

PIRATE PARTY

Decorations:

4 giant pirate flags, 8 little pirate flags, two pirate boats (it come is sections that we put together at the party) with a mast, steering wheel, etc., stuffed parrots and tucans, blow up monkeys, blow up palm trees, sparkling palm trees...sand, sea shells...treasure chests...fish, nets, skeletons and shakles, giant blow up alligator, you name it –TBD upon viewing space

Balloons:

We've got big giant mylar suns - \$7.50 each
leaping dolphins - \$7.50 each
parrots - \$3.50 each
fish - \$3.50 each
Pirate skull-\$7.50 each

Cake: Kathy's Kreative Kakes does an amazing pirate boat going through the ocean complete with little pirates... \$150
She can also do more pirate stuff for \$80-130. (There is a \$10.00 pick up charge if we handle the order for you)

***As the kids come in it might be fun to give them an eyepatch, bandana, tatoos, or face painted mustaches and beard stipple - bandanas and eyepatches run about \$2.00 a pair

Crafts:

Treasure boxes children decorate with sticker, jewels, gold coins, sparkly tape and pearls. Later, they can be used for a pirate treasure hunt. \$3.00 each

spy glasses - all pirates need to see what lies ahead - \$2.50 each

pirate ships - made out of various wood, foam, etc, they can then set sail for a great pirate race if we have a body of water to do so, if not I can bring a little inflatale pool - we can have pirate battle or races. - \$2.50 each

Pirate hats - Using huge pieces of black paper we can make hats and decorate them with chalk skulls and cross bones or stickers. - \$1.50 each

Squaking parrots - using paper cups, feathers, felt, wiggle eyes, yarn and a sponge you can make a parrot that actually squaks - \$1.50 each

Games:

Based on the idea that they are learning how to be a pirate.

This should teach them that if there is a neighboring ship nearby, they must not give themselves away by yelling pirate stuff when they need to be quiet.

Yo-ho-ho - everyone sits in a circle, the captain of the ship throws a balloon up into the air, while it is in the air everyone must laugh...yo-ho-ho...but when the balloon hits the ground they must be silent...anyone still yo-hoing must walk the plank!

To teach how to get from one boat to the other if one is sinking. Get to the other boat without getting eaten by the shark:

kids lined up on one side of a "space" and are trying to get to the other. The space in between is the ocean where the sharks are (party runner plus assistant)

Kids have to get to the other ship without being tagged by the shark. If they are tagged, they ocean plants and stand in the middle to get in the way of the other kids trying to not get tagged. The last one is the captain for the next game.

Next game is mutany on the Captain's Ship:

This should teach them what Mutany is and what happens to those that start a mutany.

Which is the "in and out" game consisting of a circle of kids where the captain is trying to catch one disobeying shipmate and make him walk the plank. But there is mutany aboard this ship and all of the shipmates don't like the captain and help their shipmate get away by letting him in and out of the circle as he pleases trying to keep the shipmate away from harm. When the captain wants to enter the circle to catch the fleeing man, the other shipmates make it difficult for him to get inside. If the person is caught, they have to walk the plank.

This game should teach them not to steal from the captain.

Loyal Loyal Trader:

Everyone sits down from "in and out" and stays in their circle. Captain Adam Blackbeard is looking for traders in his crew because someone stole something from his cabin. Blackbeard is trying to find it. (Give one small jewel to one child to hide in their hand). This is basically duck duck goose, but with a little twist. Captain Adam Blackbeard goes around to each person and taps them saying "loyal, loyal, loyal... and when he gets to the one he wants to try for his jewel he says "trader". If the boy doesn't have the jewel, he must run around the circle and get back to his seat without being tagged by the captain. If he is tagged, he must walk the plank (always fun) and the circle gets smaller. This elimination game is always fun. It keeps going until he finds his jewel. When he does, the game is over (the jewel keeper can walk the plank if he wants).

This game should teach them not to sneak up on the captain

Sneak up on the captain and take his treasure map:

This game can be played as a lead into a treasure hunt, or the captain can have a sack of jewels he's sleeping with. The kids sneak up very very quietly as the captain sleeps and steal his treasure. Of course if the captain wakes up and sees one of them, he can make them walk the plank. He can't see anything moving though without his glasses, so if you keep perfectly still, he'll go back to sleep.

This game should teach them not to bother the captain with stupid questions about the time...

Bother the captain game:

This game is played as mother may I where the kids stand on one side of the yard and the captain is on the other with his back to them. They yell, "Captain, what time is it?" and the captain says 4 o'clock. At this the kids walk 4 paces towards the captain. They do this repeatedly until they get so close to the captain that he gets very angry, turns around and says "TIME TO WALK THE PLANK" and the kids run away.

This game will teach them how to sword fight

Pretzel rod dueling (or breadsticks) - sword play without any danger...each pirate gets a pretzel rod and pairs off with a fellow pirate...on "go" they battle and duel, whoever breaks the other's pretzel is the official winner of the battle...this can be done in elimination rounds...with the idea being that the kids are vying to be captains of their ships...To make it harder the task can be played on -"the plank" (see below) - the one who loses his balance takes the fall.

Ship's Captain- even landlubbers will enjoy this salty take on the classic game of simon says. To play, first designate one person to be the captain, with the remainder of the players forming the ship's loyal crew. The captain randomly calls out commands, which the crew must follow correctly. If they don't, they walk the plank and are eliminated from the game. The last crew member left on deck becomes the next captain, and the game starts again.

Commands:

"Attention on deck!"--the crew must salute and yell, "aye, aye, Captain!" No one may move again until the captain shouts, "at ease!"

"Clear the deck!"—everyone must get their feet off the deck by standing on something other than the floor.

"Board the love boat!"—each crew member must find a partner and begin dancing. No partner? Walk the plank sailor.

"Man the crow's nest!"—crew members pair up piggy back style. Anyone left without a partner walks the plank.

“Abandon ship!”—each crew member must sit face-to-face with another and pretend to row a lifeboat.

“Hit the deck!”—the crew must immediately drop to their stomachs.

“Up periscope!”—crew members must lie on their backs, raise one leg straight up into the air, and twist their foot around as if scanning the horizon.

“Scrub the deck!”—the crew must drop to their knees and pretend to scrub the deck.

This should teach them how to hide their treasure properly

Treasure hunters - break into two teams - each team has two minutes to find as many pennies as they can hidden in a certain area...the pirates compare loot to see which team has more pennies - once the pennies have been recovered they can be split into two and each team will take an equal amount and hide them from the other team (in a certain area) - the teams break up again to see who can find all their pennies faster.

Training on how to follow orders

Following Orders:

The birthday child gets to lead the group around doing whatever he does to test their loyalty.

Training on how long you can swim in the ocean for

Disappearing Ships:

Each child stands in a hula hoop to stand in. When the music plays the children can get out of their hula hoop and “Swim in the ocean” but when the music stops they must return to their ship within 5 seconds. One by one, after each time, the ships start to get taken away by the ship ghost who will choose which ship by who was late from their swim in the ocean. As the ships disappear, the pirates must share ships. At the end, there will only be one ship, hopefully everyone will be able to get in....

Pirates must deal with Ghosts all the time, here is some practice..

Getting the Jewel from the Ghost:

There is a ghost who stole the pirate’s jewel.

All the children are in hula hoops on their ships. The ghost who stole the jewel keeps hopping from ship to ship, playing keep away as he gives the jewel to his ghost friends. The pirate must catch up to the ghost who has the jewel before he gives it to another ghost on another ship.

Another way to deal with ghosts...

Ghost Mutany:

5 kids are picked out and told:

Your boat is infested with ghosts who are trying to make you walk the plank and steal your gold. You can stop them by throwing these magic rings over their heads (hula hoops). Once in the magic ring the ghost cannot move. One ghost is given a jewel in secret. If this ghost is captured then the boat is set free and another 5 are chosen.

Other fun games:

Walk the plank - a "plank" is set up on little boxes about 9" off the ground...the players are blindfolded (or not, if they are nervous) and told to walk the plank....a guide may be used and spotters will be on hand to keep anyone from falling.

The pirate's loot - Two captains are chosen. The children make a circle. One captain on the outside, the other on the inside...the captain on the outside has a ring and walks around pretending to give it to one of the mates in the circle. The other captain watches trying to guess who will end up with the ring...he gets three guesses to see which mate has the ring.

Sink the ship - each person gets a little balloon to tie to their ankle...everyone runs around trying to pop each other's balloon (aka sink their ship). To make it more fun each little balloon can have a note inside - when the balloons pop they must do what the note says (like say yo-ho-ho) until the next balloon pops.

sink the ship 2 - break into two teams...create two "boats" out of hoola hoops - each team gets a bunch of sponge balls that are "cannon balls" the object of the game is to bombard each other with sponge balls, but you can't leave the ship...wet, giggly fun.

PORT AND STARBOARD: An action game. **Port** = Run to one side of the room. **Starboard** = Run to the other side. **Captains Coming** = Stand to attention and Salute. **Submarines** = Lie on the floor. **Climb the rigging** = Run on the spot. **Mess Deck** = Sit cross legged on the floor. After a couple of practices you can start to take out the slowest until one child is left.

Treasure Hunt:

Unless you want to end in the pinata, here are some things we can find in the treasure hunt (if using the treasure chest **see above**, this become the children's goodie bag). There are a variety of ways we can do this from written clues, to polaroid pictures, to riddles, and even pieces of a map created from

puzzle pieces that when put together, reveals the final clue and one final treasure (which could be the birthday cake).

Goodie bag suggestions – all goodie bags are personalized with a sticker or tag that says “thank you for coming to my party”

Little miniature treasure chest - \$5.00

Black glossy bag – \$1.00

Sewn Leather type bag - \$2.50 each

Other options are available such as a hat can be discussed and priced upon request

Please allow us 2 weeks to order & subject to availability

GOODIES:

Big Chunky Plastic Jewels-\$0.50 each

Chocolate Coins in little bag - \$1.25

Candy Necklaces-\$1.00

Simple Ring-\$0.25 each

Big Amazing Jeweled Ring-\$2.00 each

Ring Pops-\$0.50

Hook Hands (if not used for dress up)-\$2.00

Bandanas (if not used for dress up)-\$2.00

Eye Patches (if not used for dress up)-\$0.35

Felt Pirate Hat (if not used for dress up)-\$4.50

Paper Pirate Hat (if not used for dress up)-\$0.50

Pirate Swords (if not used for dress up)-\$3.50

Pirate Flag-\$2.00

Toy Money-\$1.00

Telescopes-\$0.50 (or big ones for \$4.00)

Pirate earrings-\$1.25 each

Pirate Play Set-\$9.00 each (includes ship and little pirates)

PC pirate sword (pirate handle, foam sword), can be used in pirate training camp, lots of whacking with no injury-\$5.00 each