

SHIPWRECK

READY

EQUIPMENT:

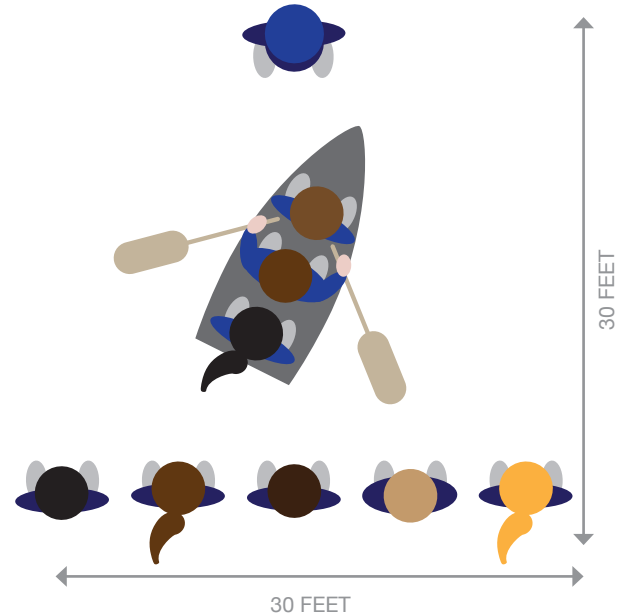
NONE

SET-UP:

SQUARE OR RECTANGLE BOUNDARY

NUMBER OF PLAYERS: 6 +

TIME: 10 MINUTES +



EXPLAIN

- Line up! I am the “Captain” and you are the “Crew.” Listen for the commands.
- When you hear:
 - ROLL CALL – the crew must line up, feet together, and salute the captain by saying, “aye, aye captain!”
 - AT EASE – the crew may stop saluting and do the next movement that is called.
 - CROW’S NEST – the crew must climb the ladder to the crow’s nest.
 - SWAB THE DECK – the crew must mop the deck
 - 3 IN A BOAT – find three people, sit in a line 6 feet apart, and row the boat while singing, “row, row, row your boat.”

SPEED BOAT: the captain will become a speed boat and try to get to the line before you do.

- If you make a mistake, do five jumping jacks, then rejoin the game.

✓ **For Understanding:**

- What do you do for SWAB THE DECK?
- What do you do for SHARK ATTACK?

GAME TIP:

- Practice the commands with players before starting the game.

CONFLICT RESOLUTION TIP:

- Have players help the facilitator lead.

CATEGORY:

ACTIVE LISTENING

ENVIRONMENT:

GYMNASIUM,
 HALLWAY,
 PLAYGROUND

GRADES:

3–8

FITNESS FOCUS:



BACK-UP GAMES:

RIVERBANK
 SIMON SAYS
 SUN, MOON, EARTH

PLAY → REP IT OUT!

- EASY:** Have players stand in line.
- MEDIUM:** Have players walk in a circle.
- HARD:** Have players hop on one foot for each command.