



PIRATE TALK[®]

Receptive & Expressive Language Game



Object of the Game

Players sail their ships around the board, stop at each island, and try to collect the most *Gold Coins*.

Getting Ready to Play

- Teacher/clinician selects one of the five subject-area decks and shuffles them.
- Teacher/clinician places cards near the game board or keeps them.
- Place the game board on the table or floor and have the players sit around the board.
- Have the players choose a *Pirate Marker* and place it on a *Home Port* in one of the four corners of the board.

How to Play

1. Choose a player to go first.
2. Player presses the electronic spinner and moves the number of spaces shown.
3. Player or teacher/clinician chooses a card. Teacher/clinician reads the item(s) to the player while showing the picture to him/her.
4. If the player lands on an island, he/she receives the number of *Gold Coins* that matches the number next to that island. Also, a player receives an extra coin on the *Bonus Coin* cards.
5. Play continues until all the *Gold Coins* are gone or time runs out. Player with the most *Gold Coins* wins!

Game Variations

Ships Ahoy – To play a short game, have all players start at the same *Home Port*. Players collect *Gold Coins* when they reach an island, but place the coins in the middle of the board instead of keeping them. The first player to go all the way around the board wins all the *Gold Coins* in the middle.

Doubling Doubloons – Play as usual, except each player receives a *Gold Coin* for each correct answer *and* when he/she lands on an island.

Digging for Gold – To target fine motor skills and sensory awareness, place sand in a container and bury the coins. Play as usual, but let the players dig for the *Gold Coins* at each island.

Spin a Yarn – This game uses the *Pirate Talk*[®] cards, the spinner, and the coins. Give each player a *Pirate Talk*[®] card with the picture-scene face up. Have each player press the spinner. The number the spinner points to will determine the number of sentences the player has to create. (If a player spins a three, he/she creates three sentences.) Players collect coins for each correct sentence. Player with the most coins wins.