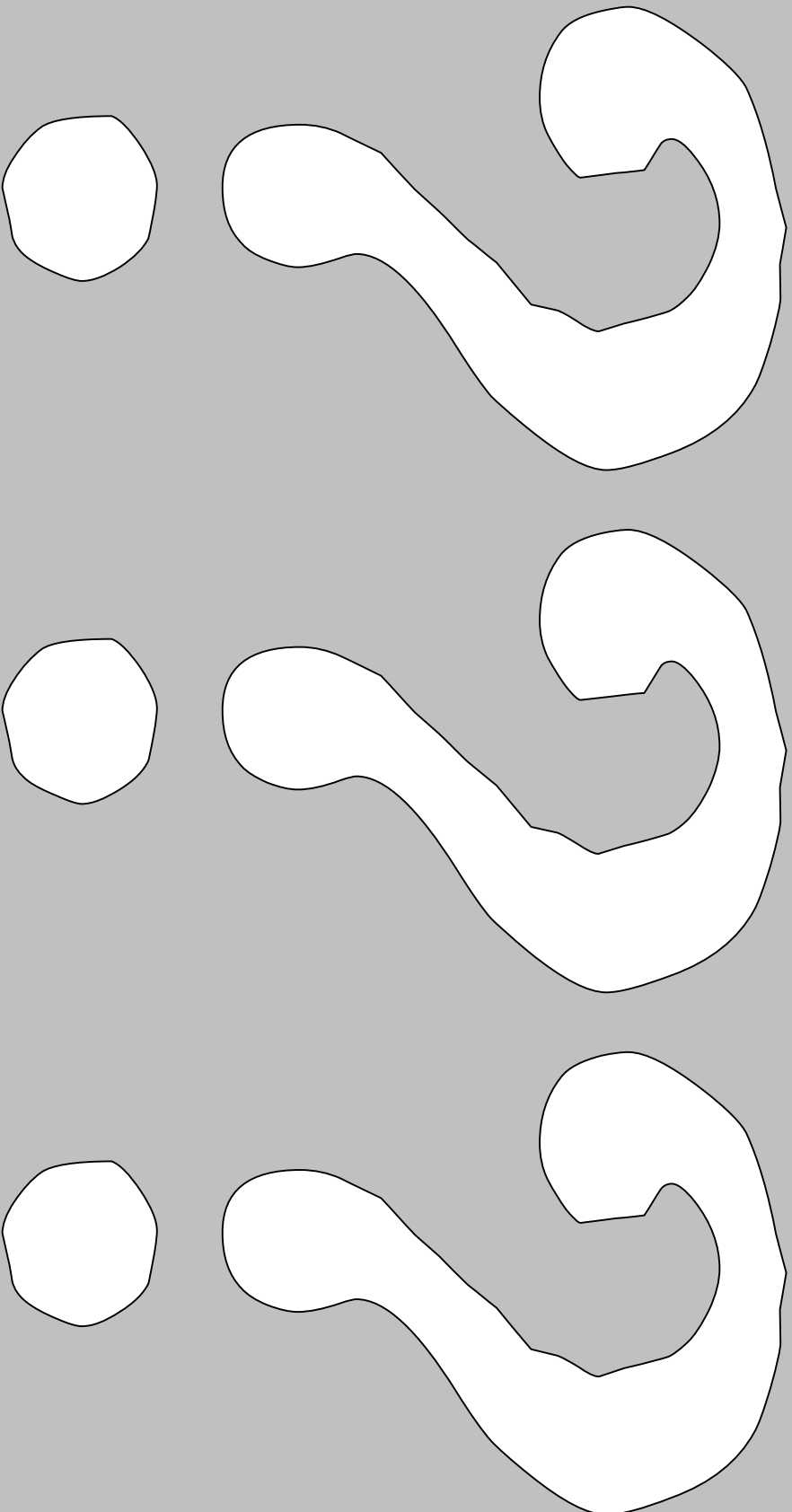
GAME TIME (*Continued...*)

- **Pirate Pull!** – Competition Game
 - **Read to the kids:** *“Whether they were pulling on ropes to raise the sails, raise the flag, pull up the anchor, tie up their enemy, tie down the cargo, or tie a belt around their pants, pirates were very familiar with ropes. Today we have a rope. We are going to have an old fashioned tug of war between pirate crews. Get the other team to step across the middle line and your team is the winner.”*
 - **Set up:** This is just a simple tug of war competition. Use a rope and mark a line in-between teams on the floor. When you say “Aarrgh,” both teams will pull with all their might and try to pull the first person on the other team across that center line that is marked on the floor.
- **Some additional ideas of things that you can do:**
 - **Peg-leg Race** – tie a stick or use a wide PVC pipe to put on one of the child’s legs and have them race
 - **Queen Anne’s Revenge Race** – Make boats out of plastic bottles and the kids will use their breath to blow their teams boat in a race
 - **Row, Row, Row your boat** – Use Scooters to go around a cone and back, have them use their hands or create a paddle for each team.
 - **Bread stick sword fight** – Have the kids sword fight on the plank that you created above. They will sword fight using bread sticks or long pretzel sticks as swords. The one whose sword breaks first is the loser.
 - **X marks the spot** – Bring several rolls of coins (pennies would be the cheapest). Make an X on the floor for each team out of masking tape. Have the kids try to toss pennies and get them to land on the X. The winning team is the one that gets the most pennies on the X.









Raise the Jolly Roger

**PIRATE JEWEL
GUESS CARDS:**

My Name:

My Grade:

My Guess:

**PIRATE JEWEL
GUESS CARDS:**

My Name:

My Grade:

My Guess:

**PIRATE JEWEL
GUESS CARDS:**

My Name:

My Grade:

My Guess:

**PIRATE JEWEL
GUESS CARDS:**

My Name:

My Grade:

My Guess:

**PIRATE JEWEL
GUESS CARDS:**

My Name:

My Grade:

My Guess:

**PIRATE JEWEL
GUESS CARDS:**

My Name:

My Grade:

My Guess:

Use for the "All Hands on Deck" game. Print out these sheets and cut out each saying and fold it in half.

Yo-ho-ho

Shiver me Timbers

Yo-ho-ho

Shiver me Timbers

Yo-ho-ho

Shiver me Timbers

Yo-ho-ho

Shiver me Timbers

Yo-ho-ho

Shiver me Timbers

Yo-ho-ho

Shiver me Timbers

Yo-ho-ho

Shiver me Timbers

Yo-ho-ho

Shiver me Timbers

Ahoy Mateys

Ahoy Mateys

Ahoy Mateys

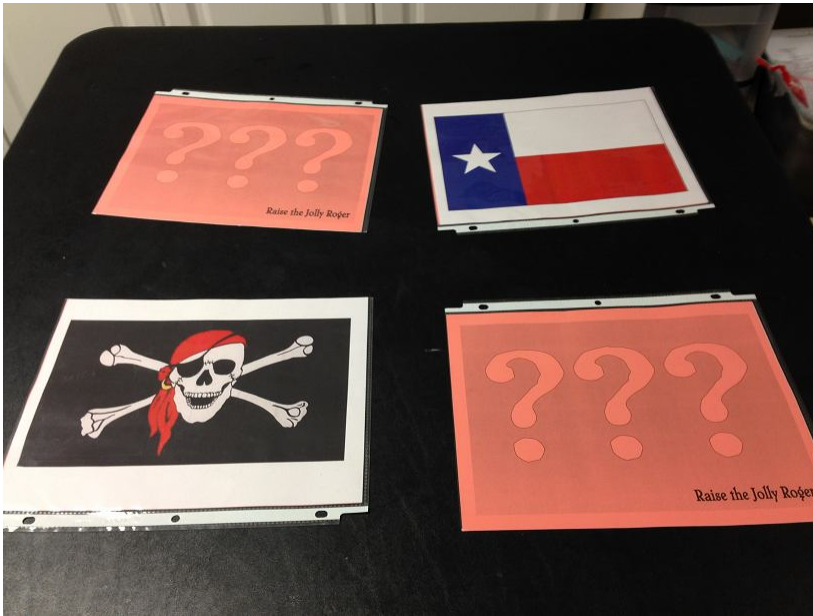
Ahoy Mateys

Ahoy Mateys

Ahoy Mateys

Ahoy Mateys

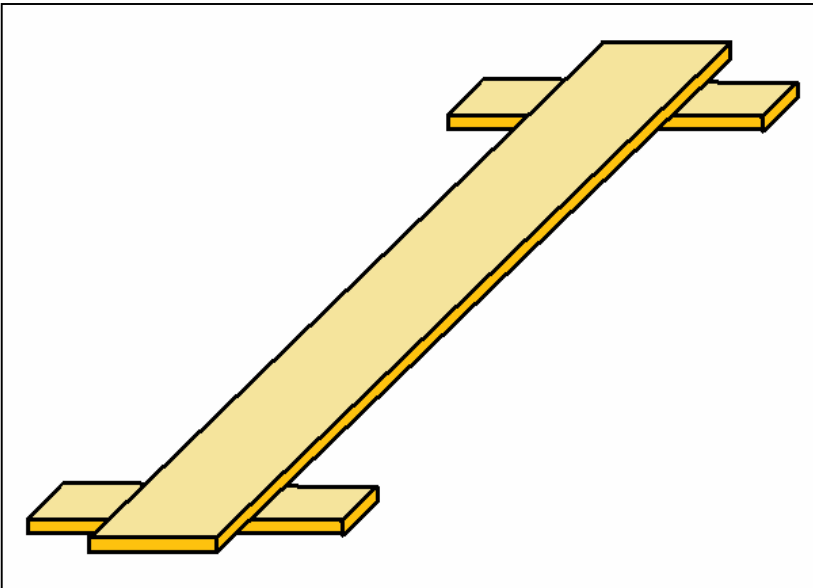
Ahoy Mateys



Pirate flags –

Print out a total of ten of the flags included in this packet. Make sure that only 4 of them are pirate flags.

Have each of the three teams turn over one at a time and see which team can find more than one pirate flag first.



The Plank –

Build three planks. These are simply a 2x4 or 2x6 that is five to six feet long. On each end screw a 1 foot 2x4 perpendicular for stability (Your plank should look like a capital letter “I” when you are finished with it)



Pirate Jewels –

Count out approximately 200-300 Skittles®, candy corn, or other candy and place in a freezer ziplock® bag. Then allow the kids to guess how many they think are in there. The winner, is the one who guesses the closest.





Pirate hooks –

Buy a pack of plastic hangers from the store and use metal cutters or a saw to cut off just the hook portion as shown to the side. Also displayed is how the kids are supposed to hold the hook in their hand.



Off the Hook

Cups –

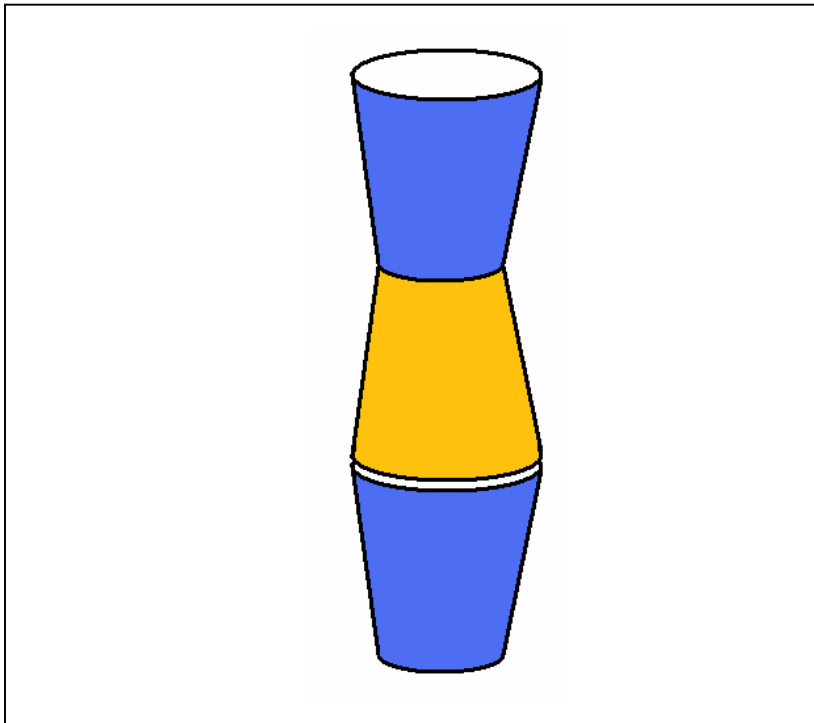
Buy stack of paper or plastic cups. Use a hole puncher to punch a small hole on either side near the top. Insert a pipe cleaner (or fuzzy wire) through both holes and twist the ends so that it is secure on the cups as shown. Then write a point value or money value on the bottom of the cups as shown.





Pirate Hat –

Make your own pirate hat out of paper as shown. It is best to use a large and thicker sheet of poster board if possible. Make a ring that fits your head about an inch thick. Then cut out the pirate hat and glue or staple to the ring you made. Then use paint, white-out or stickers to draw a skull and cross bones if you wish.



Thar' She Blows

Mast –

In making a mast for the Thar' she blows game, simply stack three cups in this fashion and tape them together. You might also want to use a thin piece of tape to tape the masts to the table so they do not fall over prematurely.