

Active Stories

The Voyage of The Flying Chance



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Primary Steps in PE

Writing opportunities

- Story writing
- Instructions
- Character description
- Information texts

Links to other subject areas

- Floating and sinking (science)
- Materials (D+T, science)
- Counting (maths)
- Comparing environments (geography)
- Orienteering/ directional language (maths/geography)

Active games

Verb game

Say any verb and children perform that verb. Extend by using an adverb. Extend again by using a simile to describe the movement.

Adjective tag

When children get tagged they move to the side of the space and perform a movement. Can only rejoin the game again when another player says a noun to them and they respond with an appropriate adjective for that noun.

Corners

How this works

- Black text = story (read outloud)
- Blue text = action



1.

Ahoy me hearties listen here...
do ye fancy some treasure...no need to fear.

I've heard of a place, not very far,
with bright shiny gold and diamonds like stars.

2.

I have just one problem, I need a crew,
stand up and shout 'Argh' if it should be you!

STAND QUICKLY AND SALUTE

OK here's my ship The Flying Chance,
with loo rolls for canons & a sail made of pants!

3.

Alright ye sea dogs there's no time to lose,
following is that pesky Cap'n Snotshoes.
So stop lolly gagging and hoist up that sail...
Cap'n Snotshoes and his lot are hot on our tail!
**PULL AN IMAGINARY ROPE DOWN THE
CENTRE OF YOUR BODY AND STOMP
FEET AT THE SAME TIME**

4.

Argh! That's better we've gathered
some speed...

Avast, what's this?! The Wicked
Westerly Breeze!

Be careful me hearties don't get
blown overboard...

If we get through this storm we'll soon have
our reward!

**SWAY IN THE WIND MOVING WEIGHT
FROM ONE FOOT TO THE OTHER**

5.

Are ye still with me ye scurvy sea brutes,
stand up and shout 'Argh' and then make
a salute.

**STAND TO ATTENTION AND SHOUT
'ARGH!?'**

We're getting close, look, land over there!
RAISE HAND TO BROW
But I don't like that sign that says
'Pirates Beware...'

6.

We'll done ye sea dogs we've made it to shore,
so close to the treasure and so much more...

Hurry though shipmates, the fortunes nearly
in reach...

But first down this rigging and on to the beach!

**CLIMBING MOVEMENT WITH HANDS
AND FEET THEN A JUMP TO LAND ON
THE BEACH**

7.

I know our heading so best form a line,
we don't want to leave any pirates behind.

Coz who knows what dangers lie up ahead...
I have a strange feeling... a feeling of dread!

**MARCH AROUND IN SINGLE FILE, PUMPING
ARMS AND LIFTING KNEES HIGH**

8.

SHHHHH!!! STOP!!

Be quiet and no I'm not asking,
I've just seen a beasty over there basking.

With teeth sharp as swords and canons for eyes,
we'll have to creep round, past where he lies...

TIP TOE AROUND THE BEAST, CREEPING



9.

ARGH blithering barnacles I thought we were near,
this Jungle of Doom shouldn't be here.

We can't go round it. What shall we do?

SCRATCH HEAD

There's no other way, we'll have to go through.

The treasure's so close and I'm not stopping,
get out yer swords and let's get chopping!

MOVE ARMS HORIZONTALLY IN FRONT OF BODY MAKING A SWISHING NOISE

10.

Quick look through this tunnel, I'm sure you can see,
an X for the treasure and all for me!(and you)

We're almost here now, don't be afraid,
stay low, follow me, we'll soon all get paid!

SQUAT WALK THROUGH THE TUNNEL

11.

We've got to the treasure, but what is that smell?
Is one of you pirates feeling unwell?

AHH it does pong! The smell's getting worse,
but at least Cap'n Snotshoes wasn't here first.

12.

Get digging you dogs, let's get the gold quick,
this horrid aroma is making me sick.

DIGGING MOTION

The treasure is starting to really reek now,
I hope it is worth getting sweat on my brow.

WIPE SWEAT FROM BROW

13.

STOP!!!

Everyone run, and I don't mean a jog,
just look at this monster coming out of the fog.

It's guarding the treasure with it's horrible breath,
let's get out of here while there's some of us left.

14.

Quick back through the tunnel, keeping down low,
SQUAT RUN and chop through this grass, how far? I don't know!!
SWIPE ARMS
Creep back past the beast, try not to trip,
TIP TOE CREEPING
and get up that rigging back on the ship.
CLIMBING MOVEMENT

15.

Phew! We're back safely aboard the Flying Chance,
with loo rolls for canons and a sail made of pants.

Alas no treasure for us today,
but look what's heading Snotshoes' way!!!

