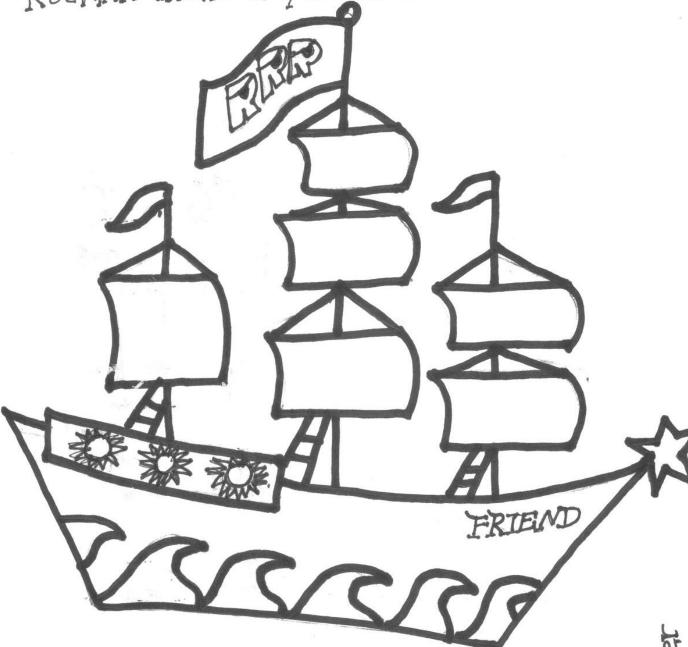


RockinRonThe Friendy Prate. com



We have a Friend Ship
a happy ship with our friends
as we go sailing
I hope this friendship never ends

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Seven match the number to the letter

)COURTESY

a) I'm not afraid

2)COMPASSION

b) I know the answer totheriddle

3)COURAGE

c) Thank you, Mam

4)CLEANLINESS d) I help those in need.

5)CLEVERNESS

e) I'm sorry you are sad

6) CHEERFULNESS f) I'm happy and I like to laugh

7) CHARITY

g) I wash the dishes after dinner

@2010

Spyglass-Telescope

Every young pirate needs a Spyglass-Telescope, and this one is movable too!

Ages: 6 and Up

Here's what you'll need ...

 Paper cup (the bottom of the cup has to be bigger than a tp roll)
 Toilet paper roll
 Paint and brush
 Construction paper
 Scissors
 Glue
 Black marker

Here's how you make it ...

- Paint your tp roll and paper cup, whatever color you'd like your spyglass.
- 2 Once they are dry trace around the to roll on the bottom of your cup. Cut out the hole (this is where your roll will be inserted).
- Next you need to make a ring out of paper. Trace around the bottom of your cup. Place the tp roll in the center of this tracing, and trace around the roll.
- 4. Cut out your ring. It should look like the picture.
- Spread some glue around one end of the tp roll and glue on the ring (the ring will stop the tp roll from coming out of the hole in the cup).
- Once the glue is dry insert the tp roll into the hole in the cup. Insert the end that does not have the ring attached.

Now you can move you spyglass-telescope in and out. Draw on some black lines around your scope if you wish.

Another option is to wrap some plastic wrap around the top of the cup; secure it with tape, and then cover the tape by gluing a strip of black construction paper around.

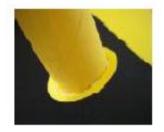
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Buried Treasure Game

Has your child ever wanted to pretend she was a pirate? The time has come for her to put her healthy imagination into action! Pirates hide their treasure by burying it in the sand of distant island beaches. Help your preschooler "hide" a treasure in an empty water bottle or small soda bottle and make a pirate map to show where the treasure lies!

What You Need:

- Plastic bottle
- Sand or rice
- Treasures that will fit through the mouth of the bottle such as marbles, coins, sequins, plastic animals, etc.
- Paper
- Markers

What You Do:

- Help your child fill the plastic bottle at least 3/4 full with sand or rice.
- 2. Have your child slip various treasures into the bottle. Explain that your child has just created a mixture—something composed of two or more materials. How is the mixture like each individual "ingredient"? How is it different?
- Show your child how the treasures can be "buried" and "dug up" simply by rolling the bottle and shifting the sand inside.
- 4. Now its time to make that treasure map! Find a special place for the buried treasure in your child's room. Draw the outline of the room and have your child add windows, doors, and furniture that can be labeled. Last but not least, remember that "X" marks the spot for buried treasures!

To extend this project, challenge another family member to follow the map to the buried treasure. Does it work?



Shipshape: An Indoor Game

This is a great activity for when the kids get a little stir crazy. Not only does it get the heart pumping, but it also facilitates some swashbuckling imaginative play!

What You Need:

A group of kids (3 or more)

What You Do:

- The room is a ship. One player is the captain. The other players are the pirates.
- The game begins when the captain says, "All Pirates on deck." That means all players need to stand up for duty.
- The captain will give the following orders:
 - Hit the deck: Lay down on the floor
 - o Stern: Run to the back
 - Row your boat: The Captain points to 3 players and they sing, "Row, Row, Row Your Boat"
 - Clear the deck: Pirates can't touch the floor with their feet
 - o Starboard: Run to the right side
 - Port: Run to the left side
 - o Bow: Run to the front
 - o Attention: Salute and say, "Aye, aye, Captain"
- If the captain sees a pirate not following orders, the captain orders the pirate to Walk the plank, and he's out.
- The last pirate becomes the new captain.





