

Zone 6: Field games, active

Ship Ahoy

Age: 6 and Up

Equipment: none Number: 4 or more

How to play:

Mark out boundaries.

Practice Actions.

Areas: are designated as different parts of a ship.

Starboard(right of area)

Port (left of area)

Bow (front of area)

Stern (Back of area)

Actions: are given for different commands.

All hands on deck - run to the middle

Climb the rigging - climbing action

Sharks - swimming action

Man the life boat - back to back with a person & link arms

Captains coming - stand up straight and salute

Captains wife - curtsy

Hit the deck - lay down

Scrub the deck - kneel & scrub floor

Submarine - lay down & raise leg up

Pick a leader (Captain). The leader calls an area or an action, and all players must run to the area or do the action. If you make a mistake or are the last person to complete the action, you must "Walk the Plank" and are out of the game for a while. Continue game until one player is left. That person will be come the next captain or he/she can yell "Mutiny" (end the game) and appoint a new Captain.

(Thank You grade 6A Students (St. Timothy's School), for enhancing Ship Ahoy)

