

Pirate Adventure

Search for buried treasure on a deserted island...

Your Party...

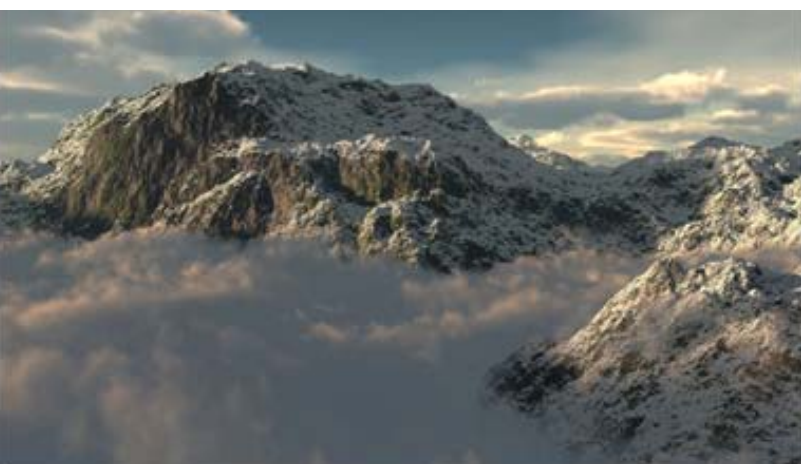
► **PIRATE ADVENTURE 2**

► **HARDTACK RECIPE 27**

► **SEA SHANTIES 28**

► **FUN THINGS TO DO 29**

► **TALK LIKE A PIRATE 30**



Your Virtual Adventure



Hi, come in, come in...

Welcome to the Virtual Adventure! I am so pleased you can join me and the other virtual travellers from around the world. Whether you've never been on a virtual adventure before or you're a seasoned virtual traveller, you are in for a lot of fun.

It can feel a little surreal at times; but just go with it. If you relax and let yourself be whisked away on the journey, then you're going to have a great time and make lots of special memories.

Coming up with the idea...

My very first virtual experience was a party for my 19th birthday. I was bedbound and feeling really low and lonely. I sent out little chocolate teacakes and candles for my friends to light and sing Happy Birthday! I felt surrounded by them, even though they were miles away. It turned what could have been an awful day into one I really enjoyed.

From there I went on to creating Holidays From Home and then Live in Love in Laugh in. The parties have grown so much over the past ten years and now are all singing and dancing - okay more like audio and cool e-magazine; but they have become what I first imagined. I'm so pleased I get to share them with you now.

I've had so much fun with the virtual adventures, parties and vacations, trying new things, seeing new sights and meeting lots of amazing people. I love having something to look forward to, especially when I feel so left out hearing what other people are up to.

I have my own social life for the first time in years and that is so amazing - and exciting!

Okay so let's get down to the juicy details, how does this Virtual Adventure thing work?



Where to start?

First step is to download the complete party. There's an e-magazine and an mp3 audio.

Can't spend much time on a computer? Me either, so just download them to your electronic device of choice: laptop, smart phone or notebook. Then you can print them off, load them onto your mp3 player, or just browse as and when you are able.

Audio or Magazine?

The mp3 has the virtual experience, recorded in my own dulcet (kind of) tones. You can listen to it while relaxing, either with your eyes shut, to help you imagine it or while looking through the magazine where you'll find accompanying photos. If you find visualising a challenge then this makes it much easier.

The magazine also has the written version along with the photos, as well as the recipes and activities you can do to help bring your virtual adventure to life.

You can do as much or as little as you are able: feel free to customise it to your own needs. Do the things you like the sound of and adapt them to your abilities. You don't have to fit it all into a single day, you can spread it out over days or weeks.

Share your adventures and make new friends...

We have a virtual hang out for all the virtual travellers. You can find us on Facebook Pop in and say hi. <https://www.facebook.com/groups/liveinloveinlaughin>

Introduce yourself, jump into conversations, add comments, share any fun ideas you have had for your virtual adventure that others might enjoy too. Don't feel nervous or shy, it's natural, I get like that too; but everyone is warm and friendly. We are all here to have a fab time and sharing the party with others is a huge part of that!

You can also Tweet, Facebook or Instagram your experiences with [#virtualadventure](#)

If you do, you'll get a 20% discount code off your next virtual adventure, because there's just so many to choose from, who wants to do just one?

Let me know how you're getting on by tagging [@clairerwade](#)

Remember...

This is your party - it's all about you having a great time, so do what feels good, adapt it to suit your needs and abilities and most importantly....

Have fun!

Claire x.

L.

Pirate Adventure



You're standing on a wooden dock, looking out to sea. In the distance you can see a small white dot that seems to be moving towards you. You strain your eyes, trying to focus on the approaching object and eventually you can make out that the white shape is actually sails that are carrying a ship closer and closer towards the shore.

The nearer it gets, the more details you can make out – from the tall masts that support the billowing sails, to the ship's rigging, strung up like a giant spiders web. At the very top of the tallest mast, you see something that sends a shiver down your spine. Flying proudly in the wind is a black flag and the ship is close enough for you to see the white skull and cross bones printed on it.

This isn't just any ship, it's a pirate ship and it's heading straight towards you! You swallow hard and turn to look around you. Are you in danger? Should you run, try and find somewhere to hide? You consider your options but realise it's too late, you can see the men on the deck and they can clearly see you because they're waving. Someone shouts something and it sounds like "Ahoy there!"

You don't think it sounded unfriendly; but then again these are pirates, how can you really tell?

They're sailing closer and closer towards you and you can see the planks of the hull and the small round windows along its side. At least you thought they were windows; but looking closer you can see that round brass openings protrude from each hole and you realise they're canons. Running would definitely be pointless, even if you wanted to; but curiosity keeps you rooted to the spot and you watch as the ship sails gracefully in, to come alongside the dock. A small boy leaps from the ship, landing lightly beside you. He gives you a grin and sets about tying the boat up. You watch as he makes quick knots and twists, wrapping ropes around metal loops set into the wooden boards.

There is a lot of commotion on the ship, men are calling to each other, throwing ropes to the boy and then they begin to lower a large wooden plank down from one side of the boat, resting it on the dock. You take a step backwards as you see a tall man, resplendent in fine red coat and a fancy tricorne hat. He walks down the gangplank and comes to stand in front of you. He sweeps off his hat with a flourish and bows to you.





You can't help staring at him and his broad grin begins to slip, you see a dark look behind his bonhomie. There's a flash of steel at his belt and your eyes glance towards a long, ornate sword that's hanging at his waist.

You quickly bow and see that his smile has returned.

'Welcome, welcome,' he says. 'I am Goldthorne, Captain of the Prosperity. I am delighted to make your acquaintance. We have been searching for you this many a year. You have led us a merry dance across the high seas; but now we have found you, our quest can begin.'

You stare at Captain Goldthorne, unsure of what you should say and very aware of the sharp sword. You decide smiling and nodding seems a safe bet.

'Come, it's time to board the Prosperity,' he says, taking your arm and leading you up the plank – at least he's not pushing you off it. For now.

You follow him up the rickety planks and step onto the large open deck of the Prosperity. You see a large crew of men who are moving round the boat, coiling ropes and generally getting ready to set sail. They pause to stare at you as Goldthorne leads you past; but they quickly get back to business when Goldthorne glares at them. He takes you up a flight of wooden steps to a raised platform at the stern of the boat and stands with his hands resting on the giant wheel.









A flutter of red makes you start and you step back in surprise as a parrot swoops in and lands on Goldthorne's shoulder.

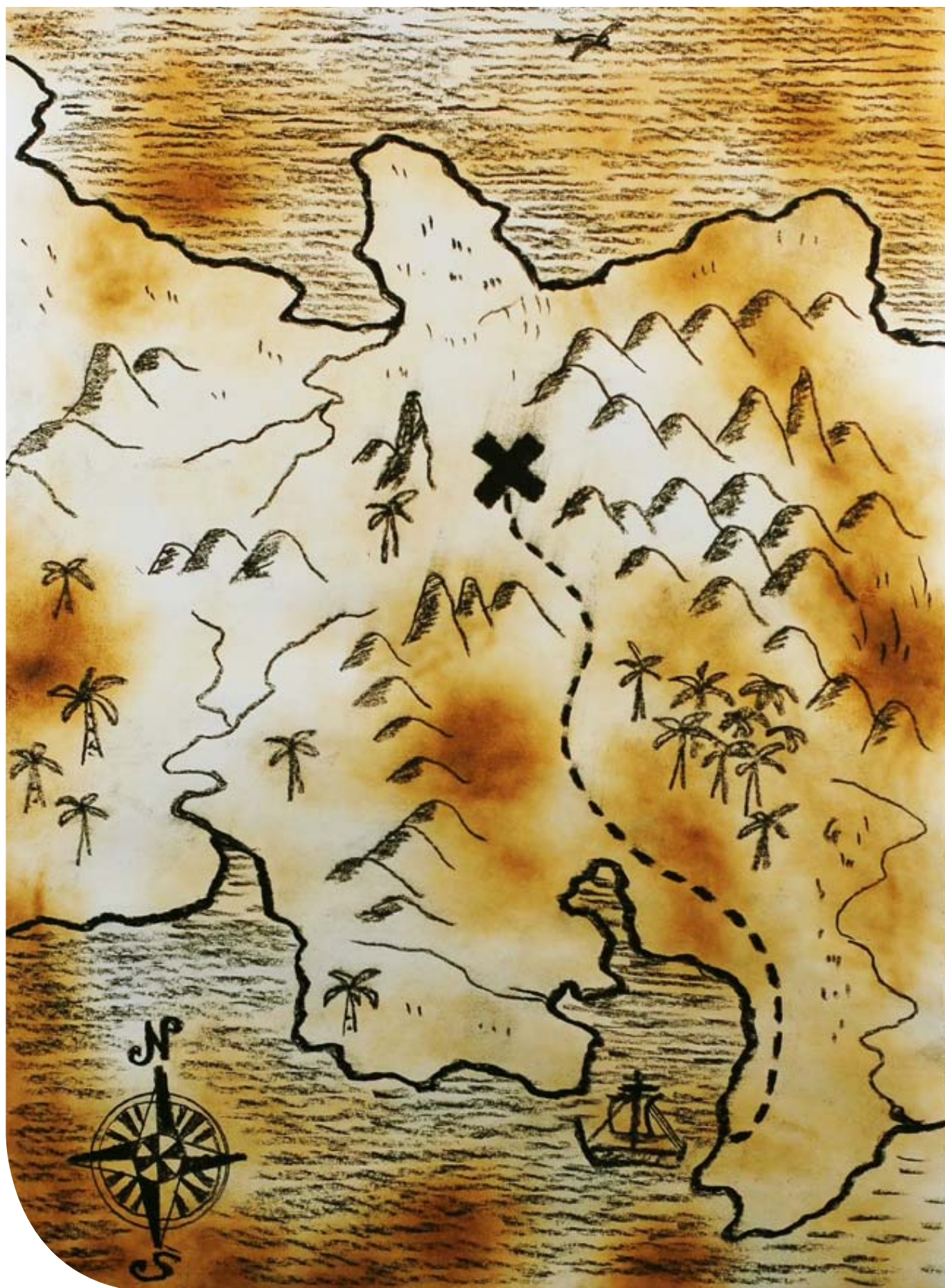
'This is Bounty,' Goldthorne tells you, stroking the bird's feathered head. 'He travels everywhere with us.'

Bounty snaps his beak at you and any thought of touching him vanishes. You expect him to start saying things like 'Pieces of eight'; but he remains silent, staring at you with his beady black eyes. The parrot is clearly as scary as the pirate.

'Make ready the ship,' Goldthorne suddenly bellows, making you jump.

The level of activity picks up a pace as the sailors dart around the boat. Within minutes they're casting off from the dock and the sails fill with air, carrying you out onto the open water. The boat rocks up and down and you readjust your balance, hoping to find your sea legs. Fixing your gaze on the horizon you stare at one point on the vast blue ocean, the sense of rocking up and down starts to fade.

'You do have the map?' Goldthorne asks you, interrupting your thoughts. You stare at him in confusion and then over his shoulder to the dock, now just a tiny spot in the distance.



'I, uh-,' you say and make a show of searching your pockets, trying to buy time.

'Come now, let me see it,' he says.

You feel yourself beginning to panic and then your fingers brush against a rough piece of paper. You draw out a faded brown square of parchment and pass it to Goldthorne who is now grinning with delight, his eyes sparkling as he hungrily grabs the paper from you and unfolds it.

You discreetly try to peep over his shoulder to see what it is you've just given him. You can make out dark ink lines. They trace out a rough shape and there are small drawings all across the paper, with one large black cross that jumps out at you. It's a treasure map! No wonder Goldthorne was eager to find you. Your adventure is only just beginning.

'Ah,' Goldthorne says, 'we need to make our way east, this is Pearl Island. It's a few hours sailing, so you should make yourself comfortable. While you're here you may have full use of my private cabin; but don't touch anything. I know exactly how much gold I have. The last "passenger" we had lost a hand and I wouldn't want anything like that to happen to you.'

You swallow and he bursts out laughing, some of the nearby crew join in. Was he joking? You hope so; but you're not sure and you definitely don't want to find out!

'Jim will show you around,' he says once his roaring laughter fades away. He beckons to the young boy who greeted you on the dock. Jim hurries over and you follow him back down onto the deck, eager to get away from Goldthorne. He takes you through a large wooden door into the captain's cabin.





As you step inside the dim, candle lit room you instantly understand the captain's warning. On every surface, the desk, table, even the floor are piles of doubloons, gold bars and precious gems. They sparkle in the light and look so inviting, you'd love to pick them up and examine them; but with Goldthorne's threat still ringing in your ears, you tuck your hands safely away in your pockets.

'Don't mind the Captain,' Jim says. 'He's fierce; but fair. Do right by him and he'll do right by you.'

You feel a little better and start to relax as Jim walks to the table and picks up a jug. He fills a glass for you and you wonder if it's going to be rum; but are surprised when it's just water he hands you.

'Help yourself to something to eat,' Jim says gesturing to the table of food. 'If there's anything else you need just give me a shout.'



From the bellowing voices of the pirates on deck you imagine he does literally mean shout. He nods to you and disappears back through the door, leaving you alone. You feel a bit hesitant to even move; but soon curiosity gets the better of you and you begin to wander around the cabin, stopping by the open treasure chests to gaze at the sparkling riches inside. Goldthorne obviously has some experience of treasure hunting and is clearly very successful.

You walk across to the black flag hanging on the wall. You start to examine it; but then decide it's better to ignore the suspicious looking red stains on it. Instead you look at the large wooden globe standing beneath it. You trace your finger across the smooth surface, moving over the different shades of wood that mark out each country. You search for familiar locations and wonder where on the globe you are right now.

The ship lurches, it must have gone over a big wave and you decide that sitting down for a while might be a good idea. You can use one of the two plush red velvet chairs either side of the globe or lie down on the luxurious looking canopied four poster bed.







You make yourself comfortable and wait for someone to come and get you.

You enjoy the peace and relaxation; but you're eventually disturbed by a shout of 'Land ahoy!' Getting up, you make your way out onto the deck. Looking up into the rigging at the top of the mast, you see Jim is in the crow's nest. He's pointing to a spot in the distance.

You hurry over to the side of the boat and clutching the rail, you peer out towards the horizon. You can make out a mass of green land that's getting bigger. The ship sails through a large wave and a fine spray of sea water splashes you; but all you can concentrate on is the island that's getting nearer and nearer. Is this Pearl Island?







From the buzz of excitement among the pirates you guess it must be and you do your best to keep out of their way as they sail the boat towards your destination. Goldthorne is standing at the helm, hands holding tightly to the wheel. He's bellowing orders to the crew and you can see a glint of excitement in his eye.

Turning back to the island you can now make out a stretch of golden sand and the green has come into focus as hundreds of palm trees. Tall peaks rises up at the centre, these must be the mountains marked on the map. You wonder if maybe the island is volcanic? Hopefully not!

The ship is now beginning to slow, the crew are adjusting the sail so that your speed decreases until you are barely moving; but the island is still quite a way away from the boat.

'Drop the anchor,' Goldthorne shouts and the men heave to, lowering the massive metal anchor into the water with a splash.

Goldthorne comes to speak to you. 'We're going to take one of the small vessels onto the island, so that the ship doesn't get stuck on a sand bank. Are you coming ashore?'

Having come this far there's no way you're going to miss out now, so you tell him you will and follow him to where the men are lowering a row boat down to the water. Goldthorne climbs down a rope ladder into the small craft and slightly hesitant, you follow suit. You cling tightly to the coarse strands of rope, trying to ignore the frightening way you're rocking against the ship and just how far you have to go to reach the boat.



'Hurry up, we've not got all day,' Goldthorne bellows from below you.

'It's okay,' Jim's voice says and you look up to see his face looking at you from the deck. 'Just go hand over hand on the rope. You'll be down soon.'

You give him a grateful smile and climb the rest of the way, relieved when you feel wooden planks beneath your feet. You wonder if it might not have been easier to just jump off the side and swim to the island.

Settling yourself on one of the benches you keep out of the way as more pirates join you. Two burly men take up the oars and begin to row towards the beach. The little vessel rises and falls on the waves; but you make fast progress. It's not really surprising when you see the size of the men's arms, bulging with solid muscle and decorated with intricate tattoos. They heave to; grunting slightly with each pull of the oar; but soon the boat is gliding up onto shore, settling with a thud onto the sand.

Before it's come to a complete stop, the pirates are jumping onto the beach, Goldthorne at their head. He takes out the map and stares at it for a long moment, then looking up at the tree line he points to a spot.

'This way,' he shouts and you all fall into step behind him. You see the smooth sand is now getting churned up by the men's footprints and you realise that the island must be deserted. You wonder how long it's been since another soul has set foot here. You hope it was a long time ago and that there aren't any wild animals or dangerous tribes hiding deep within the jungle.







The men seem to share your thoughts because as you enter the shady woodland, they draw their swords, brandishing them in front of them. They frankly look terrifying, you wouldn't take them on and you hope others feel the same. You are more than happy to walk behind them, they can deal with any danger that lies ahead.

Sounds are muffled under the trees and the temperature seems to rise, despite the shade. It's hot and humid and sweat begins to form on your skin, running down your back and soaking into your clothes. The men are puffing and panting as the ground begins to slope upwards. You're definitely making your way towards the mountains on the map, the ones you saw from the ship.

Eventually Goldthorne orders everyone to stop and people take out flasks to have a drink. You realise you haven't got one; but Jim leans over and passes one to you. You pull out the cork stopper and take a swig, relieved to find fresh, clean water and not the burning shock of rum. It tastes like the best drink you've ever had and you take another gulp.

'Steady on,' Jim says. 'We don't know when we're going to be able to fill that up again. You need to make it last.'

Reluctantly you re-cork the bottle and slip the leather strap around your neck.

It's an effort to start walking again; but the pirates set a brisk pace and not wanting to get left behind, you hurry along behind them, trying to avoid the fallen trees, roots and bushes that litter the forest floor.



You're so focused on not tripping up, that you're not aware of it getting lighter, until you stumble into a clearing and almost walk into Goldthorne who is again looking at the map. Blinking in the bright sunshine you see a small stream in front of you. Over the sound of your laboured breathing you can just make out the sound of the running water as it trickles over the rocks and flows away, across the island.

'Fill your bottles men,' Goldthorne says and you gratefully open your bottle, take a long drink and then dip it into the swiftly flowing stream. You splash some of the cool water over your wrists and the back of your neck; it's a welcome relief from the oppressive heat.

Goldthorne is still examining the map and curiosity overtakes you. You walk across and stand looking over his shoulder. Bounty lets out a squawk from his place on the captain's other shoulder and you take a small step back; but continue to look at the treasure map. Goldthorne is tracing his finger across the parchment, past the drawing of the palm trees and towards the large black cross.

'We need to follow this stream,' he says. 'It will lead us inland; all we have to do is find its source.'

Feeling refreshed and with a flutter of excitement you all set off again, walking along the bank of the stream. Looking around you now, you can appreciate the beauty of the island. The foliage is lush and green, with big, beautiful tropical flowers.

There is also lots of wildlife - brightly coloured birds take to the air with a clatter of wings as your party disturbs them from their peace and solitude. Bounty seems to have a smug look as they fly off in shock at the unexpected interruption.

You notice a scamper of motion and see some monkeys clambering up trees. They sit in the branches watching as you pass. You wonder if they know where the treasure is. It's a shame they can't tell you.

The exploration party has stretched out in a long line to follow the narrow bank and you're walking near the back, so you don't know what they've discovered when a shout goes up. Your heart leaps and you pick up your pace. The men are standing around a large clear pool. The water is deep, with jagged looking rocks at the base; but the men don't seem concerned, instead they are pointing to the cliff wall. You see that behind a curtain of green vines, there's an opening in the rock, a shadowy entrance to a cave. From the murmured conversation you know there is discussion about whether you should head inside.

Goldthorne is walking around the edge of the water and he comes to a stop, peering down at a rock that's covered in green ivy. He bends down and drawing his sword, hacks violently at the foliage. You freeze, watching him, wondering what on earth he's doing and then he lets out a triumphant cry and points to a carving that was previously hidden. You all hurry across and peer down at the stone, it's a skull and crossbones. There's no doubt you're in the right place.

'Come on, into the water you go,' Goldthorne says and the men reluctantly walk towards the pool; but you notice Jim has found a small ledge around the cliff, just above the water level. He is carefully picking out a path and you all stop to watch him.







He's moving very slowly, placing his feet gently; but there's a clatter of falling stones and he stops suddenly, pressing himself against the rock face. He waits and everybody remains still. When the ledge remains intact, Jim begins to walk again until he reaches the arched entrance way. Goldthorne is leaning forward eagerly as Jim ducks his head and disappears under the arch.

Then there's silence.

'Jim? Jim can you hear me?' Goldthorne shouts. 'What can you see lad?'

For a moment all you can hear is the lapping of the water and then Jim's echoing shout reaches you. 'It's this way Captain. There are more caves and...'

'And what?' Goldthorne asks.

'I don't think we're the first people to come looking for the treasure,' Jim shouts back. 'You'd better come and see.'

'You heard the boy,' Goldthorne says. 'Follow me onto the ledge.'

Goldthorne goes first; you imagine if anyone's going to get to the treasure he's going to make sure it's him. One by one the men follow him. They make their way towards the cave entrance, some move easier than others, nimbly setting foot after foot down until they too disappear. Others are more hesitant, freezing after every step, pressing themselves hard against the rock wall.

You expected to be just as cautious; but once you're on the ledge, the idea of the treasure draws you on. You just want to see what's hidden within the caves. Glancing around the sunlit glade one last time, you slip under the arch and into the gloom.







Your eyes take a moment to readjust and then you make out a platform of stone just ahead of you. You take a large step off the ledge then you're safely on the platform and can stretch your legs and cramped hands. It's a relief to be able to take normal strides.

You look around you and see that there is a network of caves within the mountain, one leading on to the next. You follow the sound of Goldthorne's voice and make your way deeper into the cliff face. It's damp and cold in here, a refreshing change to the hot midday sun. Fortunately it's not totally dark though, because there are small holes high above you that let in streams of sunlight. You walk across the smooth rock, getting closer to the echoing voices.

You come out into a large cavern and stop for a second, mouth open at the giant open space which was hidden within the rock. It's the size of a cathedral and you tip your head back, staring up into the ceiling far above you. There are stalactites hanging down in beautiful shades of cream, orange and brown.

Goldthorne and the rest of the crew are standing around something and walking over you notice a pile of rags propped against the wall. And then you swallow as you realise that these aren't just rags – it's a skeleton.

'That's old Blackheart,' Goldthorne says. 'It's his treasure, we're searching for. He must have brought it all down here and never left. Well it's a shame for it to go to waste. Come on men, split up, search the caves,' Goldthorne says, gesturing to the dark cave openings around the sides of the cavern. 'Two to a search party. Shout if you find anything.'

He hands out long wooden torches and strikes a flint, setting light to the oil soaked ends. The wood flares into life, giving off a choking smoke that drifts up into the high ceiling.

'Come with me,' Jim says taking a torch and you follow behind him as he sets off towards the far wall. Your heart speeds up as you reach the dark entrance. What might await you? You pray there won't be booby traps.

You follow the flickering flame that casts eerie shadows on the walls. Squaring your shoulders you decide to act brave, even if that's not quite how you're feeling. Clambering over rocks and walking down long passages that seem to wind on forever. You hope you're not getting lost and wonder how far into the mountain you now are. It's cold and dark beyond the light of the torch.

Slowly though, you start to become aware of a glimmering light in the distance.

'Do you see that?' Jim asks, glancing back at you. 'Do you think we might...'

He doesn't finish his sentence, instead he picks up his pace and almost at a run the two of you hurry towards the sparkling golden gleam. You stumble through an archway in the rock and both come to a sudden stop. You gasp at the sight of the bright shining gold that's everywhere you look. There are piles of coins, stacks of gold bars and trunks full of jewels and treasure. It's more money and riches than you've ever seen. It all looks so beautiful. You glance at Jim and you both let out a cheer!

You look back at the treasure and then at each other. Jim raises a questioning eye brow.







It seems very tempting to fill your pockets; but then you remember the sharp swords hanging at the pirates' belts and that your only way off the island is back on the ship.

'We've found it,' you both shout.

It doesn't take long for the cave to fill with pirates who begin loading the treasure into chests, filling bags with the coins and carrying as much as they physically can. Goldthorne sends two men to bring the row boat – you'll need it to haul all this treasure back across the pool. It's going to take hours to transport all the gold onto the ship; but it will be worth it.

'You did a good job,' Goldthorne says coming across to you and clapping you on the back. 'Thank you for all your help. As a reward you may help yourself to a piece of treasure to take home with you. Your choice.'

You smile and shake his hand. It's been an adventure and you couldn't have done it without him.

Spend time looking through the gold and jewels, choose which piece you want and then make your way back to the ship. You can get Goldthorne to sail you home or you can continue your adventure with him and his crew searching for more treasure on the high seas. Whatever your choice – have fun!

Hardtack Recipe



Yo, ho, ho and a bottle of rum! No rum here to day; but you're going to eat like a pirate, with Hard -Tack biscuits aka Sea Biscuits or Ships Biscuits. They last a long time and were perfect for sea voyages. Crackers are a suitable alternative.

Traditional Method

- 1 1/2 cups flour
- 1/2 cup water
- 1 teaspoon of salt

Softer Method

- 1 cup of flour
- 1/2 cup of cold water
- 1/2 tablespoon of cold butter or shortening/margarine
- 1 teaspoon of salt

1. Preheat oven to 190°C.(375°F.)
2. Mix the flour and salt together, add the butter if using. Slowly incorporate the water until you've got a thick dough.
3. Roll the dough out on a floured surface, to about 1cm and cut it into circles with a cookie cutter. Prick holes in each circle with a fork. Place on a baking tray.
4. Bake for 30 minutes, turn and bake for another 30 minutes. Cook until golden.

Beware hardtack is just that - hard. watch your teeth - you can dip them in soup or stews to soak up the liquid - just like the sailors did.

For better tasting hardtack, add 1 tablespoon of cooking or olive oil for savoury biscuits or 1 teaspoon of cinnamon and/or sugar for sweet ones.

More information can be found here...

www.gone-ta-pott.com/hard_tack_sea_biscuits.html

Check out some other traditional recipes for sailors...

www.gone-ta-pott.com/Pirate_Recipes.html



Sea Shanties



While you're on the ship you'll hear the crew singing some sea shanties while they work. The songs rhythms match the rhythm the crew work to doing certain tasks.

The shanties can be grouped into three types: short haul shanties, for tasks requiring quick pulls over a relatively short time; halyard shanties, for heavier work requiring more setup time between pulls; and capstan shanties, for long, repetitive tasks.

Listen

Some examples of sea shanties are

Drunken Sailor - www.youtube.com/watch?v=xsLL2bmLgfg

Blow the Man Dwn - www.youtube.com/watch?v=5h1scwwUGBI

Watch even more examples here...

www.youtube.com/watch?v=qGyPuey-1Jw&list=RD02xsLL2bmLgfg

Sing-along!

Read more about shanties here as well as seeing the lyrics for the most popular songs...

- <http://shanty.rendance.org/>
- www.jsward.com/shanty/



Fun Things To Do!



Movies

- Pirates of the Caribbean series
- Peter Pan
- Hook
- Finding Neverland
- *Mutiny on the Bounty*

Books

- *Mutiny on the Bounty Trilogy* by Charles Nordhoff and James Norman Hall
- *The Odyssey* by Homer
- *The Life and Times of Horatio Hornblower* by C. Northcote Parkinson
- *Master and Commander* by Patrick O'Brian
- *Treasure Island* by Robert Louis Stevenson
- *Ship of Gold in the Deep Blue Sea* by Gary Kinder
- *Shadow Divers* by Robert Kurson

Crafts

Make a treasure chest from a shoebox - www.youtube.com/watch?v=BDR6G78VsIk

How to Make a Treasure Map - www.wikihow.com/Make-a-Treasure-Map

Make your own pirate's hat - www.seasaltcornwall.co.uk/assets/lookbooks/windows/Make-your-own-pirate-hat-instructions.pdf

Have a go at these other online Pirate activities including printables, games and even an online jigsaw. www.dltk-kids.com/crafts/pirates/



Talk like a Pirate!



To help you understand the pirates, here are some popular phrases you might hear on your voyage.

- Ahoy: Hello! Hey!
- Avast: Stop!
- Aye: Yes
- Batten down the hatches: put everything away, tie it down because a storm is coming
- Blow me down!: expression of shock or disbelief
- Booty: treasure
- Buccaneer: a pirate
- Crow's nest: small platform atop the mast where the lookout stands
- Cutlass: short heavy curved bladed sword
- Davy Jones' Locker: the bottom of the sea, where the souls of dead men lie
- Dead men tell no tales - leave no survivors
- Doubloons: pieces of gold
- Grog: Alcohol, probably Rum!
- Jolly Roger: the skull and crossbones, the pirate flag!
- Landlubber: "Land-lover," someone who prefers solid ground
- Lass or Wench: A woman.
- Matey or Me hearty: a friend or shipmate.
- Pieces o' eight: an old Spanish silver coin
- Scurvy dog!: a low down man
- Shiver me timbers!: an exclamation of surprise
- Walk the plank: something you don't want to hear on the ship!
- Yo-ho-ho: Laughter

International Talk Like A Pirate Day is on 19th September - so get practising and check out www.talklikeapirate.com/howto.html
www.piratetreasurenow.com/pirate-phrases.htm

You can even change your Facebook page language to Pirate - have a go!



More fun awaits you with new adventures...

Tropical Beach Day
Fun on the beach, collecting shells and relaxing...

Your Day...

- ◉ TROPICAL BEACH DAY 2
- ◉ ICE LILLY RECIPES 10
- ◉ BEACH IN YOUR ROOM 13
- ◉ FUN THINGS TO DO 14




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Swimming with Dolphins
Share the sea and play with these amazing creatures...

Your Holiday...

- ◉ SWIMMING WITH DOLPHINS 2
- ◉ DOLPHIN FACTS 12
- ◉ FISH IN FISH 13
- ◉ FUN THINGS TO DO 14




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Hawaiian Luau
Get your Hula on...

Your Party...

- ◉ HAWAIIAN LUAU 2
- ◉ SPEAKING HAWAIIAN 10
- ◉ COLORED DRINKS 11
- ◉ MAKE A LEI 13
- ◉ FUN THINGS TO DO 14




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Snorkelling
Dive the depths and explore a coral reef...

Your Day...

- ◉ SNORKELLING 2
- ◉ FRUIT PUNCH RECIPES 10
- ◉ FUN THINGS TO DO 13




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Pirate Adventure
Search for buried treasure on a deserted island...

Your Party...

- ◉ PIRATE ADVENTURE 2
- ◉ HARD ROCK RECIFE 11
- ◉ SEA SHANTIES 13
- ◉ FUN THINGS TO DO 14
- ◉ TALK LIKE A PIRATE 15



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Fairy Tale Castle Party in your Pad
Once upon a time...

Your Party...

- ◉ HOW IT WORKS 2
- ◉ FAIRY TALE CASTLE ADVENTURE 10
- ◉ LEARNING TO DANCE 11
- ◉ PUMPKIN SOUP 12
- ◉ CINDER TOPPER 13
- ◉ FAIRY CAKES 14
- ◉ ENTERTAINMENT 15



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