



Captain's Orders

Description

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Students engage in a fast-paced nautical-themed activity while practicing taking ownership of their actions.

Supplies

- Chalk, tape, or rope

How to Play

1. **Prep work:** Use the chalk, tape, or rope to make a 10-foot straight line somewhere in your space to represent the ship's 'plank.'
2. Tell the students that they are aboard a ship and that you are the captain of the ship!
3. Explain that there are rough waters today and that all shipmates must listen to the captain's orders in order to get our ship safely to the harbor.
4. Explain what each captain's order means, provided below.

Captain's orders:

- Man overboard: shipmates drop to the floor into the planking position
- Captain's coming: shipmates stand at attention and salute the captain
- Starboard: shipmates run to the left side of the ship (room)
- Port: shipmates run to the right side of the ship (room)
- Scrub the deck: shipmates squat on the ground and 'scrub' the deck
- Climb the rigging: shipmates stand up and pretend to climb a rope with their hands
- Man the lifeboats: sit on the floor and pretend to row
- Land ahoy-stand on tiptoes and create binoculars with their hands

5. When a shipmate messes up one of the orders, they walk the plank before returning to the ship.
6. Once time is up, announce that the ship is docking in the harbor!

Activity Prompts for Reflection

- How did it feel when you had to walk the plank?
- What was a mistake you made during this activity?
- Would anyone like to share something they are proud of that they did during this activity?
- If you could do this activity again what would you do differently?

Other Ways to Play

- To make this easier, start off with only a few of the commands. Once the group understands those commands you can add in more.
- To make this more challenging call out the commands faster.

Additional Notes

- Play nautical music or provide captains hats to students to make this game more exciting!
- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities
2. Responsible Decision-Making

Sel-competency

1. Responsible Decision-Making

Allotted-time

1. 10-15 minutes

Themes

1. General