

# Pirate Cannon Attack!

Age range: pioneers, rangers, trailblazers

Game type: field game, team vs, dodgeball, potential water game

Energy level: high

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## Equipment

- Use cones, hula hoops, and/or jump ropes to make ship areas
- Cut up sponges and water buckets if playing with water, dodgeballs if not

## Goal of the game

- Get everyone on the other team out to win!
- Just like dodgeball (but with wet sponges if playing with water)
- Avoid falling off your team's ships!

## Instructions

### Setting up

- Make a line in the middle using cones to separate out the teams, or place the ships far enough that teams aren't able to jump to the other side
- Set up "ship areas" using equipment. This is the only area the pirates will be able to walk on during the game (with some exceptions)
  - Make sure the kids will be able to jump from ship to ship when playing the game
  - Also set up a ship all the way in the back, disconnected from the rest of the ships, for them to go to when they get out
- If playing with water, fill up a water bucket (or two) for each team, and place them on the middle boat (or spread them out if using multiple).

Add in some cut up sponges (don't use full sponges because those might be too heavy when filled with water) to throw (these will be the dodgeballs, aka the cannons)

- If playing with dodgeballs, spread them out along the pirate ships before beginning

### Playing the game

- Start the game off with the kids the furthest away from the the cannons (dodgeballs/sponges) as they can be
- **Play the game with regular dodgeball rules.** No headshots. **If they get hit with a cannon, they must go to the ship in the back** and remain there until a "rowboat" comes to save them.
- If a regular pirate steps fully outside a ship area, they fall overboard and are out, and must go to the ship in the back.
- **Assign two people to be "rowboat pirates".** Give rowboat pirates either a hula hoop or a pool noodle (to represent their rowboat). Their job is to collect any sponges that have fallen into the water (outside the ship areas) and to help bring back people that have gotten out. Rowboat pirates are only allowed to bring back one person at a time.
  - **If a rowboat pirate gets out, they must drop their rowboat and go to the "out" area**
    - Another pirate can pick up their rowboat and become the new rowboat pirate ONLY IF the rowboat landed in a spot they are able to reach – regular pirates cannot swim!
    - If a rowboat lands in the water out of reach, the other rowboat pirate may collect the rowboat and hand it to someone new

- If both rowboat pirates lose their rowboats out of reach at the same time, the team loses their rowboats for the rest of the game
- The game ends if all the members on one side get out. (You can end the game faster by not allowing the people that get out to come back into the game after a certain amount of time has passed.)

# Pirate Battle Ship

Age range: all ages

Game type: field game, team vs, potential water game

Energy level: medium

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## Equipment

- Tall cones
- 4 pool noodles (2 per team)
- Use short cones, hula hoops, and/or jump ropes to make ship areas
- Cut up sponges (full size might be too much for younger kids if they accidentally get hit with one) and water buckets if playing with water, use the little tiny plastic balls if not

## Goal of the game

- Try to sink the other team's ships by throwing cannons (i.e. the wet sponges or plastic balls) into a ship's hula hoop
- Win the game by sinking all of the other team's ships

## Instructions

### Setting up

- Make a line in the middle using cones to separate out the teams, or place the ships far enough that teams aren't able to jump to the other side
- Set up "ship areas" using equipment. This is the only area the pirates will be able to walk on during the game (with some exceptions)
- Add hula hoops proportional to the ship

- Put filled water bucket(s) on the ships (in the middle/spread out) and place the sponges inside to start OR set up the tiny balls all around (these will be the cannons)

### Playing the game

- Assign two people the role to be “**rowboat” pirates**. Rowboat pirates are given the pool noodles to represent their “rowboat”. Their goal is to collect any balls that fall outside the ship areas and to transport people from one ship to another.
- Everyone else will be **regular pirates**. Their goal is to throw cannons into the other team’s hula hoops. **Once there are 5 (or set a different number) cannons in one hula hoop, that part of the ship has been hit**. Place down a tall cone inside the hula hoop once it is considered “hit”
  - If all of the hula hoops on one ship get hit, the ship sinks and the kids can no longer go on that ship – this is where the rowboat pirates will start to come in handy
- Play the game until all the boats on one side have been sunk

# **Steal the Treasure (aka rob the nest)**

Age range: all ages

Game type: field game, team vs, potential water game

Energy level: medium

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## **Equipment**

- Hula hoops (1 for each team, and 1 extra)
- The plastic balls or sponges if playing with water (~7 pieces of treasure)

## **Goal of the game**

- Get 3 pieces of treasure in your team's boat (hula hoop) to win the game!

## **Instructions**

### Setting up

- Put the extra hula hoop in the center, and put the rest of the hula hoops an equal distance away
- Put all of the treasure pieces into the middle hula hoop (or water bucket if playing with sponges) → the middle hula hoop will be the island with all the treasure
- Separate the kids out into teams (4-5ish people per team) and give each team a boat (hula hoop)
- Assign each group member a different number

## Playing the game

- Call out a number and all players with this number run to the central island and take one treasure piece at a time back to their boats (if playing with water: tell them they can squeeze the water over their head if they would like once they are back at their boat)
- When all objects from the central island are gone, runners may “rob” the boats of other groups
- The first team with 3 treasure pieces calls “Stop” and wins the round
- Changes of number can be called at any time – if a new number is called during the middle of play, runners must place the treasure piece they are holding on the ground and return to their boats so the new player can take over
- Team members are not allowed to protect their treasure by hovering over them or hiding them
- All treasure pieces are returned to the central island following a win and the game begins again

## Variations

- Start with 12-15 treasure pieces and run the game for a set time – on “Stop”, see which team has the most treasure.
- Have the team members line up and first in the line goes, gets one treasure piece and then tags the next team member who goes and does the same and continue with this

# Treasure Raiders

Age range: pioneers, rangers, trailblazers

Game type: field game, team vs, lacrosse, potential water game

Energy level: medium

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## Equipment

- Lacrosse sticks (enough for everyone to have one)
- Some lacrosse balls
- Cones/jumpropes/other equipment to mark off boat areas

## Goal of the game

- Get the treasure pieces into your team's goal to score points!
- Try not to fall off your boat, or the current will sweep you away!

## Instructions

### Setting up

- Use equipment to mark off a bunch of boat areas along a field (ideally so that players from one boat can pass the ball to the players in the next boat, going down the field to their goals)
- Set clear goals for the teams to score with

### Playing the game

- Split everyone up into two teams: give one team the blue sticks and the other team the red sticks
- Depending on the amount of boats and the amount of kids, **assign a certain number of kids from each team to each boat area**. The kids will not be allowed to leave the boat while the game is in play

(with some exceptions). **If they step outside the area by mistake, they get swept away by the current** and must run to a location of choice and back before they can resume playing the game

- The aim is to pass the ball to players on their team and eventually score the ball into their team's goal. (Similar to regular lacrosse except they are in boats and there are no goalies)
  - On hot days, can add in distractors: people that use sponges to throw water on the players. Players that don't want to get wet will wear pinnies
  - Can also wet the lacrosse ball before each play, but won't get the kids as wet
- If you want to add even more of a twist, you can shout out "STORM'S AHEAD!" and have the kids switch which boats they are on (i.e. kids from boat 1 move to boat 2, and boat 2 to boat 3, etc.)
- Whichever team has the most points (and has the most treasure) after a set amount of time wins the round

# **Most Wanted Pirates (aka Cops and Robbers)**

Age range: all ages

Game type: field game, team vs

Energy level: high

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## **Equipment**

- Hula hoops (optional)
- Items for the pirates to steal (i.e. bean bags)
- Cones to designate game area

## **Goal of the game**

- Pirates: steal items and bring them back to their safe zone
- Soldiers: prevent pirates from stealing items by tagging them and keeping them in jail

## **Instructions**

Setting up

- Set up one area (or multiple areas) where the pirates can steal from using a hula hoop and placing bean bags inside.
- Set up a jail zone for the pirates to go to if they get caught
- Set up a safe zone for the pirates to run to to stash away their stolen goods

Directions & rules

- Split up the campers into two teams. Have one team be the soldiers and the other team be the pirates

- The pirates must start from inside their safe zone, and cannot be tagged by the soldiers when in this area.
- Similar rules as capture the flag. Soldiers must try to tag pirates once they are outside their safe zone
- If a pirate gets tagged, they must go to the jail
  - a. Optional: have the soldier walk the pirate to jail. Pirates MUST walk with the soldier if they are tagged and cannot run away. Campers DO NOT need to be touching each other or doing anything forceful to bring the pirate to jail
- A pirate can free everyone from jail if they make it safely all the way to the jail without being tagged
- Jail break options:
  - a. Everyone that was in jail gets a free walk back to the safe zone (good for the younger kids). Emphasize that they must go back to the safe zone once freed
  - b. No free walkbacks, the pirates are free to steal money and bring it back to the safe zone. But they must avoid getting tagged. (A bit more chaotic, better for the older kids)
- The game ends when you decide its gone on for long enough (can put a timer going), or if the pirates are able to steal all the money
- Have the teams switch roles after playing the first round so campers have the chance to be both pirates and soldiers

# **Pirate tag (modified spaceship tag)**

Age range: East Coasters

Game type: field game, tag

Energy level: high

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## **Equipment**

- Cones to mark playing area
- 1 hula hoop for each camper
- Some pool noodles (about 2 or 3, enough for each octopi to get one)
- Pinnies (or something else) to identify the pirate captains

## **Goal of the game**

- Pirate Ships: kids run around while holding up their hula hoops and pretend to be a pirate ship. Try not to crash into other pirate ships or get tagged by the octopi
- Giant Octopi: Try to tag pirate ships to sink them
- Pirate captains: Go around to help repair sunken pirate ships

## **Instructions**

Start off by introducing the campers to the game by having everyone be pirate ships (no taggers). Have the kids run around with the hula hoops for a few minutes. Their goal this round is to not crash into any other pirate ships. (Can make this harder by not having that big of a game space)

- If two pirate ships collide, the campers must sit down and wait for a counselor to come tag them back in
- Continue this round until campers get the hang of running around with their pirate ships in the game area

Beginning tag:

Now add in the giant octopi and the pirate captains. Pick 2 campers to be the octopi and 2 campers to be the pirate captains. Everyone else stays as pirate ships. Octopi are given pool noodles to help them tag the pirate ships. (Can come up with some story about how the GIANT octopi are trying to sink all the pirate ships). The goal as pirate ships is to sail away from the octopi. The pirate captains are there to help tag pirate ships back into the game. Pirate captains cannot be tagged by octopi. The octopi are only interested in breaking the pirate ships.

Have the kids play for a few minutes and then switch who the octopi and captains are. Try to give everyone a turn of being either an octopus or a captain.