

# Pirate Camp

By Sarah Ward



**FRIDAY**

- 5.15 Arrive and unpack
- 5.45 Colour and laminate placemats
- 6.30 Duties
- 7.00 Dinner
- 8.00 Duties
- 8.15 Magic Islands Game
- 8.30 Supper
- 9.00 Teeth , lights out



**SATURDAY**

- 6.30 AM Rise and Dress
- 7.00 Duties
- 7.30 Breakfast
- 8.30 Duties
- 9.00 Jolly Roger, Scavenger Hunt, Pirate Race
- 10.00 Morning Tea
- 10.30 Jewellery making
- 12.00 Lunch
- 1.00 PM Duties
- 1.30 Exploration of Pirate Island - feed the parrots
- 4.00 Afternoon tea & Showers
- 5.00 Capture Flag & make treasure map



- 6.30 Duties
- 7.00 Dinner
- 7.30 Duties
- 8.15 Campfire
- 8.45 Supper
- 9.15 Teeth, lights out.

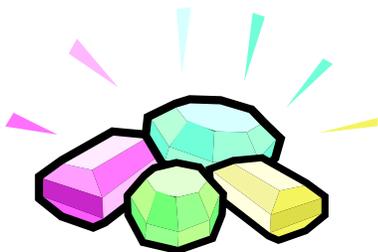


**SUNDAY**

- 6.30 AM Rise and Dress
- 7.00 Duties
- 7.30 Breakfast
- 8.30 Duties
- 9.00 Guides Own
- 9.15 Wave Bottle
- 10.30 Morning tea
- 11.00 Cannonball Fight & Cat O Nine Tails
- 11.30 Treasure Hunt.
- 12.00 Lunch
- 1.00 PM Duties
- 2.00 Depart



# MENU



## FRIDAY DINNER

Chicken Soup  
Savoury Mince and Macaroni



Apple Pie & Icecream

## SATURDAY BREAKFAST

Fruit  
Semolina & Cereal  
Toast with Jam, Vegemite.



## SATURDAY LUNCH

Chicken & Salad Rolls

## SATURDAY DINNER

Tomato Soup  
Roast & Vegetables

Rice Pudding & Icecream

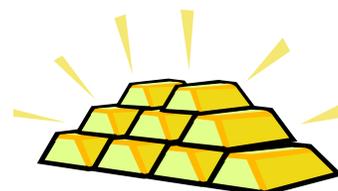
## SUNDAY BREAKFAST

Fruit  
Yoghurt & Cereal  
Toast with Eggs.



## SUNDAY LUNCH

Ham & Salad Rolls



## CAMPFIRE

### 10 BOTTLES OF RUM

Oh, 10 Bottles of Rum hangin' on the wall, 10 Bottles of Rum hangin' on the Wall! If ye take one down,  
pass it all around, there'll be 9 bottles of rum hangin' on the wall.

Oh, 9 Bottles of Rum hangin' on the Wall, 9 Bottles of Rum hangin' on the Wall! If ye take one down, pass  
it all around, there'll be 8 bottles of rum hangin' on the wall.

Oh, 8 Bottles of Rum hangin' on the Wall, 8 Bottles of Rum hangin' on the Wall! If ye take one down, pass it  
all around, there'll be 7 bottles of rum on the wall.....

### A PIRATES LIFE FOR ME

Yo ho, yo ho, a pirate's life for me.  
We pillage, we plunder, we rifle, and loot,  
Drink up, me 'earties, yo ho.  
We kidnap and ravage and don't give a hoot,  
Drink up me 'earties, yo ho

Yo ho, yo ho, a pirate's life for me.  
We kindle and char, inflame and ignite,  
Drink up, me 'earties, yo ho.  
We burn up the city, we're really a fright,  
Drink up, me 'earties, yo ho.

Yo ho, yo ho, a pirate's life for me.  
We extort, we pilfer, we filch, and sack,  
Drink up, me 'earties, yo ho.  
Maraud and embezzle, and even high-jack,  
Drink up, me 'earties, yo ho.

Yo ho, yo ho, a pirate's life for me.  
We're rascals, scoundrels, villians, and knaves,  
Drink up, me 'earties, yo ho.  
We're devils and black sheep, really bad eggs,  
Drink up, me 'earties, yo ho.

Yo ho, yo ho, a pirate's life for me.  
We're beggars and blighters, ne'er-do-well cads,  
Drink up, me 'earties, yo ho.  
Aye, but we're loved by our mommies and dads,  
Drink up, me 'earties, yo ho.

### THIS PIRATE

(This song is sung to the tune of: *This Old Man*)

This pirate,  
Has a hat,  
Where a skull and cross bones sat,  
With an 'Ar, Ar, Ar' and an 'Aye Matey',  
This pirate sailed on the sea.

This pirate,  
With a patch,  
He sailed around without a scratch,  
With an 'Ar, Ar, Ar' and an 'Aye Matey',  
This pirate sailed on the sea.

This pirate,  
Wears an earring,  
Made with fishing hook and string,  
With an 'Ar, Ar, Ar' and an 'Aye Matey',  
This pirate sailed on the sea

## WAY OVER THE IRISH SEA

When I was one, I had just begun  
The day I went to sea  
I climbed aboard a pirate ship and the captain said to me,  
“We’ll go North, South, East and West  
Way over the Irish Sea.  
A bottle of Coke to soothe my throat,  
And that’s the life for me.

When I was two, I tied my shoe . . .  
When I was three, I bumped my knee . . .  
When I was four, I shut the door . . .  
When I was five, I was still alive . . .  
When I was six, I gathered sticks . . .  
When I was seven, I was almost in heaven . . .  
When I was eight, I closed the gate . . .  
When I was nine, I was feeling fine . . .  
When I was ten, I started over again . . .

Suggested motions:

“...climbed aboard...” {as if climbing up the side of a ship}  
“...the captain said...” {give salute}  
“We’ll go...” {jumping around to face appropriate direction}  
“...over the Irish Sea.” {kick up right leg}  
“...bottle of Coke...” {as if chugging a soft drink}  
“...to soothe my throat...” {rub throat}  
“...that’s the life...” {slap knee and raise hand}

## WHAT SHALL WE DO WITH THE NAUGHTY PIRATE

What shall we do with the naughty pirate, (3x)  
early in the morning?

Way-hay, and up she rises, (3x)  
early in the morning.

Put him in the longboat until he's honest, (3x)  
early in the morning.

Way-hay, and up she rises...

Put him in the scuppers with a hose-pipe on him, (3x)  
early in the morning.

Way-hay, and up she rises...

Pull out the plug and wet him all over, (3x)  
early in the morning.

Way-hay, and up she rises...

Tie him by the legs in a running bowline, (3x)  
early in the morning.

Way-hay, and up she rises...

### MY HAT IT HAS THREE CORNERS

My hat, it has three corners,  
Three corners has my hat  
And had it not three corners,  
It would not be my hat.

\_\_\_\_\_ hat, it has three corners,  
Three corners has \_\_\_\_\_ hat  
And had it not three corners,  
It would not be \_\_\_\_\_ hat.

\_\_\_\_\_ \_\_\_\_\_, it has three corners,  
Three corners has \_\_\_\_\_ \_\_\_\_\_  
And had it not three corners,  
It would not be \_\_\_\_\_ \_\_\_\_\_.

\_\_\_\_\_ \_\_\_\_\_, it has \_\_\_\_\_ corners,  
\_\_\_\_\_ corners has \_\_\_\_\_ \_\_\_\_\_  
And had it not \_\_\_\_\_ corners,  
It would not be \_\_\_\_\_ \_\_\_\_\_.

\_\_\_\_\_ \_\_\_\_\_, it has \_\_\_\_\_ \_\_\_\_\_,  
\_\_\_\_\_ \_\_\_\_\_ has \_\_\_\_\_ \_\_\_\_\_  
And had it not \_\_\_\_\_ \_\_\_\_\_,  
It would not be \_\_\_\_\_ \_\_\_\_\_.

#### Actions:

My - Point to self

Hat - Point to head

Three - Hold up three fingers

Corners - Bend arm and point to elbow

Omit the words in verses where " \_\_\_\_\_ " is displayed, but do the corresponding actions.

### SING A SONG OF SIXPENCE

Have children join hands and form a circle.

Sing a song of sixpence,  
A pocket full of rye;  
(Children in circle skip to the left while singing)

Four and twenty blackbirds  
Baked in a pie!  
(Children in circle skip to the right, then stretch arms up toward centre to form the pie.)

When the pie was opened,  
The birds began to sing;  
(Children in circle bring arms back down to waist level, and begin to 'chirp' and 'tweet')

Wasn't that a dainty dish  
To set before the king?  
(Children in circle skip to the left)

The king was in his counting house,  
Counting all the money;  
(Children in circle walk backward four steps then pretend to count money)

The queen was in the parlour,  
Eating bread with honey  
(Children in circle walk forward four steps, kneel and pretend to eat)

The maid was in the garden,  
Hanging out the clothes;  
(Children in circle pretend to pick up clothes, then turn outward and hang them up.)

When down came a blackbird  
Who snapped off her nose!  
(Children hold nose between two fingers then bring thumb up between as they remove the 'nose'.)

### JAMAICA FAIRWELL

Down the way where the nights are gay  
And the sun shines daily on the mountain tops  
I took a trip on a sailing ship  
And when I reached Jamaica, I made a stop

*But I'm sad to say, I'm on my way  
Won't be back for many a day  
My heart is down, my head is spinning around  
I had to leave a little girl in Kingston town*

Sounds of laughter everywhere  
And the dancing girls swaying to and fro  
I must declare my heart is there  
Tho' I've been from Maine to Mexico

*Chorus*  
Down at the market you can hear  
Ladies cry out while on their heads they bear  
Saki rice, salt fish are nice  
And the rum is good anytime of year  
*Chorus*

### JAWS

(Do Re Mi)

JAWS A mouth, a great big mouth  
TEETH The things that kinda crunch  
BITE The friendly sharks "hello"  
US His favourite juicy lunch  
BLOOD That turns the ocean red  
CHOMP That means the sharks been fed  
GULP That will bring us back to  
JAWS! JAWS! JAWS! JAWS!

### THREE PIRATES

Three pirates came to London town.  
Yo ho. Yo ho.  
Three pirates came to London town.  
Yo ho. Yo ho  
Three pirates came to London town  
To see the king put on his crown.

#### **Chorus:**

Yo ho, you lubbers.  
Yo ho, you lubbers.  
Yo ho. Yo ho. Yo ho.

They halted at a way-side inn. Yo ho. Yo ho.  
They halted at a way-side inn. Yo ho. Yo ho.  
They halted at a way-side inn  
And said, "Good Landlord, let us in."

"Oh landlord, have you good red wine?"  
Yo ho. Yo ho.  
"Oh landlord, have you good red wine?"  
Yo ho. Yo ho.  
"Oh landlord, have you good red wine  
Enough to fill this cask of mine?"

"Oh yes sir, I have good red wine."  
Yo ho. Yo ho.  
"Oh yes sir, I have good red wine."  
Yo ho. Yo ho.  
"Oh yes sir, I have good red wine  
Enough to fill this cask of thine."

"Oh landlord, have you hoards of gold."  
Yo ho. Yo ho.  
"Oh landlord, have you hoards of gold."  
Yo ho. Yo ho.  
"Oh landlord, have you hoards of gold  
Enough to fill the after hold?"

"Oh yes sir, I have hoards of gold?"  
Yo ho. Yo ho.  
"Oh yes sir, I have hoards of gold?"  
Yo ho. Yo ho.  
"Oh yes sir, I have hoards of gold  
Enough to fill the after hold."

"Oh landlord, have you daughter fair?"  
Yo ho. Yo ho.  
"Oh landlord, have you daughter fair?"  
Yo ho. Yo ho.  
"Oh landlord, have you daughter fair  
With laughing eyes and curly hair?"

"Oh yes sir, I have daughter fair."  
Yo ho. Yo ho.  
"Oh yes sir, I have daughter fair."  
Yo ho. Yo ho.  
"Oh yes sir, I have daughter fair  
With laughing eyes and curly hair."

"Oh landlord, will she marry me?"  
"Yo ho. Yo ho.  
"Oh landlord, will she marry me?"  
Yo ho. Yo ho.  
"Oh landlord, will she marry me  
And sail with me across the sea?"

"Oh yes sir, she will marry thee.  
" Yo ho. Yo ho.  
"Oh yes sir, she will marry thee.  
" Yo ho. Yo ho.  
"Oh yes sir, she will marry thee  
And sail with thee across the sea."

### ON MY HONOUR

On my honour I will try  
There's a duty to be done, and I say "aye",  
There's a reason here, for a reason above  
My honour is to try, and my duty is to love

People don't need to know my name  
If I hurt someone, then I'm to blame  
If I help someone, then I've helped me  
And that's the way that it should be

I've tucked away a song or two  
If you're feeling low, there's one for you  
If you need a friend, then I will come  
There's plenty more where I come from

Come with me where a fire burns bright  
You can see much better by its own light  
You can find more meaning in a campfire's glow  
Than you'll ever find in a year or so

Friendship is the strangest thing  
If you keep it to yourself no reward will it bring  
But you gave it away, and you gave it to me  
And from now on great friends we'll be

We've got a promise to always keep  
We will sing "Day is Done" before we sleep  
We are Girl Guides together, and when we're gone  
We'll still be a-trying and a-singing this song...  
*(repeat first verse)*

### PEACE LIKE A RIVER

I've got peace like a river, I've got peace like a river  
I've got peace like a river, in my soul (in my soul!)  
I've got peace like a river, I've got peace like a river  
I've got peace like a river, in my soul (in my soul!)

I've got joy like a fountain, I've got joy like a fountain  
I've got joy like a fountain, in my soul (in my soul!)  
I've got joy like a fountain, I've got joy like a fountain  
I've got joy like a fountain, in my soul (in my soul!)

I've got love like an ocean, I've got love like an ocean  
I've got love like an ocean, in my soul (in my soul!)

I've got love like an ocean, I've got love like an ocean  
I've got love like an ocean, in my soul (in my soul!)

So, I've got peace like a river, I've got joy like a fountain  
I've got love like an ocean in my soul (in my soul!)  
So, I've got peace like a river, I've got joy like a fountain  
I've got love like an ocean in my soul (in my soul!)

### 3 Patrols

#### **COOKS - supervised by QUARTERMASTER**

1. Wash hands and go to Quartermaster at duty time
2. Help Q.M. get meals ready - wash salad/vegies, peel/cut vegies & fruit, etc.
3. Help serve meals
4. Wash up, wipe up and put away all cooking utensils
5. Sweep and tidy kitchen
6. Clear tables after meals



#### **MAIDS - supervised by FIRST AIDER**

1. Go to First Aider at duty time
2. Tidy/clean bedrooms, bathrooms and toilets
3. Hang washers & towels out to dry
4. Check if soap needs refilled or bins emptied for First Aider to do.
5. Keep games/craft materials tidy.
6. Wipe tables and tidy dining area

#### **WAITRESSES supervised by assistant LiC or assistant QUARTERMASTER**

1. Wash hands and go to assistant at duty time
2. Lay tables for meals
3. Choose grace for meals
4. Put away any unused cutlery after the meal
5. Wash, dry up & put away any shared eating utensils (and hang tea towels to dry - if no kitchen maids)
6. Take meals to table & check water jug is on table



Hallo,

Arr, you have joined up? Good. You all look full of promise, My name is Charlotte de Berry and am here to round up a crew for Ann-marie. You know, the female pirate in Pirates of the Caribbean, well remember when the boat Jack Sparrow ... Captain Jack Sparrow gives a ship to a girl, that's Ann-marie. Though that boat gets blown up. So when Captain Jack Sparrow got the Black Pearl back Ann-Marie asked for another ship and so that's why you're here. Come on I'm going to teach you to be a pirate! First we have to get with our practise crew (Read out patrols—top name is Captain—second is First Mate). Choose pirate names. Now all yer need is a cool pirate name. Choose one name from each column to make your unique pirate name!

Iron	Rose	Copperdeck
Black	Mary	Swashbuckle
Steel	Jane	Ironbritches
Red	Anne	Goldseeker
Brute	Kath	Swordrattle
Blue	Marg	Deckstabber
Mean	Jill	Headknocks
Grey	Barb	Blackbeard
Long	Grace	Hullsplitter
Strong	Pearl	Silversword
Quick	Ruth	Quicktrigger

Now dinner is over we have to test your ability to obey orders. In order to do this we are going to play the Magic Islands game.

This game begins with the six different coloured mats (Islands) arranged roughly in a circle. If you want to go right "over the top" surround your islands with yer ships anchor rope creating an ocean. Players form up outside the rope circle and when the music plays they hop on one leg round and around the outside of the circle yelling "Aarghh!". When the music stops Pirate Captain calls "All ashore who's goin' ashore!". All the players jump onto an island (There can be any number of children on each island) At which point the players scramble for an island. Players may need reminding that there can be any number of children on each island. Prompt players to be standing by reminding them that the people sitting down is "Out!" The Games Convenor has six cards representing each of the coloured islands. Someone is invited to select a card and all players on the island selected are out. When players get "Out" they should sit on the island they got out on.

If we have time we'll check out your balancing ability by walking the plank.

Use draw a 2x4 a chalk board on the floor, if you are playing this outside, a rope can be used instead of chalk. Children take turns walking across the board blindfolded without falling off. If they manage to get to the end they get a gold or silver coin as a small prize. Patrol with most coins wins. Repeat this activity as many times as you wish.

Saturday: design jolly roger using marker pens and calico,

Pirate scavenger hunt, leader needs to hide. Pirates are really good at finding treasure - we are going to test these abilities by having a pirate scavenger hunt. Yer patrol needs to find the following:

4 golden doubloons, 1 bottle of rum, 2 parrot feathers, 1 eye patch, 3 jewels, 1 gold earring, 1 pirates hat, 1 sword, a treasure chest, a piece of anchor rope, a ships biscuit, a deck of cards, a treasure map, a ship's wheel, a piece of sailcloth.

Pirate ship race in inner tubes, patrols have a relay race with two girls in truck sized innertubes blown up, but soft. Make sure valves are facing downwards as falls are likely.

jewellery making, make up Morse code message and stick in bottle - leader to hide, you will need code keys for this.

Play rumpelstiltskin, set up 4 bases manned by leaders (crooks) out of earshot of one another. Arrange treasures in different order for each crook. Patrols have to give the correct code name & value for treasure on top of the pile.

Patrols have to stay together. If they get the right code they get the treasure if not they have to try another crook. Patrol with most treasure at end of game is winner. The codes you and the patrols need for bartering are: Jack Sparrow, Captain Hook, Black Bart, Barnacle Bill, Anne Bonney, Blackbeard, William Kidd, Mary Read, 24, 8, 30, 48, 12, 64, 3.

Find bottle and decode message,

Capture the Flag Designate a playing field put rope as divider line in the middle creating three "courts." Each patrol is a team and give each player a "flag" (a paper towel). The players place their flags on their back or home line. The object is to capture all of one the opposing team's flags first. Starting from the home line, the players dash into the opposite court and try to pick up a flag. If a person is tagged in the opposing team's court, he or she is out and must stand behind the opposing team's line of flags. If a player succeeds in snatching a flag, however, he or she is safe from getting tagged and can return it to his or her court.

Make treasure maps. A pirate should always be able to make a very good map of where she has hidden her treasure (those who don't never find it again!) You each need to follow the instructions to make a treasure map. Take a piece of nice white paper and rip off all the edges. Crumple the paper up as tightly as you can in a ball. Flatten the paper out again and put onto a plate. Pour coffee all over the paper, swooshing it with yer hands (don't make too much mess or you'll have to swab the decks!) Let it sit for about 5 mins then pour coffee off into the sink. Blowdry (on plate) on high for about 5 minutes, then switch hairdryer to low for another two. Now draw your map - try and think of some pirate names like Skeleton Jungle and Doom Waterfall.

Sunday: Guides Own, subjects could include:

Make wave bottle.

Cannonball Fight. Put each team in a box. Give team one, 2 dozen ping-pong balls and see how many "cannon balls" they can toss into the other teams "ship" to try and sink it. Team two can catch the "bombs" and toss back into team ones ship, but they cannot pick "bombs" up off of the floor. After team one has used their 2 dozen balls, give team two a try, then count the bombs to see who sunk who's ship. The winning team now has to play the third team. The two losing teams get another turn too!

Cat O Nine Tails. Obtain long strips of cloth of approximately one yard long by two to three inches wide to make tails. Have the children insert their tail's in the back of their pants so that they still just touch the ground. The children have to chase after each other trying to step on each other's tail to remove them. The children are not allowed any physical contact and any found cheating are disqualified. Anyone losing their tail are out of the game and the winner is the last one still with a tail.

Treasure hunt. Hand out certificates.

**CAMPFIRE:** Some of the tunes for the songs may be unknown. If so, substitute for suitable songs known by your group.

**GUIDES OWN:** Some themes for Guides Own may include: *bullying, honour, teamwork, travel, treasure within etc.*

**RISK MANAGEMENT:** Because risk management is dependent on the venue where the camp is held, no risk management plan is included - you will need to do your own



I hereby sign that

\_\_\_\_\_

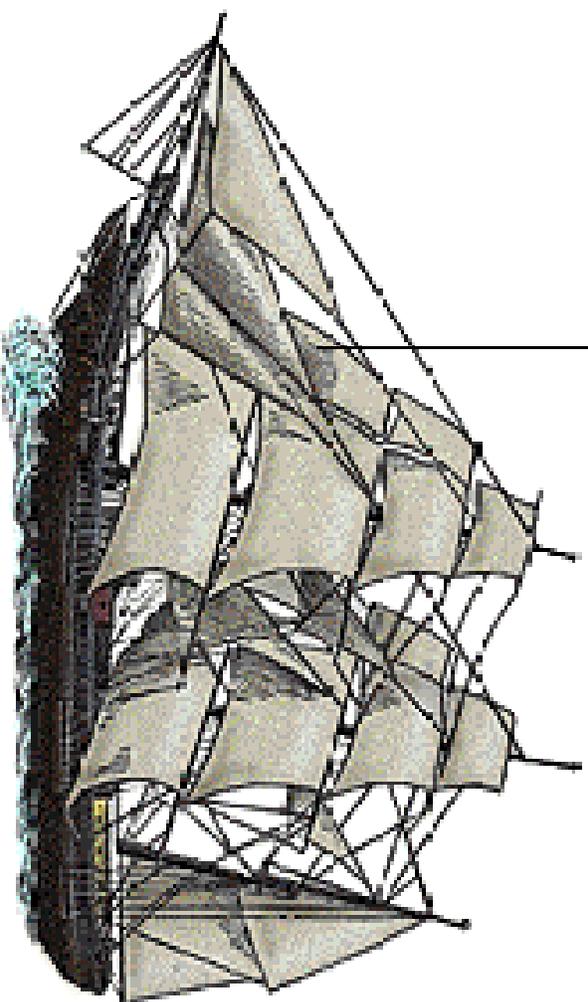


Has completed her training and has become

a.....

Qualified Pirate Girl!

(write your cool pirate name here)



Qualified Pirate Girl  
Pisata Girl