

Pirate Adventure



Printables

Pirate Adventure Printables

Page 3: Finding Treasure Through Numbers (number recognition, counting to 30)

Use the number stickers from page 4 to complete this page. When you are finished, count your way from the treasure map to the treasure chest. What does your student think might be in the chest? Have fun pretending what items you might find in the chest.

Page 4: Sticker Page for Pirates (fine motor)

Print on a full sheet label, if you can. If not, just print on paper and use glue to stick things on the pages. Use with pages 3 and 5.

Page 5: Pirate Calendar (days of the week)

If you are using this unit for one week, use this calendar as an introduction to the days of the week for your student. Each day, let your student stick skull and crossbones sticker from page 4 on the calendar. You can use [this song](#) to help your student.

Page 6: Count to 100 (number recognition, counting to 100)

If your student is ready, introduce counting to 100 using this chart.

Page 7: Can You Follow Directions, Matey? (following directions, visual discrimination)

Page 8: Color by Letter (phonics, following instructions)

Pages 9-10: Pirate Guess Who Game (visual discrimination, logic, thinking skills, beginning reading)

This is a game for two players. Print three copies of this game on cardstock. Laminate, if desired. Cut up one of the boards into 16 cards. Each player should choose one of these cards to be their mystery pirate. Follow the instructions on page 9 to play this game.

Page 11: My Pirate Facts (recalling information, science, oral communication)

Mom can type right on this page! At the end of your study, ask your student what he has learned. Record the information on this page and put it in his notebook.

Page 12: My Pirate Adventure (creative thinking, storytelling, literacy)

Mom can type right on this page! Let your child dictate his pirate adventure story to you while you type. This makes story writing easy for young children. They can write a great story without having to worry about handwriting, spelling, punctuation, etc. Kids usually write better stories when someone scribes for them.

Pages 13-14: Sorting Blends (phonics, beginning reading, sorting)

Cut apart cards on page 14. Help your student sort the words cards by beginning blends (/sh/, /ch/, and /fl/).

Page 15: Scissor Skills (fine motor)

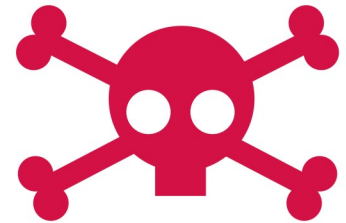
Cut on the dotted lines and help the pirates find their buried treasures!

Page 16: Trace the Path to Treasure! (fine motor)

Laminate this page, if desired. Ask your student to use a dry erase marker and to trace the path to the treasure.

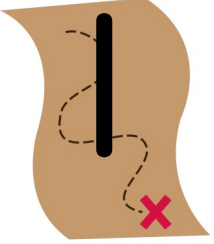
Pages 17-18 : ABC Magnet Match (ABC recognition, phonics)

Get out your alphabet magnets. Set the page on a cookie sheet, if desired. Let your student determine the first sound of each word (island, pirate, telescope, map, parrot, compass) and place the corresponding letters in the boxes next to the items.









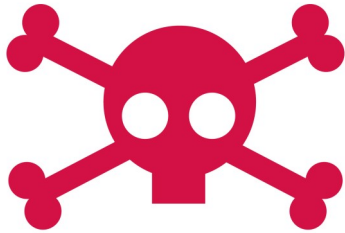
Fill in the missing numbers.



		3		5
	7		9	
11		13		15
	17		19	
21		23		25
	27		29	

2	4	6	8	10
12	14	16	18	20
22	24	26	28	30



Sunday

Monday

Tuesday

Wednesday

Thursday

Friday

Saturday

Shiver Me Timbers!

The pirates found 100 gold doubloons in their treasure chest!

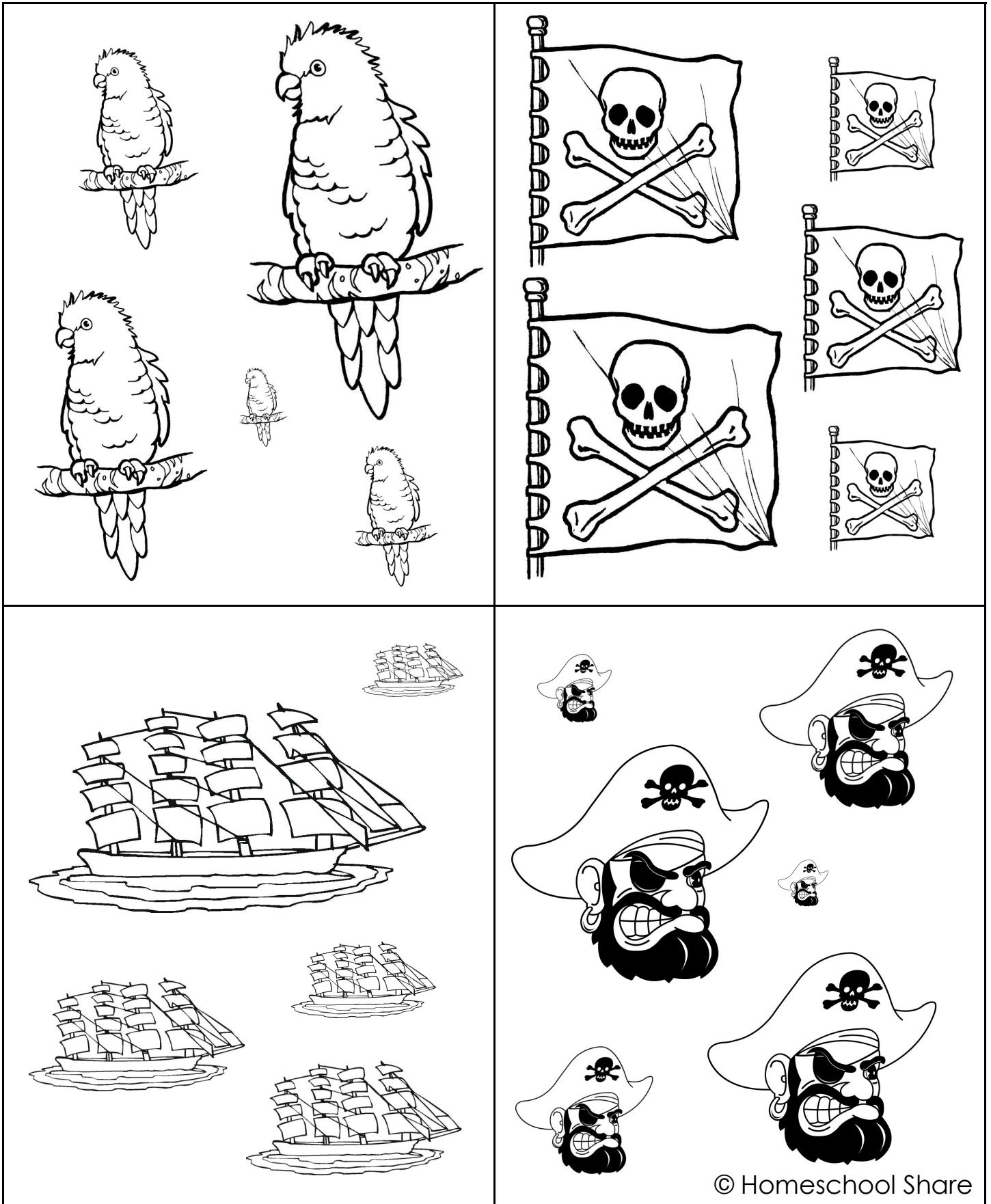
Can you count to 100?

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



Can you follow directions, Matey?

Find the largest parrot and color it green. Put a black X on pirate flags that are the same size. Using your red crayon, circle the two pirate ships that are the same size. Color the smallest pirate orange.



Color by Letter

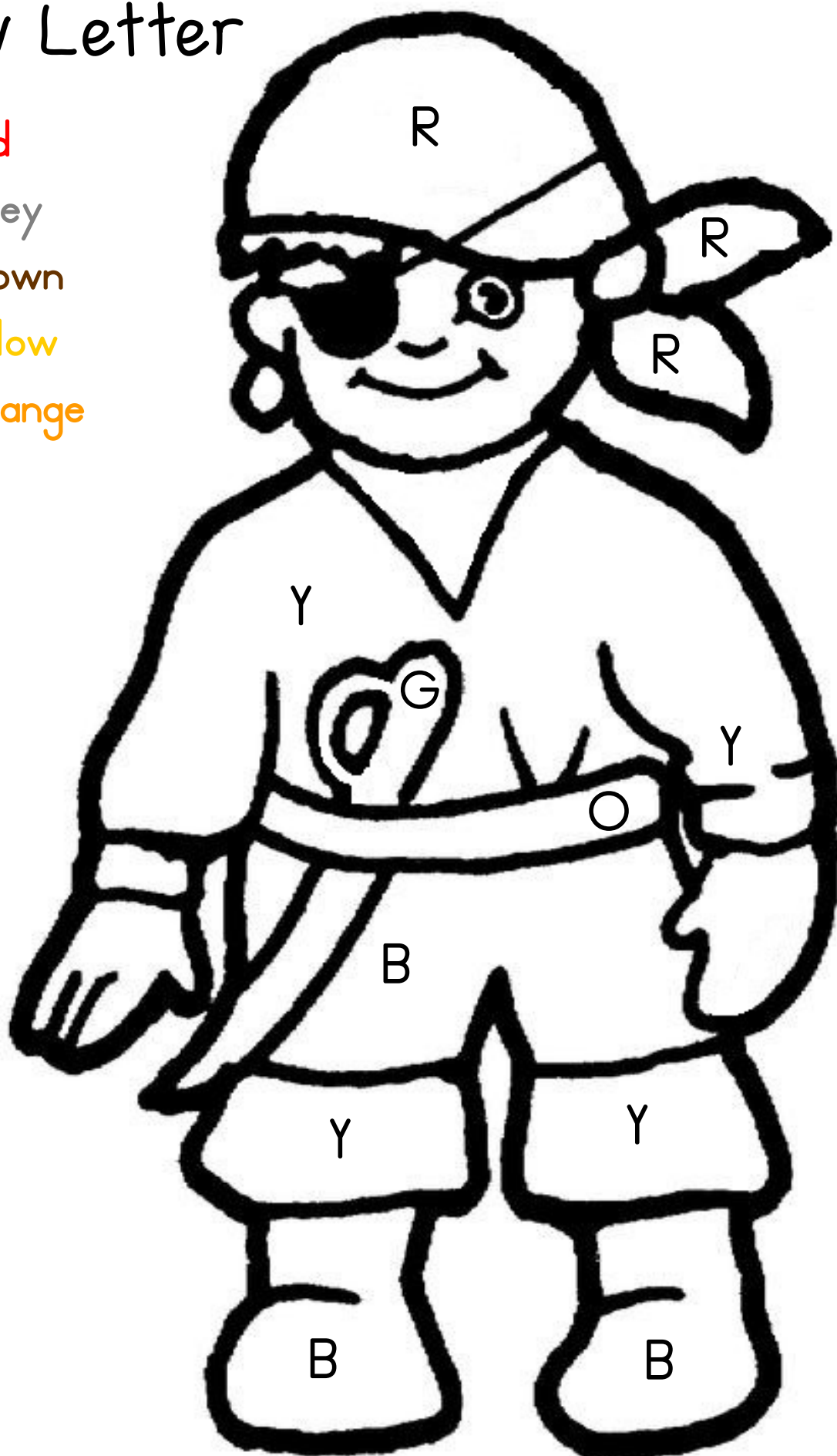
R = red

G = grey

B = brown

Y = yellow

O = orange



Pirate Mystery Person Game

1. Each player needs a game board and a dry erase marker (if boards are laminated) or buttons/beans (if boards are not laminated).
2. Each player should secretly select one pirate card to be their mystery pirate.
3. The youngest player will start the game by asking a question about their opponent's mystery pirate.
4. Ask questions that will help you figure out who the mystery pirate is on your opponent's mystery card. Questions should be answered with "yes" or "no." For instance, your question could be, "Does your mystery pirate have a red hat?" Another example would be, "Does your mystery pirate have a cannon ball?" The only question you are NOT allowed to ask is, "Is your mystery pirate a boy or a girl?"
5. Answer your opponent's question and then your opponent will mark off pirates who do not fit the answer (using a dry erase marker if you boards are laminated or by placing a bean or button on that pirate if your boards are not laminated). If your question was, "Does your mystery pirate have a pet parrot?" and your opponent says no, you can eliminate all pirates who have a pet parrot.
6. Eliminate people with answers received during each turn.
7. Use your turn to either ask a question or guess the mystery person, but you can't do both on each turn.
8. If you guess the wrong mystery pirate, your opponent wins the game.

You can also use the pirate names for some beginning reading practice!



Sal



Bob



Cal



Ann



Sam



Jon



Pam



Tim



Zed



Jack



Red



Jo



Kim



Pat



Liz



Jax



My Pirate Facts

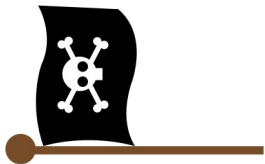




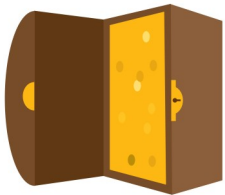
Pirate Adventure



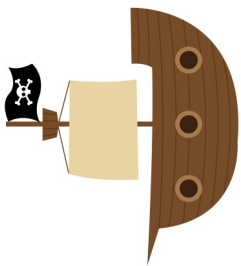
f



ch



sh



Phonics Sorting Cards

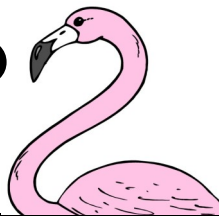
flower



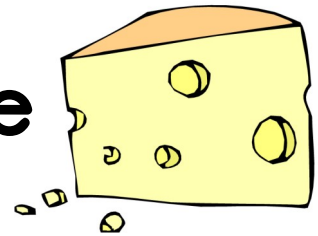
chair



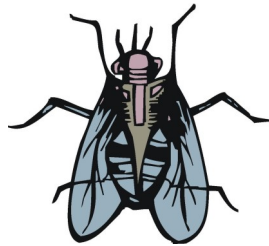
flamingo



cheese



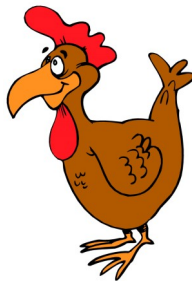
fly



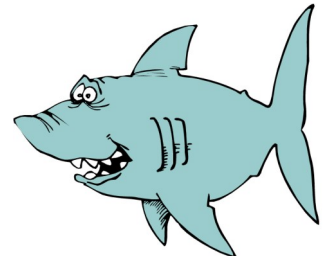
cherries



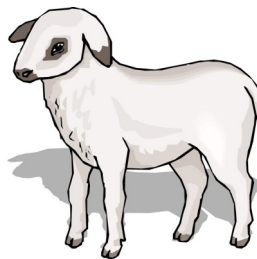
chicken



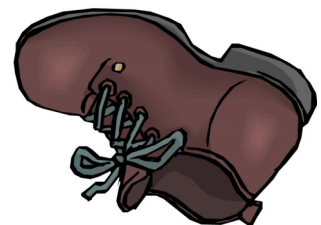
shark

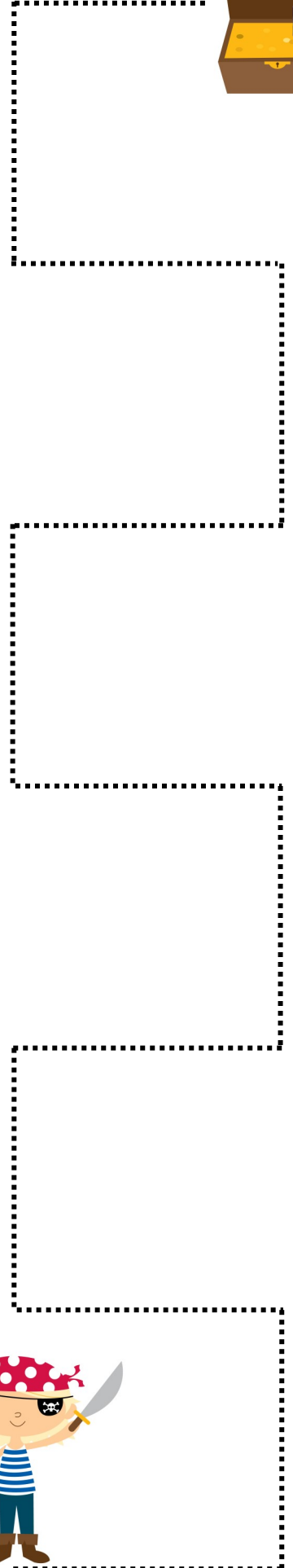
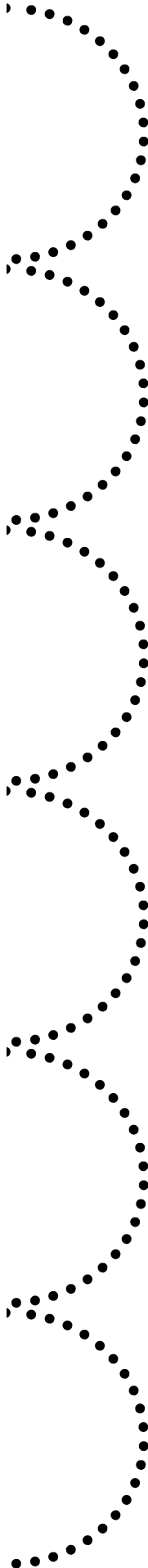
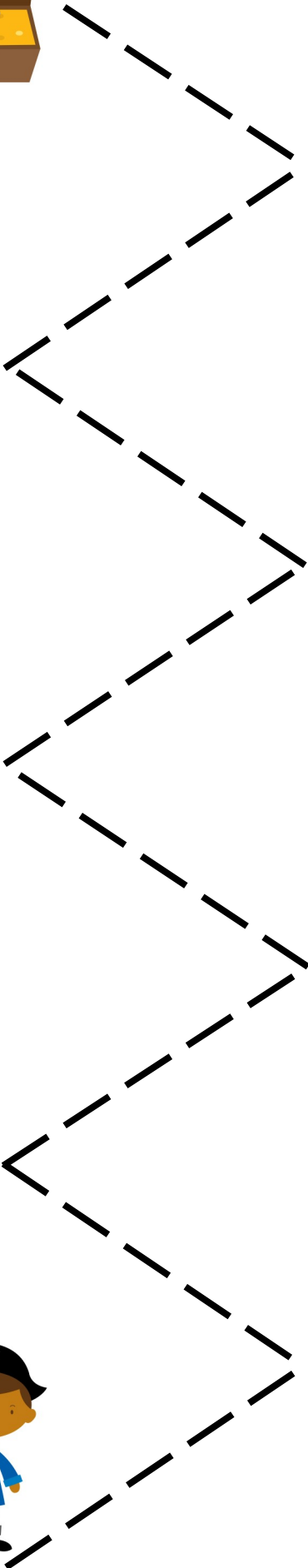


sheep

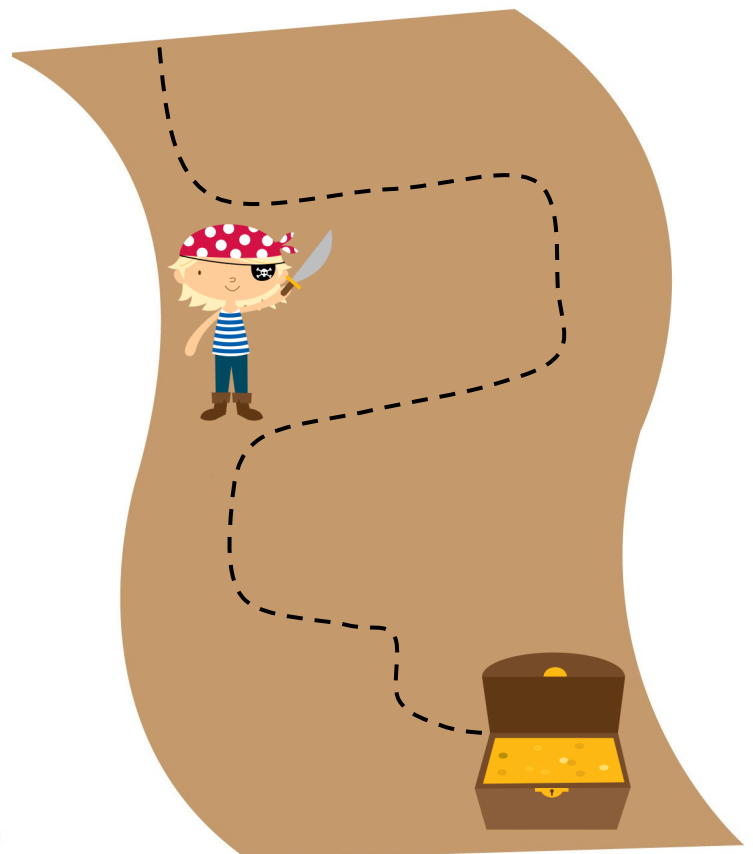
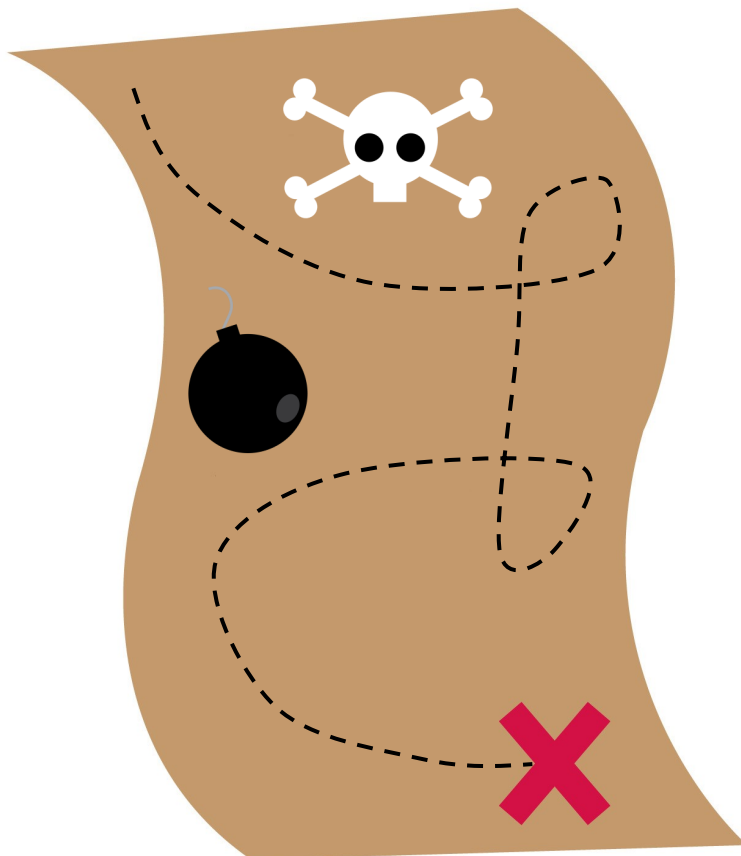
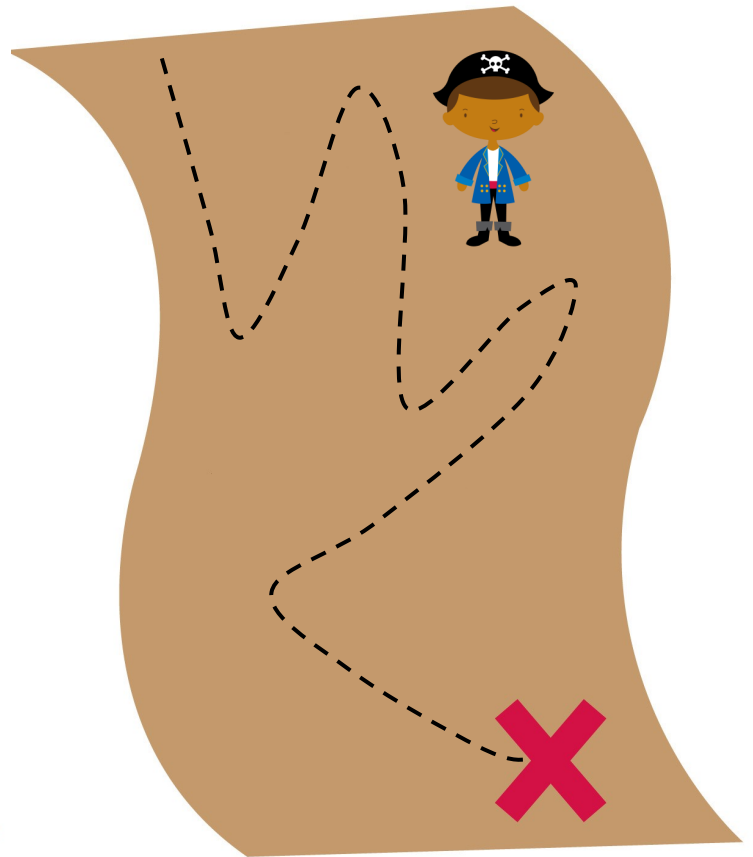
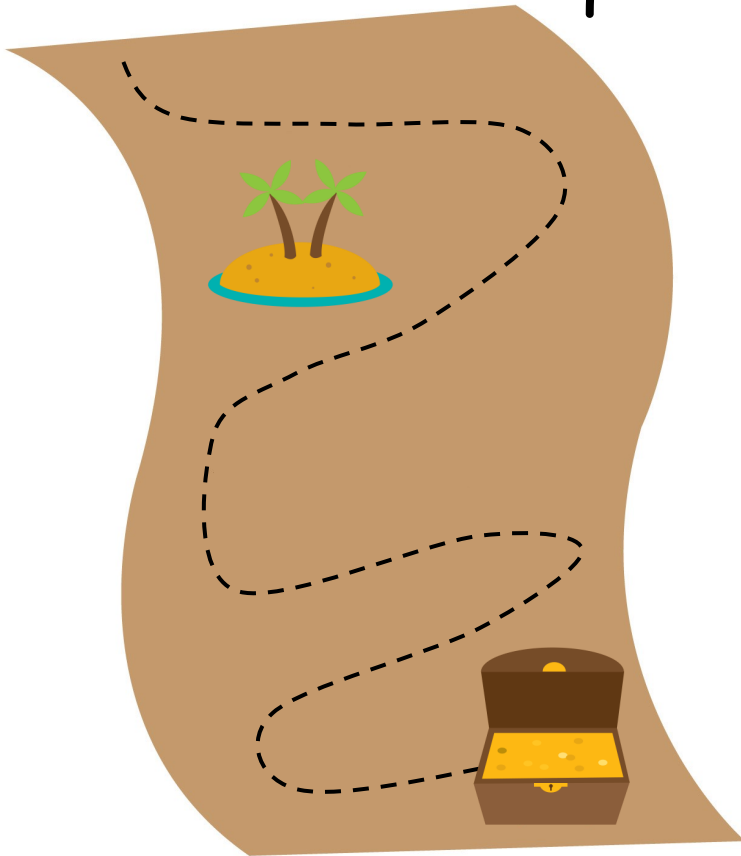


shoe

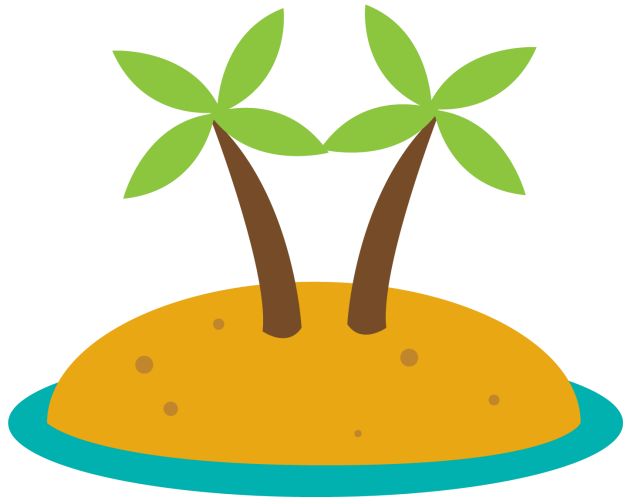




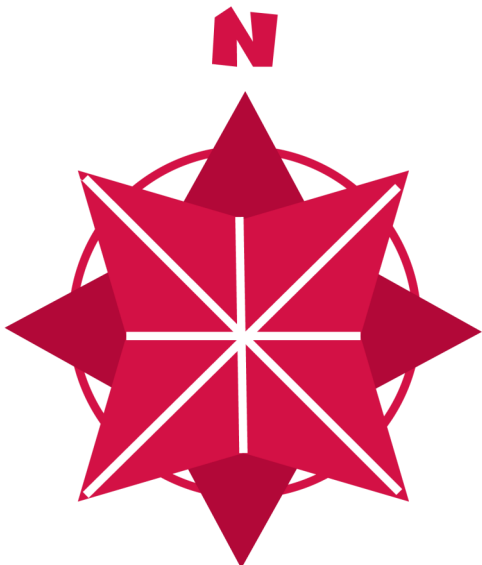
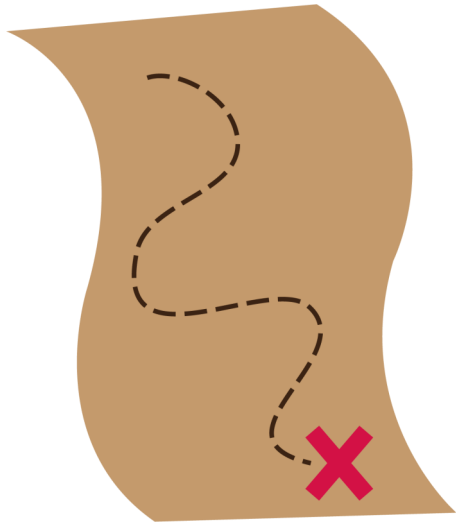
Trace the paths to treasure!



Beginning Sounds Magnet Match



Beginning Sounds Magnet Match



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