



## SHIP AHOY!

**Number of Players:** 5 to 50+

**Safety Instructions:** Remind players to look after one another when they have to run in a certain direction to avoid running into someone going the wrong direction. For commands where physical contact is required, make sure the group is comfortable with doing this, or find a way that is acceptable (instead of holding hands in “shipwreck,” for instance, players can take hold of a sleeve with their hands.)

**Age Level:** For any age. For younger players, start with few commands and add new commands as the group feels comfortable.

**Equipment Needed:** None necessary, Markers of some kind to designate forward, aft, and sides of the ship outside are useful, but can be improvised.

### Description of Game:

One player is designated the caller for the rest of the players. A “ship” is defined with boundary markers; this could also be the walls of a room, if played indoors. The caller give different instructions to the players, and the group must respond quickly. If a player is slow or gives the wrong response and is seen by the caller, that player changes places with the caller. Also, for certain calls players will need to run to one place or another on the “ship.” If the caller can catch someone before that person gets to his destination, the person caught becomes the new caller.

The caller can make these commands:

- “Ship Ahoy!” where all players put both hands up over their eyebrows as if to shade their eyes from the sun.
- “Scrub the decks!” means everyone must get on hands and knees and pretend to scrub the floor / ground.
- “Captain’s coming!” causes players to stand up straight at attention and give a right-handed salute.
- “Forward” means all players must go to the place identified as the front of the ship.
- “Aft” means everyone goes to the back of the ship.
- “Port” means all players go to the left side of the ship.
- “Starboard” means all go to the right side of the ship.



Texas 4-H Club Tool Box

# **RECREATION**

Month: November

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Later, as players learn these commands, others can be added:

- “Man overboard” means everyone pretends to throw a life preserver to the person who when overboard.
- “Shipwreck” causes everyone to gather in groups of three, with one person in the middle and the other two holding hands around him to form a lifeboat.

As players become familiar with these commands, they can make up additional commands. If they can stand any more, that is.