

TOPIC PACKS · GRADES K–3

Pirates!

A cross-curricular themed week

How this pack works

Five days, five subjects, one theme. Use the suggested timetable below or pick the activities that fit your week. Each activity is a 45–60 minute lesson. The wrap-up day pulls everything together with a class 'pirate ship' display and performance.

Suggested timetable

Day	Subject	Activity
Monday	English	Pirate names, treasure-map writing, pirate vocabulary
Tuesday	Maths	Coordinates and grid references on a treasure map
Wednesday	Geography	Caribbean islands, oceans, the world from a ship
Thursday	Art & Design	Make a pirate flag and a treasure chest
Friday	Music & Drama	Sea shanties, role-play, class pirate ship display

Day 1 — English (45 min)

ACTIVITY 1: Pirate names. Each child invents their pirate name using the formula: [colour] + [body part or weapon] + [adjective]. Examples: Red Knuckle the Bold, Black Sword the Cunning. They write their name on a card to wear all week. **ACTIVITY 2: Treasure map description.** Children describe what's on their treasure map — without showing it. A partner has to draw what



they describe. Practises clear instructions and positional language.

Day 2 — Maths (45 min)

Print or draw a 6x6 grid on the board. Mark coordinates with letters across the bottom (A–F) and numbers up the side (1–6). Hide treasure at C4. Children take turns guessing coordinates. 'Hot' or 'cold' clues. Then children make their own coordinate treasure maps in pairs. **EXTENSION:** Use 8x8 or 10x10 grids for more able children.

Day 3 — Geography facts

Fact	Detail
Famous pirate region	The Caribbean Sea — between North and South America
Pirate hub island	Tortuga (north of Haiti) and Port Royal (Jamaica)
Where pirates sailed	All five oceans, but mainly the Atlantic and Caribbean
What they sailed in	Sloops (fast, small) and galleons (big, slow, full of treasure)
Most famous pirate	Blackbeard (Edward Teach), 1716–1718

Day 3 activity

Show children a world map. Find the Caribbean. Trace a pirate's possible journey from England to Jamaica. Discuss: Why did pirates go there? (Spanish gold, hot weather, lots of small islands to hide on.) Children draw their own world map and mark a pirate journey.

Day 4 — Art & Design (60 min)

PIRATE FLAG: Each child designs their own Jolly Roger. The classic skull-and-crossbones is one design — but real pirates had personal flags with hourglasses (your time is up), bleeding hearts (death is coming), or animals. Children draw their flag in black on white paper.

TREASURE CHEST: Make a small treasure chest from a cardboard box. Paint brown, add gold trim. Inside, fill with 'gold' (yellow paper coins they design).

Day 5 — Music & Drama (60 min)



MORNING: Learn a sea shanty. 'What Shall We Do With the Drunken Sailor' is the classic, but for younger children try 'A Pirate Went to Sea' (sung to 'A sailor went to sea, sea, sea').

AFTERNOON: Set up the classroom as a pirate ship. Push tables together for a 'deck'. Each child takes a role — captain, navigator, lookout, cook. Run a 30-minute role-play journey to find treasure, including: hoisting the flag, plotting a course, spotting an island, finding the chest.

Whole-week display ideas

Cover one wall in blue paper for the sea. Add a paper ship cutout. Around it, display: pirate name cards, treasure map drawings, world map journeys, individual Jolly Roger flags, photos of the role-play day. The display becomes a class achievement they're proud of.

