

Shipwreck Man Overboard Game Commands

Command	Action
Bow	Run to front of hall
Stern	Run to back of hall
Starboard	Run to right-hand side of hall
Port (or Quarterdeck)	Run to left-hand side of hall
Main Deck	Run back and form original line in front of leader (do not have to be in same order).
Man the Lifeboats	Find partner, sit on floor, face each other, hold hands, rock back & forth "row the boat".
3 Men in Lifeboat	Children get into groups of three, sit down, row back and forth together.
Life Buoy	Kids sit Back to Back with Arms Linked.
Octopus	Kids find group of 2, one on hands & knees, someone else over them in same position.
Scrub the Decks	Children crouch down and pretend to clean the floor with their hands.
Climb the Rigging	Children pretend to climb a rope ladder.
Captain's Coming	Children salute and shout out "Aye, Aye Captain" – At Ease-kids relax from salute.
Admiral's Coming	Stop and salute, must continue to stand at attention until 'Admiral's gone'
Man Overboard	Jump as if going overboard, sink down holding nose with hand, raising other hand in air as if going under water, on backs kicking legs (grab partner and swim back to ship).
Dead Seagulls (or Turtle)	Kids lie upside down (on backs) with Arms (claws) straight up in the air.
Bandits on Horizon	Kids pretend to fire Guns, and yell "Bandits"
Walk the Plank	Walk in straight line, one foot in front of the other, arms outstretched to sides.
Boom Coming Over	Make action of boom moving across deck. Must duck down to avoid boom.
Captain's Wife	Everyone curtseys (boys think this is hilarious!).
Captain's daughter	Pose like model (hand on hip, other outstretched, bent, wiggle, blow kiss,wolf whistle
Submarines	Children lie on floor with one leg raised like a periscope
Shark Attack	Lie on back with bent arm in the air (fin of shark) with feet off of floor, back on ship.
Fire the Cannon	Make pairs of kids, pretend to light the cannon, shout "boom!", jump in the air.
Ship Aground (Freeze)	Kids fall on floor (or Freeze is stay where they are) until "All Clear"
Hit the Deck	Children lie down on their stomachs as quickly as possible.
Up on Deck!	Children have to jump up to their feet on the floor (from "Hit the Deck)
Crow's Nest	Stand on one leg (mast), other foot rests on knee (crows nest) hand above eyes! or Students run to Face Off circle in the middle- last student into the circle is out.
Rats on board	Children sit on the floor, hugging knees, while feet are raised off the floor.
Bombs overhead	Crouch, cover head for 'protection' (throw balls) Only get up when 'All clear' is called.
Mess Hall	Kids find group of 4 sit in circle pretend to eat.
Compass Point	Children all gather in center of the room
Pieces of Eight	Run around and pretend to catch a parrot Flap arms and shout "pieces of eight".
Mutiny	Find a partner or Run around the area sword fighting everyone.
Stormy Weather	Rock from side to side.
"Land Ahoy"	Freeze in Bow direction with both hand's cupped above eyebrow's (looking for land).

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