

Ships & Sailors



Planning

- Works best with large groups and a large amount of space; outside works best!

Instructions

- The leader will need a loud voice to give commands, and the participants must act accordingly.
- The participants are “out” if they cannot keep up or they miss the command.

Game Play

Command:	Action:
“Captain’s Coming”	Participants stand at attention and say, “aye, aye, captain.”
“Hit the Deck”	Participants lie on their belly.
“Starfish”	Find a wall to stick to.
“Light House”	Participants pair up. One person stands straight and other circles around.
“Row the Boat”	Participants get into groups of three, sit in a line, and row.

