

PIRATEMAN MICHAEL



BIRTHDAY PARTIES AND SPECIAL EVENTS

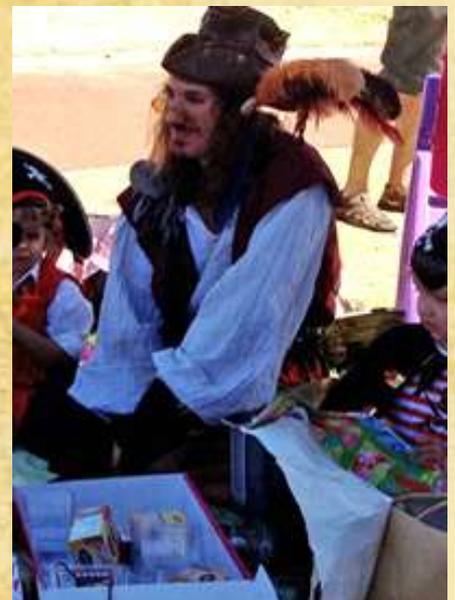
Classic Pirate party

- Arrival/setup (15 minutes prior to start time)
- Introduction talk about treasure/adventure. 5 mins
- Participatory Pirate Puppet Adventure (interactive story telling experience). 15-20 mins
- Pirate art/craft - Treasure map making using pirate paper, stickers and GLASS bottles. 10-15 mins
- Pirate games (musical cannon ball and parachute games are best suited/recommended)
- Handouts, thank you and sail away! (1-hour total time). Ideal age/group size: -15 children aged from 4-6



Treasure hunting party

- Arrival/setup (15 minutes prior to start time)
- Introduction talk about treasure/adventure. 5 mins
- Pirate art/craft - Trash to Treasure Chest. 15-20 mins
- Treasure hunt around the area. Kids collecting all their treasures (each child gets same amount of treasures). 10-15 mins
- Pirate games (musical coin and parachute games Are best suited/recommended). 10-15 minutes
- Handouts, thank you and sail away! (1-hour total time). Ideal age/group size: -15 children aged from 6-9



Gypsy game market

- Arrival/setup (15 minutes prior to start time)
- Introduction about how the party will run
- Arrange of pirate party games from the list below. Kids will get coins which they can trade for prizes supplied by entertainer or host parent at the end of the party.
- Market display of prizes for offer via trading pirate coins with Pirateman
- Handouts, thank you and sail away! (1-hour total time). Ideal age/group size: -15 children aged from 10+



Pirate Circus Party

- Arrival/setup (15 minutes prior to start time)
 - Introduction, who am I and what I do. 2 minutes
 - Warm up game. Can be island chasey, havoc hospital or ship to shore. 5 minutes
 - Stretches. 5-10 minutes
 - Acrobatic obstacle course. Run through the stations and then spot. 10-15 minutes
 - Juggling jam. Learning some basics in juggling. 5-10 minutes
 - Free time to try the equipment. 10-15 minutes
 - Cool down parachute game 5 minutes
 - Handouts, thank you and sail away! (1-hour total time)
- Ideal age/group size: -15 children any age, includes teenagers



Aftarr Dark

- Arrival/setup (15 minutes prior to start time)
- Introduction. Tell a story about the Will-o-the-Wisps. 2-5 minutes
- Pirate art/craft (Will-O-the-wisp lantern making). Using GLASS jars, pipe cleaners, stickers and tape textures we make a lantern and put an LED candle inside for the kids. 15-20 minutes
- Interactive treasure hunt using our lanterns to find treasure. 5-10 minutes
- Pirate game (musical cannonball) 5 minutes
- LED Glow Show by Pirateman. Kids (and parents) sit down to watch a 10-15 minute performance by Pirateman!
- Handouts, thank you and sail away! (1-hour total time). Ideal age/group size: -15 children aged from 8+



Pirate Party Games Descriptions:

Pirate sneak & freeze

- Kids stand on one side, you stand on the other
 - When your back is turned they “sneak” up on you
 - When you are facing kids, they must freeze. If you spot them moving (be somewhat lenient) they must start again
 - Have a treasure box open full of gold coins, so when kids get to the end, they take one coin and start again. See who can get the most gold. Gold can be chocolate coins OR coins used in the Gypsy game market birthday party option.
- Challenge- If kids are doing well enough (so after about 3/4 turns) give them the “karate kid” challenge where they must hold the crane kick pose when the person is turned around

Ship to Shore

- Have 4 zones marked out, I do this with some staves on the ground or markers
 - Name each zone based on pirate ship directions
 - Kids start of in middle zone. Simply call out a zone and they run to that area.
- Challenge- if kids are doing well, other instruction are added into the game (e.g. hoist the sail, bombs away... etc.) where kids must also complete an action.

Musical Cannonball /Coin/Peral

- Music plays, kids dance various pirate jigs and moves or given a “sea creature” to dance like (e.g. how does a starfish dance? How does a seal dance... etc.)
- Music stops, everyone closer their eyes and put hands together. I go around and give one child a “cannonball” to hide in their hands.
- Kids must guess who has the cannonball in their hands without letting go of their hands, only one guess per round. Coins can be given to the best dancer/s and whoever guess correct each round in the Gypsy Games Market.

Crocodile Limbo

Don't worry too much about eliminations for this game as it doesn't really work as kids continue through

- Start with basic limbo for a few turns (kids go under, gradually go lower)
- Next get kids to step over limbo stick rather than going under
- Then add in an extra stick, so have them step through (one over, one under)
- When they get it, move the limbo sticks like the mouth of a crocodile and they must step through it without getting “eaten”.

Pirate Juice Navigation

- Basically like “pin the tail”, except on a treasure map and have pirate ships to put on the treasure or where X marks the spot.
- As an optional extra, kids are given some “pirate juice” (e.g. cordial in a glass pirate looking bottle poured into cups) before putting their ship on the map and getting blind folded.

Cannon doge ball

- All kids in the middle, perimeter marked out
- Kids must avoid getting hit by ball thrown at them. If hit by the ball they are out and

join in on the outside to try and hit other children with the ball

- To avoid injuries and disputes: underarm throws ONLY, kids must stay within boundary otherwise they are considered out, kids can only throw ball that comes towards them and cannot jump in front of ball if coming towards someone else

Parachute games

- Using 12ft diameter parachute (suitable for about 12 or so kids). Games and activities include:
 - o Shark (shark under the parachute who “attacks” swimmers to be saved by a “life saver”
 - o Mushroom (Opening the parachute and sitting inside)
 - o Mexican wave
 - o Surfing and swimming (a few children on the parachute at a time while everyone else makes waves.
 - o Sea Creatures (kid’s names after different kinds of ocean animals, when animal is called out, everyone of that animal runs underneath parachute to swim in the ocean (parachute) while the rest of the kids move the parachute like waves
 - o Name Game (like sea creatures but kids run under the parachute one at a time when their name is called, avoid being caught by the parachute)
 - o Cannonball (juggling balls on top, kids shake all balls off OR certain colours)

Obstacle course

- Putting together a few things for the kids to climb/crawl/jump... etc. around and throughout the obstacle course. Sometimes done through the participatory pirate adventure.

Fishing Rod Relay

- Up to 4 players at a time, kids hold a fishing rod sideways and reel up a cutout of a fish on a string. Done as a race but no clear winners, done for fun. Other kids are cheering. Can be competition in the Gypsy Games Market option.

Island chases

- Every child stands in a hula hoop but one child who is the sea monster. The sea monster can only walk and must stand inside a hula hoop to win. The other kids run around and block the sea monster by standing inside an empty hula hoop. There is always at least one empty hula hoop for the sea monster to stand inside.

Ant Hospital

- Chasey game when a child gets tagged, they make the shape of a sick ant. Two other kids must pick up the arms and legs or the child and carry to the Ant Hospital where they get better and are back in the game. Kids cannot be tagged if they are already in the Ant hospital or are helping a sick ant. No one is allowed in the hospital unless you are a sick ant.

Depending on time/children's interest will depend on what activities are done, however if you'd like to include something either from this list or yourself, please let me know and party plan can be changed/catered for.

Games can be swapped out for other activities and theme is open to change on this plan or by your request so long as it's within the fantasy style genre (e.g. not too difficult for Pirateman to adapt to). I am also happy to stay an extra 10-15 minute free of charge to sing happy birthday, have photos... etc. So long as it doesn't conflict with my schedule for the day.

For more information about any activities or to request your own, please email me at captain@piratemanmichael.com as some of these activities are in other documents (e.g. craft workshops and 3PA show).