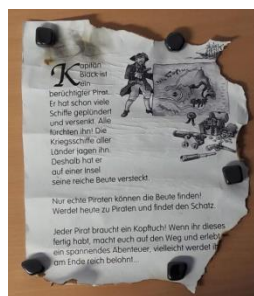


Challenge: Pirates Adventure (Rocket Class)

The Pirates adventure was created as a whole project day, therefore you find four lessons (30 minutes up to 90 minutes) plus Party time, breaks and meals, as it fits into our schedule. You also can use the lessons as single lessons. The project day was created for pupils of the first and second year with special needs. Therefore you find very basic contents, but it should be very easy to find variations for older pupils.

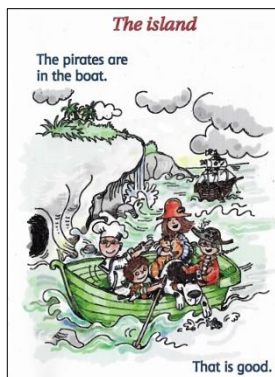
The main goal of the day was making the pupils feel self-efficacy, because this is the presuming feeling for individual development, running relationships and becoming able to stay in groups.

	Topic	Subject / Curriculum	Implementation	Pedagogical Thoughts / Goals	Experiences
1.	A bottles message – Become a pirat (40 minutes)	Attunement Arts	<ul style="list-style-type: none"> a) Teacher presents a bottle with the message b) Pupils open the bottle and read the message c) Teacher gives instructions how to design the headscarf d) Pupils design their individual headscarf 	<p>During the attuning story the atmosphere is in the focus of teaching. The goal is to find identification with the theme of the day and to give orientation about the activities. For the day we used our normal visualized timetable and set placeholders instead of subject pictures. We stayed in our normal rhythm of lessons and breaks to give as much safety as we could to our autistic pupils. The idea of the art work is that children should think about the pirate theme and find motives to draw. The drawing should be used as occasion for communication.</p>	<p>The pupils were very motivated. They took the story and the tension from the very first moment. Some started to speak as pirates do, others formulated assumptions about what would happen during the day.</p> <p>In the beginning of the art work most of the children didn't have concrete ideas, what to draw. By speaking and thinking together they developed more and more ideas and delved into the theme. at the end they all looked like pirates. The special clothing helped them to stay in their pirate role.</p>



Materials: Bottle, message, linen for headscarf, textile markers

	Topic	Subject / Curriculum	Implementation	Pedagogical Thoughts / Goals	Experiences
2.	Building rafts – Find out about swimming and sinking (90 minutes)	English General Subjects	a) Teacher tells a short English story about getting lost and go aground on a lonely island. Pictures were shown. b) Pupils think about a rescuing solution. They get some materials and try to find out, which one is useful for building rafts. c) Pupils build rafts d) Pupils check if their rafts can swim.	The English story was prepared by learning some vocabulary before. The pictures make understanding easier and focus the attention. Pupils feel proud of speaking a foreign language. Swimming and sinking is part of the curriculum of primary school (General subjects) and get thought in a playful way. There are different possibilities of variation of the difficulty. Building the rafts should be adapted to the abilities of the pupils and the number of helping persons. Creative solutions are very welcome! Having success by watching the own raft swimming is one of the most important aspects of the lesson. Pupils should get the possibility to feel themselves as successful finders of solutions.	The English story accompanied by the pictures gave the pupils a feeling of sailing in international waters, where you need a foreign language. The part with swimming and sinking was hold very short because the pupils are not able to sit a long time. Nevertheless they learned about wood as a very good swimming material and had great fun during the work. They needed a lot of help to manage the hot glue, but on the other side they surprised with creative ideas and new ways of finding solutions. Going outside into the school garden an see if the rafts could swim was definitively a highlight of the day.



Materials: Pictures, swimming and sinking materials especially branches, corks, hot glue, paper, pens, drawstring,

	Topic	Subject / Curriculum	Implementation	Pedagogical Thoughts / Goals	Experiences
3.	Calculating through a maze (45 minutes)	Maths	<p>a) Conversation about bad news: Pirates need to calculate. It's necessary for surviving.</p> <p>b) Teacher leads the class into the assembly hall and explains the task: Pupils get an envelope with pirates maths tasks. They find the solution. Everywhere in school there are papers with green and red numbers. Pupils run through the school, find their solution, bring them to the maze and colour the field with the number in the same colour. At the end there should be a way through the maze.</p>	<p>The maze calculating is a good game to connect movement and cognitive work. For children with ADHD it is a very friendly way of work. and all others have great fun and they even don't notice that they are doing maths.</p> <p>The game is also an easy way to combine tasks of different difficulties, because every pupil gets his own tasks. By colouring the field the pupils get a good overview on their progress and feel successful. They always get only one task at the same time, therefore they don't get frustrated because of the amount. The motivation to find a way through the maze is much bigger than to finish a sheet.</p>	<p>Many pupils of our class don't have good orientation in space and activities. Therefore we made teams with one adult as leader who could bring everybody back on his way again. Nevertheless some numbers were mixed up (but that was not really a problem).</p> <p>For many pupils maths is a difficult subject. It was wonderful to experience how they succeed in solving tasks without thinking about working in this subject. All of them were very motivated and there was not one moment of frustration.</p> <p>A problem was that other pupils used the rooms and floors and picked up the numbers. Fortunately that didn't happen often.</p>



Materials: papers with tasks, papers with solutions, game board, red and green pen

	Topic	Subject / Curriculum	Implementation	Pedagogical Thoughts / Goals	Experiences
4.	Island-Challenges (50 Minutes)	Physical Education	<p>a) The class meets in the gym. The frame story is going on: The pupils need to pass exams to become real pirates.</p> <p>b) Game 1: Each pupil gives one shoe. Dangerous Pirate Old Joe (Teacher) guards the shoes with bandaged eyes. Pupils try to get their shoes back and need to be very careful for having success.</p> <p>c) Game 2: On the floor there are "islands" of different size. Pirates music is playing and the pupils are sailing on the sea (running or walking around). When the music stops each pirate needs to rescue himself on one of the islands. After each stop one island disappears and the pupils must share their islands. At the end they all together should stand on one island.</p> <p>d) Pirates course: Pupils manage a climbing and balancing course. a story about beaches, mountains, crocodiles, sea-monsters, sharks... is told for the right atmosphere.</p> <p>e) All pirates managed several exams during the day. In reward they all get an invitation to the big pirates exam party.</p>	<p>A meeting point for the beginning is important. We chose a parachute, because the pupils know this structural aspect.</p> <p>The pirates lesson follows the normal structure of p.e.-lessons with the intention to give the pupils as much orientation as possible.</p> <p>Games were implemented into the pirates story.</p> <p>How to build the course depends on the facilities of the gym. Everything is possible.</p> <p>The official invitation to the party makes the success for the children more important.</p> <p>They feel individually invited because of their performance.</p>	<p>The pupils loved to play the pirates story with their whole self. They seemed to feel strong and successful and had a lot of fun.</p> <p>They all were really proud of their invitations.</p>



Material: Everything you can find in the gym; Invitations

	Topic	Subject / Curriculum	Implementation	Pedagogical Thoughts / Goals	Experiences
5.	Pirates Party	--	a) The classroom got lots of decoration. b) Enjoying a meal with muffins, sweets and lemonade c) Playing pirates music and dancing d) Award ceremony	The idea of having a party is the thought of enjoying the success together. The decoration is an important part of appreciation. The whole procedure has got an aspect of learning how to celebrate and enjoying a fearless experience of unstructured moments. The award ceremony with tension, applause, congratulations and certificate makes the experience and the success big and important.	The pupils enjoyed the party very much. They were hilarious and could stand the unstructured moments without any problems (which is not natural). They all smiled all time and were extremely proud on their performance. There were no conflicts at all.



Materials: Pirates decoration, muffins, lemonade, pirates music, certificates

To make a better atmosphere we stayed between the lessons in the pirates role. We spoke in pirates speech to the children and enforced them to answer as a pirate. We implemented the transitions from one room to the other into the story, so we swam through the sea to reach the gym or walked with a wooden leg to the assembly hall. To gather the children we used ship commands...

Please contact Annette, if you want to share our ideas. We will send you the files with the materials.