



Yo, Ho, Ho! Write a Pirate's Adventure

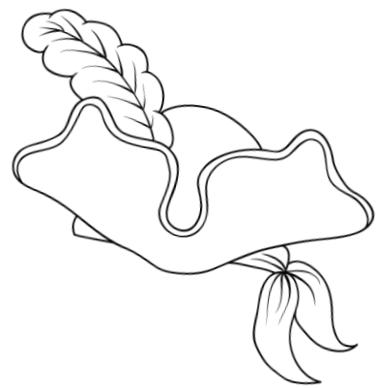
Search for Buried Treasure!



By Jan May

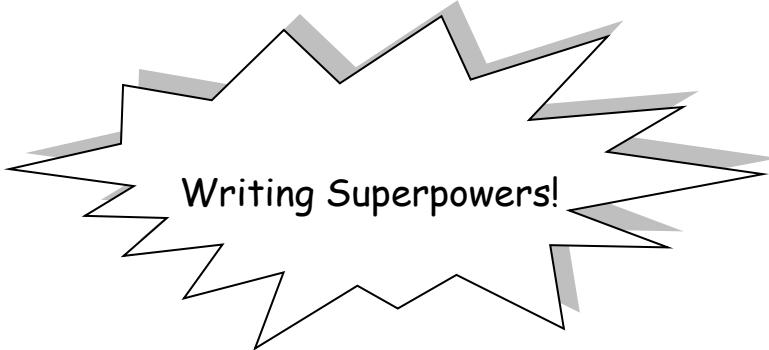
Welcome to Yo, Ho, Ho!

Write a Pirate Adventure



This is a fun and exciting creative writing curriculum designed to eliminate work for the teacher. This self-guided curriculum can be used in your homeschool, with multiple ages, or with a group.

I have taught creative writing for over fifteen years and have found that given the right tools, any child can write and love it. I encourage parents to use the *Five Writing Superpower* tools to create a writing adventure instead of a dull writing lesson. I have discovered in using these super powers that even the most reluctant writer will dive into the writing pool!



Creative Brainstorming - builds a bridge from brain to paper

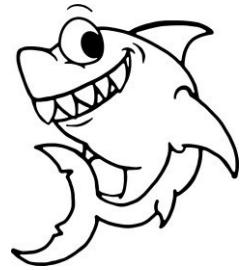
Prewriting - sets up an irresistible story

Free Writing - writing without the fear of criticism unleashes the storyteller

Fun Thematic Activities - immerses the students in the writing theme thus creating an irresistible writing adventure

Gentle Grading - builds confidence, giving permission to be a child

This curriculum is user-friendly for grades 3-6 with easy, step-by-step instructions. Whether your student is a skilled writer or just starting out, this curriculum will inspire a love for writing. Fun activities and optional crafts in each lesson will keep your students happily busy for hours.



The course culminates at the end of twelve weeks with a story and a Flashlight Theater. This book teaches:

- Developing a character
- Using your senses in creating a setting
- How to spice up your dialogue
- How to create an interesting plot
- *Show, Don't Tell*, the golden rule of writing
- How to incorporate literary tools like onomatopoeia

There are twelve easy, self-guided lessons with 1-2 worksheets and an activity for each lesson. Each lesson is designed to last 45-60 minutes, which can be completed in one session or split up into two sessions. Each lesson has three components:

- Learning Time
- Writing Time
- Activity Time

Fun pirate crafts and foods throughout the book immerse the student in "pirate life," creating a springboard for telling a tall pirate tale. Find more pirate activities on my Pinterest page:

<https://www.pinterest.com/janmay2012/pirate-crafts/> Two great classic books to read alongside this lesson are *Swiss Family Robinson* and *Treasure Island*.

Lesson One - Create a Character



Lesson Time

The first thing to do in beginning a good story is to create an interesting character that you will enjoy reading about. A good character should have a few weaknesses to be realistic. If the character starts out selfish, give him opportunities to learn how to give. If he or she is fearful, give them a situation where they learn to face their fears and gain courage. If he struggles with shyness, give him a situation when he has to be outgoing or bold to save someone's life or keep someone safe.

Writing Time

Look at the code on the next page, "What's Your Pirate Name?" Using the code, figure out what your name is. Do this for your family's and friends' names too. Also think about names for your pirate captain and crew in your story.

Pirate Tidbit - A pirate ship could hold 15-125 crew members, depending on the size of the ship. That's a lot of men to feed and keep in order! There were several positions aboard a pirate ship. Below are a few of them:

Captain - head of the ship

Quartermaster - second in command when the captain was not around

Boatswain or the Bo'sun - supervised all activities on board the ship

Sailing master - in charge of navigation

Go on to the pages called "Create Pirate Characters" worksheets and fill them out.

Activity - What's Your Pirate Name?

Find the first letter of your first name. Then put in your real first name as a middle name. Use the sheet on the next page to write it down.



A - Awful	I - Black	R - Plunderin
B - Bowman	J - Jolly	S - Squidface
C - Captain	K - Long	T - Scurvy
D - Dirty	L - Landlubber	U - No good
E - Calico	M - Mama	V - Hurricane
F - First Mate	N - Swashbuckler	W - Salty
G - Greedy	O - Old	X - Bart
H - Quartermaster	P - Pegleg	Y - Atlantis
	Q - Grubby	Z - Dagger

Then find the first letter of your last name to find your pirate name.

A - Kidd	I - Bones	R - Cameroon
B - Sharkbait	J - Morgan	S - Poopdeck
C - Chumbucket	K - Codfish	T - Tuna Breath
D - Dreadful	L - Landlubber	U - Stinks-a-lot
E - Blackeye	M - Hook	V - McStubby
F - Bonne	N - Silver	W - Dirty Socks
G - McStinky	O - Old	X - Scallywag
H - Jones	P - Pegleg	Y - Longbeard
		Z - Scurvydog

Write the real name of the person on the left.
Then use the code and write down their pirate
name next to it.



Name _____ Pirate Name _____

Create Pirate Characters

Answer the questions for each of your characters below:

Pirate Character #1 Name _____

Age _____

Position in the ship's crew _____

Describe what he/she looks like:

Describe what she/he acts like: (funny, loud, energetic brave, hard worker, etc)

Pirate Character #2 Name _____

Age _____

Position in the ship's crew _____

Describe what he/she looks like:

Describe what she/he acts like: (funny, loud, energetic brave, hard worker, etc)



Pirate Character #3 Name

Age _____

Position in the ship's crew _____

Describe what he/she looks like:



Describe what she/he acts like: (funny, loud, energetic brave, hard worker, etc)

Pirate Character #4 Name

Age _____

Position in the ship's crew _____

Describe what he/she looks like:



Describe what she/he acts like: (funny, loud, energetic brave, hard worker, etc)

Lesson Two - Create a Setting

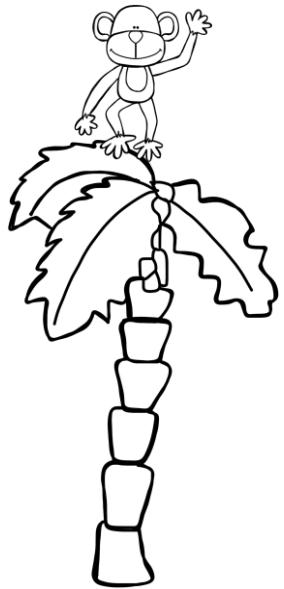
Lesson Time - A setting is the place and time in history where your story happens. Describing the setting for your story helps paint a backdrop for your characters, much like setting a stage for a play. For this story, the time in history would be during pirate days, which were from around 1500-1800AD. The place would be the ocean or seas and islands.

Make up a name for the island where your story takes place. Write it here: _____

Pre-Writing Time- On your island you can add ANY kind of animal or plants your mind can dream up! Are there Kanga-gators? Tiger-turtles? Flying Snakes? Create several new kinds of animals to use in your story. Write their names on the lines below (you can also write down regular animals).

On your island you can add ANY kind of plants, like rainbow trees, giant grass, or hamburger bushes. Make up several kinds of plants to include in your story, or you can write down regular plants.

You can even add a magic portal that takes your characters to a fantasy land like the wardrobe did in the book, *The Lion, the Witch, and the Wardrobe*. Your pirate characters can even time travel!



Create a Pirate Ship and Island Setting

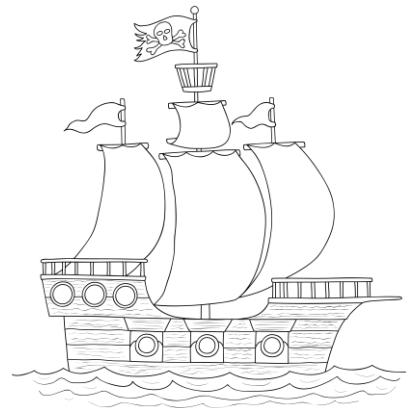
Pre-Writing Time- It's important to describe the setting with vivid colors, sights, and sounds. Using all of your senses, make several lists below about the place your story happens.

Sights include colors:

Sounds include adjectives:

Example: *Turquoise Sea*

Example: *Roaring Ocean*

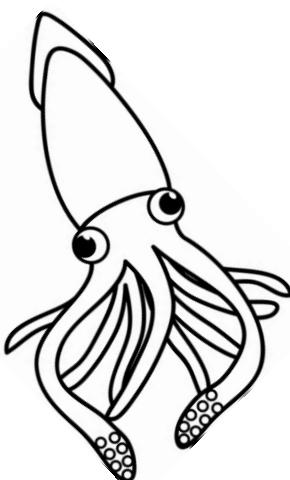


Smells include adjectives:

Example: *Stinky Seaweed*

Things with texture:

Example: *Fuzzy Coconuts*



Tastes include adjectives:

Example: *Sweet Oranges*