

Maritime Adventures Tournaments of Tortuga 2

Language Arts / Math/ Testing Taking Skills Grades 4 and 5

Stage 1 – Desired Results	
<p>Established Goals</p> <ul style="list-style-type: none"> ❖ M4P1 and M5P1 Using the appropriate technology, students will solve problems that arise in mathematics and other contexts. ❖ ELA4LSV1 and ELA5LSV1 The student participates in student-to-teacher, student-to-student, and group verbal interactions. ❖ ELA4LSV2 and ELA5LSV2 The student listens to and views various forms of text and media in order to gather and share information, persuade others, and express and understand ideas. 	
<p>Understanding Students will understand ...</p> <ul style="list-style-type: none"> ❖ the importance of teamwork ❖ that Together Everyone Achieves More (T.E.A.M.) 	<p>Essential Questions</p> <ul style="list-style-type: none"> ❖ How can I help my team achieve goals? ❖ How can openly encourage and support my team members? ❖ How can I help my team create a positive team image?
<p>Students will...</p> <ul style="list-style-type: none"> ❖ develop a variety of social skills desirable for successful teamwork which include, but are not limited to listening, discussing, respecting, helping, sharing, participating and communicating. ❖ acquire communication skills and use effective communication channels among their ship mates. ❖ know their role as a team member and how they can contribute to their ship's success ❖ increase self-awareness and awareness of their surroundings. 	<p>Students will be able to...</p> <ul style="list-style-type: none"> ❖ work together to accomplish shared goals ❖ maximize their own learning experiences by working to create a mood for conducive to learning
Stage 2 – Assessment Evidence	
<p>Performance Tasks</p> <ul style="list-style-type: none"> ❖ Participate in non-competitive games and activities designed to foster team building and increase self-esteem 	

❖ Students will learn the names of each person on their ship
Key Criteria ❖ Students will actively participate in the activities designed by the teacher
Other Evidence ❖ Successful participation in classroom tests and quizzes ❖ Successful participation in high-stakes testing ❖ Students will self-report a feeling of confidence and a sense of acceptance and affiliation with others

Stage 3 – Learning Plan

- ❖ Teacher says, “Welcome to Maritime Adventures! Does everybody remember me? I’m _____, and, just as we did at our Maritime Adventures Christmas Cruise, I am going to be your host for the next sixty minutes. Please take a seat around your ship.” *Students sit down in a circle around their ship’s poster.*

The ships’s horn sounds. If students do not get quiet immediately, the teacher and captains need to remind everybody to sit down and listen.

- ❖ The teacher says, “This module is called the ‘Tournaments of Tortuga’. Does everybody remember what the word ‘tournament’ means?” *Students take turns telling what they know about this topic.*
- ❖ The teacher says “Yes, a tournament is usually a competition between people to decide on a winner. But our tournament today will be a little different. As we did in December, instead of a competition between people, we will play a series of games that are inspired by these words (*teacher points to poster displaying this slogan*): ‘A musician can play an instrument very well but it is completely different when playing in an orchestra’. Does everybody remember what this sentence means? *Students take turns responding to the question.*

The teacher says, “Yes, it means that, when you work together, everyone achieves more. *The teacher holds up poster 2.* And so we have our official Tournaments of Tortuga motto: Together Everyone Achieves More (T.E.A.M). The games that you are about to play are specially designed to promote a sense of team spirit and cooperation among you to achieve a common goal. Let the games begin!”

Activity 1: **Captain Bully's Buccaneers**

Materials: Before this activity begins, write each of the following words/names on an index card. Note: "Mack and Jack, the cabin boys" should be written on two cards.

Captain Bully	Mack and Jack,	Crow's Nest Island
Main sail		
Walker	the cabin boys	
Bosun Bob	Scurvey Sam	Darkwater Cove
Morgan Pugwash	Guido, the one-eyed parrot	Scimitar
Squidlips Sid	King Enakai	Pirate Ship
Gunpowder Grace	Queen Mahina	Anchor

Procedures:

Distribute each of these index cards to selected students in the group, reading each aloud as it is handed out to make sure students recognize the word or words on it. Then say, "I'm going to read you the story of Captain Bully's Buccaneers. Listen carefully, and when you hear the word or words on your card, stand up, turn around once, and sit down." Then read the following story aloud.

Captain Bully's Buccaneers

Once upon a time there was a fierce pirate gang known as Captain Bully's Buccaneers. There was Captain Bully Walker, Bosun Bob, who was the second in command, Scurvy Sam, Gunpowder Grace, Squidlips Sid, Morgan Pugwash, Mack and Jack, the cabin boys, and Guido, the one-eyed parrot.

"Aargh, Maties," called Captain Bully one day. "We're in luck! King Enakai and Queen Mahina have invited us to have a fine dinner of Parrot Pate and Salmagundi Stew with them at their royal hut on Crow's Nest Island. To get there, we'll have to sail into Darkwater Cove. We can bury our latest ill-got booty there while the food's cooking! Let's hoist the main sail and haul up the anchor! Time to get moving!"

But in the rush Bosun Bob forgot his scimitar. Of course, no fierce pirate should ever go out without his scimitar, so Captain Bully yelled, “Lower the main sail! Drop the anchor!” Scurvy Sam, Squidlips Sid, and Mack and Jack, the cabin boys, all hopped into a rowboat to go and get Bosun Bob’s scimitar. They all got back onto the pirate ship, Captain Bully called out “Haul up the anchor! Hoist the mainsail!” Then the pirate gang set out again to King Enakai and Queen Mahina’s royal hut on Crow’s Nest Island.

Captain Bully sailed the ship so fast that the cabin boys, Mack and Jack, fell out of it. Morgan Pugwash and Gunpowder Grace screamed and Bosun Bob yelled and sent Squidlips Sid and Scurvy Sam back in the rowboat to search for them. They found them floating in a patch of seaweed. Squidlips Sid and Scurvy Sam pulled them into the rowboat and took them back to the ship. Then Captain Bully yelled, “Haul up the anchor! Hoist the mainsail!” and the pirates all headed to King Enakai and Queen Mahina’s royal hut on Crow’s Nest Island. When they got there, Squidlips Sid, Morgan Pugwash, Gunpowder Grace, and Mack and Jack, the cabin boys, all jumped off the ship. Bosun Bob, with Guido, the one-eyed parrot on his left shoulder and his scimitar in his right hand climbed down the gangplank. King Enakai and Queen Mahina came out of their royal cave to greet them.

King Enakai went to help Captain Bully hide the ill-gotten booty in a secret cave at Darkwater Cove. This cave was always filled with seawater except for the one time each year when it drained away during a special low tide at six o’clock. As it turned out, this was the very day when this was expected to happen, so King Enakai and Captain Bully had to wait patiently until the cave was dry enough to enter. Then Captain Bully crept in all alone to bury the chest filled with gold, silver, and jewels.

Meanwhile, Queen Mahina finished cooking dinner. She made enough Parrot Pate and Salmagundi Stew to feed the whole crew and still have leftovers. King Enakai and Captain Bully returned from burying the treasure and were ready to eat. After dinner, the pirate gang climbed back onto their ship. “Haul up the anchor!” Captain Bully shouted. “Hoist the mainsail!” And that was the end of a perfect day for Captain Bully’s Buccaneers.

Activity 2: **Treasure Hunt**

Materials:

1. Each student will need a copy of Captain Blackhawk’s Island Diagram and a pencil.
2. Before the session starts, the teacher needs to prepare “Captain Blackhawk’s Treasure Chest”. Put a Maritime Adventures button inside it for each student. Also, write this secret message on a piece of parchment paper, roll it up, and tie it with a string:

Secret Message: Mateys, I have taught you all you need to know to find the riches that you seek. But I can help you no more. Now you must make the final journey on your own. Yes, the way is fraught with peril and it may seem impossible to you at first. But let your hearts be not filled with fear, for the prize will surely be claimed by he or she who faithfully uses the knowledge that I have provided.

Place the rolled-up paper with this message on it inside the treasure box and hide the box somewhere nearby to be brought out when students complete Captain Blackhawk's list of instructions.

Procedure Step 1: The teacher reads this story to students.

If you had been standing on the coast of Cayo Hueso on a certain summer's day of 1523, you would have glimpsed a majestic black- and- gold galleon slipping quietly through the waves, headed home to Spain on a mission of unprecedented importance. Deep within her hold she carried a fabulous treasure—a cask brimming with silver pieces of eight, solid gold doubloons, jewels beyond your wildest imagination – rubies, emeralds, and diamonds—all gifts to be presented to the young Queen on her coronation day.

But it was not to be. Captain Jim Blackhawk and his pirate ship appeared on the portside and, firing volley after volley of five-pound shot until their big guns glowed red in the twilight, swiftly reduced the proud flagship to a smoking hulk of charred timbers foundering in the waves. In a trice they leaped aboard, snatched up the treasure (and just about everything else on board of any value), and sailed away, guffawing with delight, into the fading sun. Their joy was short-lived, however, because, no sooner had they changed their tack to the west than a savage gale hit, blowing up white-capped waves twenty feet tall. The fury of the storm passed, but a strange mist lingered, obscuring their sight in every direction. They wandered in this fog for days on end. The ship's compass was no help to them, since it had begun to turn constantly in lazy circles ever since the treasure was brought on board, never again indicating north, south, west, and east as a proper compass should.

On the fifth day, the hot sun burned away the fog and an island popped into view. It was a complete mystery, since it appeared on none of their maps and no one had every heard of it before. So, being the courageous brigands that they were, they ventured ashore. They buried the treasure and drew a map on parchment paper, complete with circles and diagrams and arrows and whatnot. Captain Blackhawk and his men remembered the way back, but no one else could ever find the island, unless they were just plain lost. They locked the map away in a chest on their ship and left the treasure on the island, then headed back out to sea to raid more Spanish galleons.

One day, however, their luck ran out. They were outmanned and outnumbered. An English privateer's vessel sank their ship and the map went with it, straight to the bottom of the sea. Meanwhile, the treasure waited silently, its location known only to the lapping tides and screaming sea birds of an

unnamed, uncharted island, somewhere in the vast expanse of the Atlantic Ocean. The only way you could find it would be if you were lost. Just plain lost.

Centuries later, in late 1969, a treasure hunter, who happened to be a distant relative of Captain Jim Blackhawk, put together a crew of treasure hunters. His name was Jack Blackhawk. The legends told of where his ancestor's ship went down. He put together a crew and went looking for the ship with scuba divers, sonar equipment, motion detectors, and all other manner of scientific devices. After three days of searching with all of the above paraphernalia, lo and behold, they did find the ship! And in the chest, in a glass jar held fast with a cork, was the map.

Right now he is putting together a crew and arranging financial backers so that he can go and follow in his ancestor's footsteps and find the island. If he can find the island, he can find the treasure. But the journey will be fraught with trials and tribulations without number. The treasure itself is guarded by the skeletons and souls of the crew that died while hiding it. But anyone who can make it to the island, follow the map, and brave the treacherous terrain and the dinosaurs may find the treasure.

Procedure Step 2: The teacher says, "Each of you has in front of you a copy of Captain Blackhawk's map. On this and all maps, north is to the top, south is to the bottom, east is to the right, and west is to the left. On this map, each square is called a cubit. This is a unit of measure that many pirates use when they draw maps. Your task is to find the treasure. If you listen carefully and mark lines on your map exactly according to Captain Blackhawk's directions, you will discover something very exciting. Now, remember, once you put your pencil to the paper you should not lift it until you've heard all of Captain Blackhawk's clues—he's been known to make sailors walk the plank for lesser offenses!"

1. Dock your ship on the southern side of the island next to the Brontosaurus bone that washed up on the beach long ago. Most people think it's a rock shaped like a wishbone, because it's shaped like the letter Y, so they call it Wishbone Rock. Put your pencil on Wishbone Rock.
2. Move three cubits directly north, drawing a line with your pencil as you go. You will have to be very careful to avoid the man-eating vines and plants. Don't be fooled by the pink flowers—they have sharp fangs inside those pretty petals and they can gobble up unwary kids as quick as a wink! And remember—keep drawing a line with your pencil! Don't lift it!
3. Continue three cubits north through Dinosaur Valley, still drawing a line as you go. Keep your eyes open because this area is infested with hunger-maddened T-Rexes who like nothing better than to snack on the tender flesh of boys and girls about your age. And, as you inch your way around the bubbling oil pits in the canyon (remember, the geothermal energy on this island runs so high that the petroleum in the soil remains constantly at the boiling point), don't move too slowly or you'll find yourself up to your neck in quicksand and sinking fast!

4. Stop at Skull Mountain. You'll know you're there because it has rock formations that resemble a face, with smoke pouring out of its eyes, nose, mouth, and ears. You can't miss it—it's the highest peak of Rattlesnake Ridge. The sight is hideous and appalling, but don't lift your pencil! Keep drawing that line!
 5. Now stand on the ledge that you find at Skull Mountain and shimmy three cubits east. If you make one false move you'll end up buzzard breakfast two miles down, so don't lose your focus!
 6. Turn to the south and clamber down the rocky face of Sinister Slope for three cubits. Watch out—you'll rip your trousers if you aren't careful.
 7. Now turn to the west, keeping your pencil on the paper. You're back in Dinosaur Valley! Move two cubits toward the west, watching out not to get swallowed up by the quicksand or boiling oil pits that, as everybody knows, are found in abundance in this treacherous region.
- ❖ If you find a large letter P on your map, you have successfully followed *Captain Blackhawk's clues! He has a surprise for you! The teacher reaches into the chest and takes out the rolled up sheet of parchment paper placed inside before the session began, opens it, and reads this message.*

❖ *Secret Message: Mateys, I have taught you all you need to know to find the riches that you seek. But I can help you no more. Now you must make the final journey on your own. Yes, the way is fraught with peril and it may seem impossible to you at first. But let your hearts be not filled with fear, for the prize will surely be claimed by the one who faithfully uses the knowledge that I have provided.*

- ❖ The teacher says, "What do you think this means?" *Students should be allowed to discuss the meaning of this message briefly.*
- ❖ The teacher says, "I believe that Captain Blackhawk must have been thinking that, even though he has given you all the clues that you need to find the treasure, only you and you alone can put that knowledge to use in order to actually get there. It's just the same here in Maritime Adventures. Since we began our journey together this year, you have learned a whole arsenal of strategies and techniques for taking tests like the CRCT with confidence and power.
- ❖ The teacher says, "Sailors, what's the treasure we're seeking in Maritime Adventures?" Students answer at will, but the teacher should listen for and reinforce answers such as *'Doing well on tests', 'passing fifth grade', 'feeling good about my work', 'feeling confident in tough situations', 'feeling good about my team's efforts on tests', etc.*
- ❖ The teacher says, "How many of you agree that one of the greatest treasures to be gained from Maritime Adventures is the knowledge that you can manage your own attention, feelings, and thoughts in any situation?"

- ❖ The teacher says, “And now I present to you . . .” *with a dramatic pause and flourish*, “CAPTAIN BLACKHAWK’S TREASURE!”
- ❖ The teacher opens the lid of the box widely to show students the Maritime Adventures buttons piled inside. She/he says, “Each of you will now receive one of Captain Blackhawk’s Talismans of Courage. If you are willing, you may bear this symbol of piratic fortitude into any arena of battle in which you may be called upon to serve. Those of you who are covert operatives may, instead, choose to secrete this powerful emblem of valor in a pocket or other hidden location on your person in order to avoid revealing your true identity.
- ❖ Students then line up and take a button from the treasure chest.
- ❖ The teacher says, “This concludes the Tournaments of Tortuga for today. We will get together again after you have all taken the CRCT in March. At that time, we will have our final confrontation with the enemy commodores and, hopefully, we’ll teach them a lesson that they richly deserve. Until then, support your teammates in all that they undertake and applaud their accomplishments just as if they were your own. Go now, but do not forget the official Tournaments of Tortuga motto: Together Everyone Achieves More (T.E.A.M). Goodbye!
- ❖ *After the last module of the day, the teacher should make sure that students have placed all the items they have collected today (buttons, paratroopers, and pencils) in their Maritime Adventures Gear bags and then takes up all bags, keeping them in groups according to the ships to which students are assigned.*