6 Week Pirate Programme

Week 1 - Introduction to pirate themed programme. Begin by creating a pirate hat and sword and doing some pirate puzzles. Play some pirate themed games such as North, South, East, West.

Week 2 - Knots, preparation for climbing next week. Learn knots used for climbing with sweets so they can eat them when they have finished. Learn knots used for raft building so they are ready for the camp. Tell the cubs the aim of what they are doing so they feel motivated.

Week 3 - Climbing. Link to pirates via Climbing the Rigging.

Week 4 - Water Safety. Possibility of dressing up. Split up into groups. Have a cub who has fallen overboard and the other cubs have to use water safety techniques (ropes) to save them. Tell the cubs that they will use this skill on the camp. Learn about different pirates all over the world, e.g. Somali Pirates.

Week 5 - Pirate map reading. Cubs have to read treasure maps and possibly write their own. The sections of their map reading badge Cubs will complete during this activity are

* Be able to use six-figure grid references,
* Explain how to find north on a map and how to set a map to north,
* Know the first eight points of a compass and use them during an outdoor activity.

Tell the cubs that they will be using this skill on the camp.

Week 6 - Practice putting up tents and discuss kit ready for the camp.

Camp - Friday Evening - Map reading (orienteering). Instead of finding orienteering points, Cubs will find clues which will lead to the treasure (chocolate coins).

 Saturday - Sailing, Canoeing and Raft Building using knots practiced in Week 2. Adventure Course and Leap of Faith (Walking the plank.)

 Wide Game - Man Hunt (Half of the group are pirates, half are navy. Navy go and hide and the pirates try and catch them)

  Roast Marshmallows on a campfire, sing pirate songs and play a few pirate games

 Sunday - Obstacle courses, races and games. Possibly called the “Pirate Fitness Test”

 All cubs receive a certificate saying “You are now a pirate”