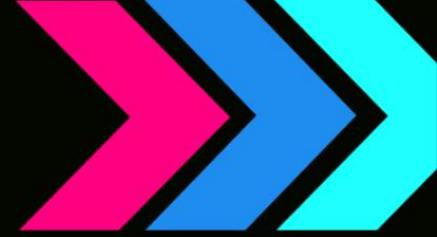


MAKE LEARNING FUN!



10 high-interest passages & activities themed to make learning engaging!

DEADLY DECISIONS
Swallowing hard, Robert stared up at the group of pirates who had captured him. Moments ago, he had been sailing with his family when their boat was ambushed. The pirates ransacked everything. They took all their money before dragging him aboard.

SHERMAN'S STOLEN GOLD
Sherman tiptoed through the dim room, weaving between pirates' hammocks. The first mate, Dunton, had pulled a fast one earlier. He swiped Sherman's share of treasure. Everyone knew Dunton got away with murder because of his friendship with Captain Crowley. But tonight, Sherman was bound and determined to take back what was his. Sherman reached Dunton's bed. The first mate was out like a light. Sherman smirked. Pias

THE MAZE
Color your way through the maze by finding the correct definition of each idiom and following the correct answers. Start at the pirate. Finish at the treasure.

A DANGEROUS LIFE
"That was a close call," Walsh told Phoebe. "If I hadn't pulled you out of the way of that sword, you'd be toast. Be careful. I don't want anything to happen to you!" Phoebe nodded. "The life of a pirate is dangerous. I'll try to be more prepared." Captain Peregrine walked up to the two on the beach and pointed at Phoebe. "I want you to go steal the money and take it to his house, guarded by the townspeople."

A DANGEROUS LIFE
Each character needs 4 boxes colored in: 2 character traits and 2 sentences proving evidence of the character traits.

RED	CAPTAIN PEREGRINE	Unforgiving	"I have to sneak in," she whispered.	"You heard me. Now get on it, pirate."	Practical
BLUE	PHOEBE	A. "If I hadn't pulled you out of the way of that sword in time, you'd be toast."	B. "The captain looked disappointed but didn't argue."	C. "Her life was more important than some gold."	Caring
YELLOW	WALSH	E. "Please be more careful. I don't want anything to happen to you!"	F. "The captain looked disappointed but didn't argue."	G. "Her life was more important than some gold."	Quick-thinking
		I. "Please be more careful. I don't want anything to happen to you!"	J. "The captain looked disappointed but didn't argue."	K. "Her life was more important than some gold."	Commanding

You can use these passages:

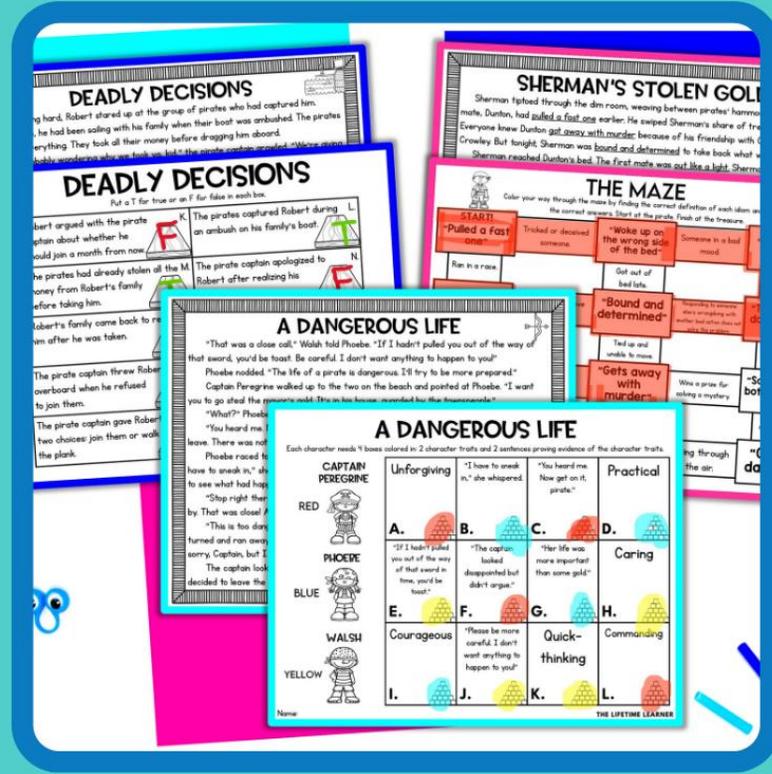
- for classroom transformations
- during your ELA block
- as partner/small group activities
- skill practice
- as assessments
- for test prep
- remediation
- enrichment
- themed days
- fast finisher activity
- and more!

WHAT'S AN ADD-ON PACK?

You can use this resource two ways:



Use the reading passages to supplement your Pirate Room Transformation



OR use these reading passages for students to enjoy during your ELA block on a regular day

You don't have to do a room transformation to use this resource. These 10 passages are no-prep and print & go. Use them anytime during your ELA block!

THE CONTENT:

10 high-interest passages & activities
in 2 formats: hands-on & no prep!

Hands-On Centers

PIRATES CAN'T BE NICE

"EDRIC!" Captain Buckley roared. "What are you doing?"
"Uh... feeding the birds?" Edric replied, looking at the flock near him.
"With our food?" Captain Buckley glared.
"They were hungry," Edric mumbled.
"Edric, you're a pirate! You need to be tough and mean!"
"But I don't want to be those things," Edric said softly.
"To be a pirate, you have to!" Captain Buckley shouted. S
feeling out of place. The next day, during a village raid, Edric
In an alley, he found a little girl crying. "What's wrong?"
"I can't find my mommy," she sobbed.
"That must be scary. Want me to help you?" Edric asked.
"EDRIC, WHAT ARE YOU DOING?" Captain Buckley yelled
not helping kids!" Edric explained the young girl was lost.
"I don't care! That's not pirate behavior!" Captain Buckley
The girl spotted her mother and ran to her. Edric smiled
feels right," Edric said. "I don't want to be mean or scary. I
"Fine! You were a dreadful pirate anyway," Captain Buckley
"Maybe I was," Edric said, "but I'm not a dreadful person
made the right choice."

Name: _____

PIRATES CAN'T BE NICE

1. Edric doesn't enjoy being a pirate because he doesn't want to be mean or scary. This is shown when he feeds the birds and helps the little girl instead of stealing.

2. _____

3. _____

4. _____

5. _____

6. _____

1. How does Edric feel about being a pirate, and how do his actions show this?



Write the answer on your recording sheet.

No-Prep Printables

Name: _____

PIRATES CAN'T BE NICE

1. How does Edric feel about being a pirate, and how do his actions show this?
Edric doesn't enjoy being a pirate because he doesn't want to be mean or scary. This is shown when he feeds the birds and helps the little girl instead of stealing.

2. What does Captain Buckley think it takes to be a pirate, and how does this differ from Edric's beliefs?
Captain Buckley believes pirates need to be tough, mean, and scary, while Edric believes in kindness and helping others.

3. What action does Edric take that shows he values kindness over being a pirate?
Edric helps the little girl find her mother instead of focusing on stealing during the raid.

4. What does Captain Buckley say about Edric at the end of the story, and how does Edric respond?
Captain Buckley says Edric was a dreadful pirate, and Edric responds by saying he may be a bad pirate but is not a bad person.

5. What is the lesson or moral of the story, and how does Edric's decision reflect it?
The lesson is that staying true to your values and being kind is more important than fitting into a role that doesn't feel right. Edric reflects this by choosing to leave piracy because it doesn't align with who he is.

6. How does Edric's kindness impact the little girl, and what does this show about his character?
Edric's kindness helps the little girl find her mother, showing he is compassionate and values helping others, even when it goes against what is expected of him as a pirate.

Write the answers to the questions in each box in complete sentences. THE LIFETIME LEARNER

With this version, students read the passage.
Then, they complete a hands-on center activity you can laminate and re-use for years to come.

Or in this version, students read the passage.
Then, they complete the activity in worksheet form. This version is NO PREP and PRINT & GO!
Just as much fun as the hands-on centers!

2 Versions of Every Passage Included for Students

DEADLY DECISIONS



Swallowing hard, Robert stared up at the group of pirates who had captured him. Moments ago, he had been sailing with his family when their boat was ambushed. The pirates ransacked everything. They took all their money before dragging him aboard.

"Yer probably wondering why we took ya, kid," the pirate captain growled. "We're giving you a choice. You can either join us... or walk the plank."

"Join you?" Robert gasped. "But I could never be a pirate!"

"Those are your only choices, boy," the captain sneered. Robert's mind spun with fear. If he joined the pirates, he'd never see his family again. But if he chose the plank, he'd drown in the water. Either way, it felt hopeless. Taking a deep breath, Robert said he'd join. The captain roared with laughter. But then, a voice called out. "Robert, over here! Jump!" Down below, he spotted his family's ship with everyone waving. They had come to rescue him.

"Yes, son! Jump!" his father shouted. Behind him, Robert could hear the pirates coming. Without hesitation, he leaped off and plunged into the water. Robert swam as fast as he could toward his family's boat. Strong hands pulled him aboard. His father hugged him tightly.

DEADLY DECISIONS



Swallowing hard, Robert stared up at the intimidating group of pirates who had captured him. Moments ago, he had been sailing peacefully with his family when their boat was ambushed. The pirates ransacked everything. They took all their money before dragging him aboard their ship.

"Yer probably wondering why we took ya, kid," the pirate captain growled, his voice as rough as the sea. "Well, we're giving you a choice. You can either join us... or walk the plank." With a sinister grin, he gestured to the wooden plank jutting over the side of the ship. The dark ocean waited below.

"Join you?" Robert gasped. "But I could never be a pirate!"

"Those are your only choices, boy," the captain sneered. "What's it gonna be?" Robert's mind spun with fear and indecision. If he joined the pirates, he'd never see his family again. He couldn't imagine a life of stealing, and he would be trapped at sea forever. But if he chose the plank, he'd drown in the water. Either way, it felt hopeless.

Taking a deep breath, Robert made his decision. "Alright," he muttered reluctantly. "I'll join you."

The captain roared with laughter. "I thought so! You'll make a fine pirate, boy!"

Just as Robert was about to accept his fate, a familiar voice called out from the edge of the ship. "Robert, over here! Jump!" His eyes widened as he raced to the side of the boat. Down below, he spotted his family's ship with his mother, father, and a few sailors waving frantically. They had come to rescue him.

"Yes, son! Jump!" his father shouted. Behind him, Robert could hear the pirates scrambling toward him. He knew this was his only chance. Without hesitation, he leaped off the pirate ship and plunged into the water.

The icy sea stung his skin, but Robert swam as fast as he could toward his family's boat. Strong hands pulled him aboard. His father hugged him tightly.

"You rotten kid!" the pirate captain bellowed from the deck. "Get back here!"

"Let's get out of here," Robert whispered breathlessly. The crew quickly turned the ship and caught the wind in their sails. They left the pirate vessel behind. As the familiar seas opened up before them, Robert felt a surge of relief. He was free.

THE LIFETIME LEARNER

SHERMAN'S STOLEN GOLD

Sherman tiptoed through the dim room, weaving between pirates' hammocks. The first mate, Dunton, had pulled a fast one earlier. He swiped Sherman's share of treasure. Everyone knew Dunton got away with murder because of his friendship with Captain Crowley. But tonight, Sherman was bound and determined to take back what was his.

Sherman reached Dunton's bed. The first mate was out like a light. Sherman smirked. Pigs would fly before Dunton would wake up. In the blink of an eye, he looked for what he wanted. He pulled out dirty socks, rusty coins, and a banana peel. He was scraping the bottom of the barrel until his fingers brushed something heavy and cold. Jackpot.

But as he left, his foot caught on a board. He hit the deck. Pirates awoke, looking like they had woken up on the wrong side of the bed. Dunton sat up, glaring daggers. "What are you doing?" he barked. "Are you stealing from me?"

"What's the ruckus?" Captain Crowley said. "I can't catch forty winks around here!"

"Sherman's a dirty thief!" Dunton growled. "He's stealing from me!"

Sherman took a deep breath. "When we split the treasure, Dunton took my share," he

SHERMAN'S STOLEN GOLD

Sherman tiptoed carefully through the dimly lit room, weaving between the pirates' hammocks like a cat on a hot tin roof. The first mate, Dunton, had pulled a fast one earlier that day. He swiped Sherman's share of the treasure. Everyone knew Dunton got away with murder because of his close friendship with Captain Crowley. But tonight, Sherman was bound and determined to take back what was rightfully his.

Finally, Sherman reached Dunton's bed. The first mate was out like a light. His snores were as loud as a foghorn. Sherman smirked. Pigs would fly before Dunton would wake up.

Sherman crouched and rummaged under the bed. In the blink of an eye, he looked for what he wanted. He pulled out dirty socks, rusty coins, and even a banana peel. Unfortunately, he was scraping the bottom of the barrel until his fingers brushed something heavy and cold. Jackpot.

"Got it," Sherman murmured, clutching the bag of gold. But as he turned to leave, his foot caught on a loose board. He hit the deck. "AHH!" he yelped, hitting the floor with a thump that echoed like a cannonball.

Pirates bolted awake left and right, rubbing their eyes and grumbling. A lot looked like they had woken up on the

Differentiate and give your students the version best for them!

CENTER 1

Multiple Choice

TRICKED!

Getting close," Captain Goldsmith growled to his crew. "I can feel it."
 First mate, Floyd, held up a treasure map. "There should be an island up ahead."
 Captain Goldsmith cackled. "Bring up the prisoner so we can ask her questions. She knows where the island is." Floyd went below to get her. They'd taken her from an island.
 "So, girl," Captain Goldsmith spat, "tell us where to find the treasure island."
 The woman scowled, then crossed her arms. "My name's Margaret."
 Captain Goldsmith said, "Fine, Margaret. Where's the island?"
 "First off, we're going the wrong way," she said. "You need to turn around."

Name: _____

MULTIPLE CHOICE

1. D	2. A	3. B	4.
5.	6.	7.	8.
9.	10.	11.	12.

THE LIFETIME LEARNER

What does the word "cackled" most likely mean in the text?

A. Whispered
 B. Giggled
 C. Screamed
 D. Laughed harshly



Which word is an antonym of "steaming" as used in the passage?

A. Calm
 B. Angry
 C. Nervous
 D. Frustrated



2.

Hands-On Center:

Students choose A, B, C, or D on each card.

Name: _____

TRICKED!

1. What does the word "cackled" most likely mean in the text? A. Whispered B. Giggled C. Screamed D. Laughed harshly	2. Which word is an antonym of "steaming" as used in the passage? A. Calm B. Angry C. Nervous D. Frustrated	3. What is the lesson Captain Goldsmith learns at the end of the story? A. Always trust your crew. B. Don't believe a prisoner's story without proof. C. Treasure maps are useless. D. It's better to stay on the original course.	4. Why does Captain Goldsmith believe Margaret's direction of the island is wrong? A. Floyd said they were going the wrong way. B. He wants to find the treasure first. C. Margaret seems confident and arrogant. D. He has no other way of finding the treasure.
5. What can be inferred about Margaret's feelings toward Captain Goldsmith? A. She fears him. B. She respects his authority. C. She enjoys tricking him. D. She wants to join his crew.	6. What happens right after Margaret says, "Turn to the right?" A. The captain looks at her to give better directions. B. Floyd shows the map right as the captain steers. C. Margaret tells them to turn left. D. The captain demands Margaret walk the plank.	7. How are Margaret and Captain Goldsmith different? A. Margaret is clever, while the captain is dumb. B. Margaret is brave, while the captain is timid. C. Margaret is dishonest, while the captain is wise. D. Margaret is loyal, while the captain is deceitful.	8. Which word best describes Margaret's personality? A. Nervous B. Sneaky C. Honest D. Calm
9. Which word best describes Captain Goldsmith? A. Cunning B. Fearless C. Trusting D. Kind	10. What does Captain Goldsmith say to warn Margaret of her she goes another direction? A. "Don't fall so where the island is, or you walk the plank." B. "I've said the island was straight ahead." C. "You better find the treasure first." D. "No, Margaret. Where's the island?"	11. What does Margaret reveal about the treasure of the island? A. She doesn't know where it is. B. She made them sail in circles while her people took it. C. It's hidden far away on another island. D. She plans to keep the treasure for herself!	12. What does Captain Goldsmith vow never to do again after being tricked? A. Trust Floyd with important decisions. B. Believe a prisoner's story. C. Use a treasure map for guidance. D. Sail near Margaret's island.

Write A, B, C, or D in each box.

THE LIFETIME LEARNER

No Prep Printable Worksheet!

CENTER 2

True or False

DEADLY DECISIONS

Robert stared up at the group of pirates who had captured him. He had been sailing with his family when their boat was ambushed. The pirates were taking all their money before dragging him aboard. "Probably wondering why we took ya, kid," the pirate captain growled. "We're giving you a choice. You can either join us... or walk the plank."
 "Join you?" Robert gasped. "But I could never be a pirate!"
 "Those are your only choices, boy," the captain answered. Robert's mind spun with fear. If he joined the pirates, he'd never see his family again. But if he chose the plank, he'd drown in the water. Either way, it felt hopeless. Taking a deep breath, Robert said he'd join. The captain roared with laughter. But then, a voice called out. "Robert, over here! Jump!" Down below, he spotted his family's ship with everyone waving. They had come to rescue him.
 "Yes, sail! Jump!" his father shouted. Behind him, Robert could hear the pirates coming. Without hesitation, he leaped off and plunged into the water. Robert swam as fast as he could toward his family's boat. Strong hands pulled him aboard. His father hugged him tightly. "You rotten kid! The pirate captain believed from the deck. Get back here!"
 "Let's get out of here," Robert whispered breathlessly. The crew quickly turned the ship and caught the wind in their sails. They left the pirate vessel behind. As the familiar seas opened up before them, Robert felt a surge of relief. He was free.

THE LIFETIME LEARNER

TRUE ✓

Robert jumped off the pirate ship without hesitation when he saw his family's boat. **C**

TRUE ✓

The pirates followed Robert into the water to try to capture him again. **A**

Robert willingly offered to join the pirates without thinking about his options. **B**

Robert felt proud to have tricked the D. pirates into letting him escape. **D**

Robert whispered to the crew to get F. away quickly after he was rescued. **F**

Robert hesitated before deciding G. to join the pirates. **G**

Robert refused to jump into the H. water because he was too scared. **H**

Robert's family rescued him by I. defeating the pirates in a battle. **I**

Robert knew he would never see his J. family again if he joined the pirates. **J**

Hands-On Center:

Students decide if each card is true or false.

Name: _____

DEADLY DECISIONS

Put a T for true or an F for false in each box.

The pirates followed Robert into the water to try to capture him again. F	Robert willingly offered to join the pirates without thinking about his options. F
Robert jumped off the pirate ship without hesitation when he saw his family's boat. T	Robert felt proud to have tricked the D. pirates into letting him escape. F
The pirate captain laughed when Robert agreed to join the pirates. T	Robert whispered to the crew to get F. away quickly after he was rescued. T
Robert hesitated before deciding G. to join the pirates. T	Robert refused to jump into the water because he was too scared. F
Robert's family rescued him by defeating the pirates in a battle. F	Robert knew he would never see his J. family again if he joined the pirates. T

THE LIFETIME LEARNER

No Prep Printable Worksheet!

CENTER 3

Puzzles

A PIRATE'S TALE

A pirate sails the ocean blue,
With skies so gray and treasures new.
He steers his ship through waves so high,
Beneath the moon and starry sky.



His crew is brave, their hearts are bold,
They search for chests of gems and gold.
But lurking near, the sharks will swim,
Their fins cut through the waters grim.

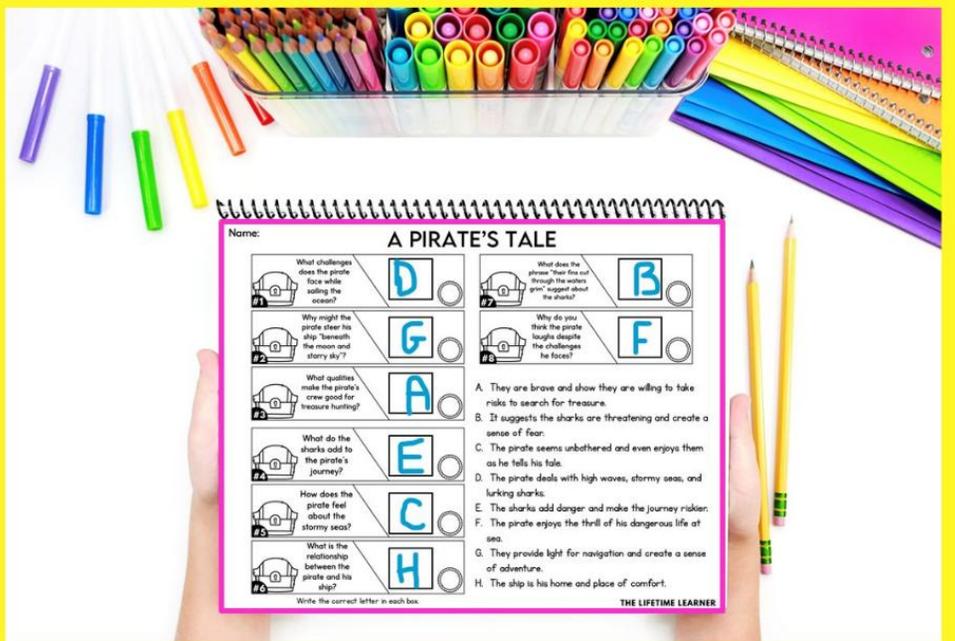
Through stormy seas and winds that wail,
The pirate laughs and tells his tale.
For though the sea is dark and wide,
His ship's the place he loves to ride.

THE LIFETIME LEARNER

#1 What challenges does the pirate face while sailing the ocean?	The pirate deals with high waves, stormy seas, and lurking sharks. D
#2 Why might the pirate steer his ship "beneath the moon and starry sky"?	They provide light for navigation and create a sense of adventure. G
#3 What qualities make the pirate's crew good for treasure hunting?	They are brave and show they are willing to take risks to search for treasure. A

Hands-On Center:

Students put each 2-piece puzzle together.



No Prep Printable Worksheet!

CENTER 4

Sorting Game

A DANGEROUS LIFE

Phoebe told Phoebe. "If I hadn't pulled you out of the way of the captain, you would have been careful. I don't want anything to happen to you!"
Phoebe said, "The life of a pirate is dangerous. I'll try to be more prepared."
Phoebe walked up to the two on the beach and pointed at Phoebe. "I want you to go steal the mayor's gold. It's in his house, guarded by the townspeople."
"What?" Phoebe couldn't believe her ears. She couldn't do something so scary.
"You heard me. Now get on it, pirate." The captain crossed his arms, waiting for her to go.
There was nothing else to do but follow Captain Peregrine's orders.
Phoebe raced to the village. She found the house, but it was surrounded by guards. "I need to sneak in," she whispered. Grabbing a box, she threw it in the road. The guards came to investigate. Phoebe slipped out the alley and sprinted to the back.
"Stop right there!" a voice ordered. She stumbled but kept running. An arrow whizzed past her. A few more arrows came her way, but she dodged them.
"This is too dangerous," she murmured. Her life was more important than gold. She ran and ran away. When Phoebe reached the beach, she faced Captain Peregrine. "I'm sorry, Captain, but I can't do this anymore. Being a pirate is too dangerous."
The captain looked disappointed but didn't argue. He frowned and walked away. Phoebe decided to leave the crew and start a new, safer life.

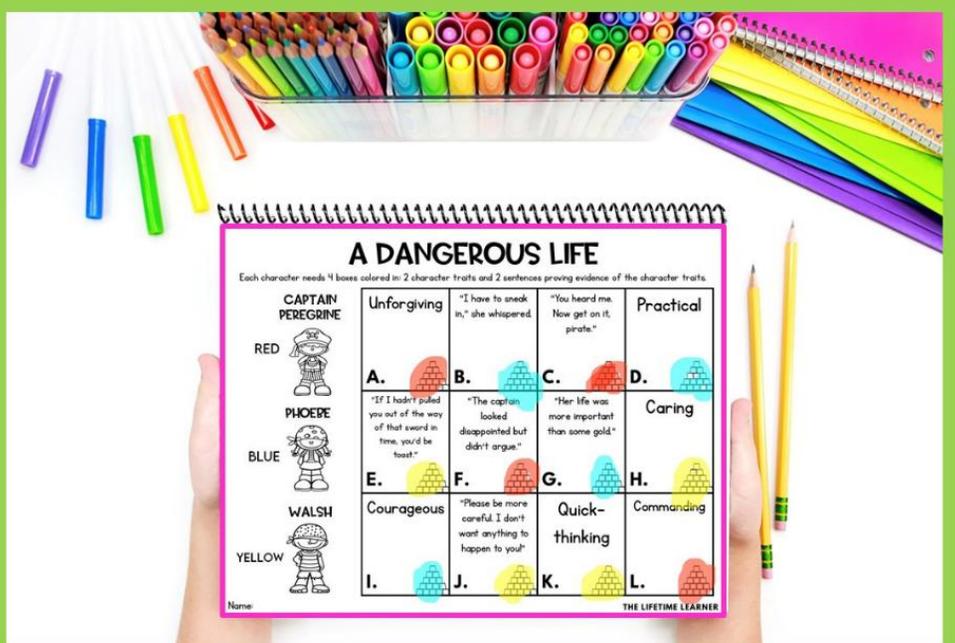
THE LIFETIME LEARNER

 Phoebe	Place 2 character traits and proof for each one from the story in these four boxes.	Trait	Trait	Proof
 Walsh	Place 2 character traits and proof for each one from the story in these four boxes.	Trait	Trait	Proof
 Captain Peregrine	Place 2 character traits and proof for each one from the story in these four boxes.	Commanding	Trait	Proof

Unforgiving Practical "The captain looked disappointed but..." "Her life was more important than some gold."

Hands-On Center:

Students sort each card onto the correct mat.



No Prep Printable Worksheet!

CENTER 5

Maze

SHERMAN'S STOLEN GOLD

...through the dim room, weaving between pirates' hammocks. The first ... pulled a **fast one** earlier. He swiped Sherman's share of treasure. ... Dunton got **away with murder** because of his friendship with Captain ...

... But tonight, Sherman was **bound and determined** to take back what ... Sherman reached Dunton's bed. The first mate was **out like a light**. Sherman **would fly** before Dunton would wake up. **In the blink of an eye**, he looked for ... wanted. He pulled out dirty socks, rusty coins, and a banana peel. He was **scared** **bottom of the barrel** until his fingers brushed something heavy and cold. Jack ... But as he left, his foot caught on a board. He **hit the deck**. Pirates awoke, ... they had **woken up on the wrong side of the bed**. Dunton sat up, **glaring daggers** you doing?" he barked. "Are you stealing from me?"

"What's the ruckus?" Captain Crowley said. "I **can't catch forty winks** and ... "Sherman's a dirty thief!" Dunton growled. "He's stealing from me!" Sherman took a deep breath. "When we split the treasure, Dunton took my ... said, his voice shaking but firm. "I was just taking back what's mine." A pirate near the back said, "He's telling the truth. You've been **robbing his** ... Dunton's face turned red as a beet. He grumbled, "Fine. Take your gold back. Sherman went to his bed, feeling guilty. **Two wrongs don't make a right**.

THE MAZE

Color your way through the maze by finding the correct definition of each idiom and following the correct answers. Start at the pirate. Finish at the treasure.

START! "Pulled a fast one" Tricked or deceived someone Ran in a race	"Woke up on the wrong side of the bed" Get out of bed late.	Someone in a bad mood.	"In the blink of an eye" Very quickly.
"Robbing him blind" Stealing a bit from someone.	"Bound and determined" Tied up and unable to move.	Responding to someone else's wrongdoing with another bad action that does not solve the problem.	"Two wrongs don't make a right" Making two errors will result in a correct answer.
"Hit the deck" Fell heavily.	"Gets away with murder" Escapes punishment for bad behavior.	Wins a prize for solving a mystery.	"Scraping the bottom of the barrel" Looking for something deep down.
FINISH! Very unlikely or impossible.	"When pigs fly" Flying through the air.		"Glaring daggers"

Hands-On Center:

Students use their comprehension skills to make it through the maze.

A DANGEROUS LIFE

Each character needs 4 boxes colored in 2 character traits and 2 sentences proving evidence of the character traits.

CAPTAIN PEREGRINE RED	Unforgiving "I have to sneak in," she whispered.	"You heard me. Now get on it, pirate!"	Practical
PHOEBE BLUE	A. "If I hadn't pulled you out of the way of that sword in time, you'd be toast!"	"The captain looked disappointed but didn't argue."	Caring "Her life was more important than some gold."
WALSH YELLOW	E. Courageous	F. "Please be more careful. I don't want anything to happen to you!"	G. Quick-thinking H. Commanding
	I.	J.	K. L.

No Prep Printable Worksheet!

CENTER 6

Color by Code

What warning does Lulu give about the weather?

1. Color the answer red.

TRUSTING A WARNING

"Lulu wants a cracker!" squawked Captain Gridley's parrot. Chuckling, the captain reached into his pocket, pulled one out, and handed it to her. Lulu snatched it quickly. "Taste good?" he asked with a grin.

Very good, very good! Lulu chirped, fluffing her feathers in delight.

Captain Gridley leaned on the railing, gazing at the ocean. **The breeze ruffled his hair, and the waves sparkled.** "It's a perfect day for sailing. No clouds in sight," he said. Suddenly, Lulu bounced on his shoulder, **blue waves crashed. Storm coming! Big storm coming later. Careful, careful!** Captain Gridley scanned the clear sky in surprise. Though there was no sign of bad weather, he trusted Lulu's instincts.

"Pirates!" he called. "There's a storm coming! **Get all the valuables below deck and secure everything else!**"

"Aye, aye, Captain!" the crew shouted, **tying down barrels, stowing crates, and checking the rigging.** Hours later, dark clouds rolled in. **The once-calm sea turned rough.** By nightfall, **rain poured, wind howled, and thunder rumbled.** The crew huddled safely below deck thanks to Lulu. The storm raged, but nothing was lost. The ship held steady.

At sunrise, Captain Gridley patted Lulu's head. "Thanks, Lulu. You saved us all," he said. Lulu squawked happily, and **the captain knew he'd always trust her.**

What steps does the crew take to prepare for the storm?

2. Color the answer light blue.

What food does Lulu seem to enjoy the most?

4. Color the answer yellow.

Hands-On Center:

Students use the coloring task card questions to color in answers in the text.

TRUSTING A WARNING

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No Prep Printable Worksheet!

CENTER 7

Cut and Paste

LUCKY

“Gold be?” Red Hook murmured. The pirate had been searching for the gold on the island, but there was still no sign of treasure. Red Hook was deep in the island’s jungle. The air was hot, sticky, and much as he wanted to turn back, he knew he had to find the gold to satisfy his captain’s orders. Looking closer at the strange markings on a tree, Red Hook realized they weren’t random. “These markings... they’re pointing someplace.” His excitement growing as he put the pieces together in his head. “Could this be the treasure?” He started to jog to get there sooner.

Following the arrows, he soon came to a stream. He crouched beside it and noticed something unusual buried in the dirt. Digging with his hands, he dug up a black box. When he opened it, his heart raced. Inside was an old map. “It’s a treasure map! It will lead me to the gold!” Without wasting time, he began following its path. He darted through the greenery, and hopped over a log. The trail twisted and turned. After what felt like hours, he arrived at a cave hidden among the trees. This was the spot marked by the giant “X”. His eyes scanned the cave. A glint of light caught his attention. He was sitting on a high ledge above him. His heart soared, he’d done it!

CUT AND PASTE

Glue each definition where it belongs on each X marks the spot.

unearthed Dug something up or found something hidden in the ground.	secluded X	currently X	murmured X
humid Hot and sticky because there is a lot of moisture in the air.	darted X	deserted X	ledge X
Spoke in a very soft or quiet voice.	Empty, with no people around.	A narrow shelf or surface that sticks out from a wall or cliff.	Moved very quickly in a certain direction.
Happening right now.	Quiet and hidden away from other people or places.		

Hands-On Center:

Cut and paste each box where it belongs.

CUT AND PASTE

Glue each definition where it belongs on each X marks the spot.

unearthed Dug something up or found something hidden in the ground.	secluded Quiet and hidden away from other people or places.	currently Happening right now.	murmured Spoke in a very soft or quiet voice.
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No Prep Printable Worksheet!

CENTER 8

Write a Sentence

PIRATES CAN'T BE NICE

Captain Buckley roared. “What are you doing?”

“Feeding the birds?” Edric replied, looking at the flock near him.

“With our food?” Captain Buckley glared.

“They were hungry,” Edric mumbled.

“Edric, you’re a pirate! You need to be tough and mean!”

“But I don’t want to be those things,” Edric said softly.

“To be a pirate, you have to!” Captain Buckley shouted. S

feeling out of place. The next day, during a village raid, Edric. In an alley, he found a little girl crying. “What’s wrong?”

“I can’t find my mommy,” she sobbed.

“That must be scary. Want me to help you?” Edric asked.

“EDRIC, WHAT ARE YOU DOING?” Captain Buckley yelled, not helping kids!” Edric explained the young girl was lost.

“I don’t care! That’s not pirate behavior!” Captain Buckley. The girl spotted her mother and ran to her. Edric smiled and feels right.” Edric said. “I don’t want to be mean or scary. I a

“Fine! You were a dreadful pirate anyway,” Captain Buckley said. “Maybe I was,” Edric said, “but I’m not a dreadful person. I made the right choice.”

PIRATES CAN'T BE NICE

1. Edric doesn't enjoy being a pirate because he doesn't want to be mean or scary. This is shown when he feeds the birds and helps the little girl instead of stealing.

2. _____

3. _____

4. _____

5. _____

6. _____

1. How does Edric feel about being a pirate, and how do his actions show this?

Write the answer on your recording sheet.

Hands-On Center:

Students write the answer to each prompt on the lines.

PIRATES CAN'T BE NICE

1. How does Edric feel about being a pirate, and how do his actions show this?
Edric doesn't enjoy being a pirate because he doesn't want to be mean or scary. This is shown when he feeds the birds and helps the little girl instead of stealing.

2. What does Captain Buckley think it takes to be a pirate, and how does this differ from Edric's beliefs?
Captain Buckley believes pirates need to be tough, mean, and scary, while Edric believes in kindness and helping others.

3. What action does Edric take that shows he values kindness over being a pirate?
Edric helps the little girl find her mother instead of focusing on stealing during the raid.

4. What does Captain Buckley say about Edric at the end of the story, and how does Edric respond?
Captain Buckley says Edric was a dreadful pirate, and Edric responds by saying he may be a bad pirate but is not a bad person.

5. What is the lesson or moral of the story, and how does Edric's decision reflect it?
The lesson is that staying true to your values and being kind is more important than fitting into a role that doesn't feel right. Edric reflects this by choosing to leave piracy because it doesn't align with who he is.

6. How does Edric's kindness impact the little girl, and what does this show about his character?
Edric's kindness helps the little girl find her mother, showing he is compassionate and values helping others, even when it goes against what is expected of him as a pirate.

Write the answers to the questions in each box in complete sentences.

No Prep Printable Worksheet!

CENTER 9

Task Cards

1. Captain Hookhand prowled the deck with a purposeful pace. His hook gleamed in the golden glow of the setting sun. The pirate's parrot perched proudly on his shoulder.

2. The clang of Captain Hookhand's hook echoed. "Clink, clink!" it went as he tapped it. He waited for his crew to finish loading the cannons. The ropes creaked and groaned. Even the waves seemed to whisper. "Whoosh, whoosh!"

3. The sea seemed to hold its breath as Captain Hookhand's ship sliced through the waves. The wind howled angrily. Even the moon cast a close eye on the pirate below. It watched his every move with silent care.

Name: _____

FIGURATIVE LANGUAGE: CAPTAIN HOOKHAND

1. Paragraph #1 is alliteration because it uses phrases like: "Prince Peter paced palace doors polished boots" and "Princess Petunia perched peering at path", "waited for weeks", "perfectly patient pondered parents' return."

2. _____

3. _____

4. _____

5. _____

6. _____

Write what type of figurative language was used in each paragraph and how you know. **THE LIFETIME LEARNER**

Hands-On Center:

Students read each task card and write a response.



No Prep Printable Worksheet!

CENTER 10

Fill in the Blank

TO BECOME A PIRATE

"Do you think I can become a pirate?" Scarlet asked with determination.

Her mother smiled gently. "Why wouldn't you? What's making you doubt yourself?"

"Dad always says I can't because I'm a girl!" Scarlet muttered, frustrated. "But you're a pirate. So, how'd you do it? How'd you get the others to respect you?"

Her mother sighed. "It wasn't easy," she admitted. "You have to do something courageous to stand out. You need to earn pirates' loyalty."

"Wow!" Scarlet gasped, her eyes wide with admiration. "That's incredible! So, I need to do something impressive like that to prove myself?" Her mother nodded.

The next day, Scarlet woke with a plan. She was going to prove she had what it took. There were treasure maps no one had been able to figure out, but Scarlet knew she could crack one. Sneaking into the captain's cabin, she retrieved a map.

"Those marks mean water," she said. "And the dots are rocks! It must be a cave!"

The ship was already at the island. Scarlet grabbed a lantern and headed off. She navigated through trees and found the cave. Behind stones, she uncovered a treasure chest. The hardest part was lugging the chest back to the ship, but Scarlet pushed through. When she reached the deck, her father was there.

"I found it," she said, her voice trembling. "All by myself. Can I be a pirate?"

Her father stared at her in astonishment, his tough exterior melting into a grin.

"Scarlet, that's incredible! Of course, you can become a pirate now!"

WORD BANK:

Use the word bank to fill in the missing words from the passage.

- admiration
- trembling
- determination
- retrieved
- loyalty
- exterior
- courageous
- lugging

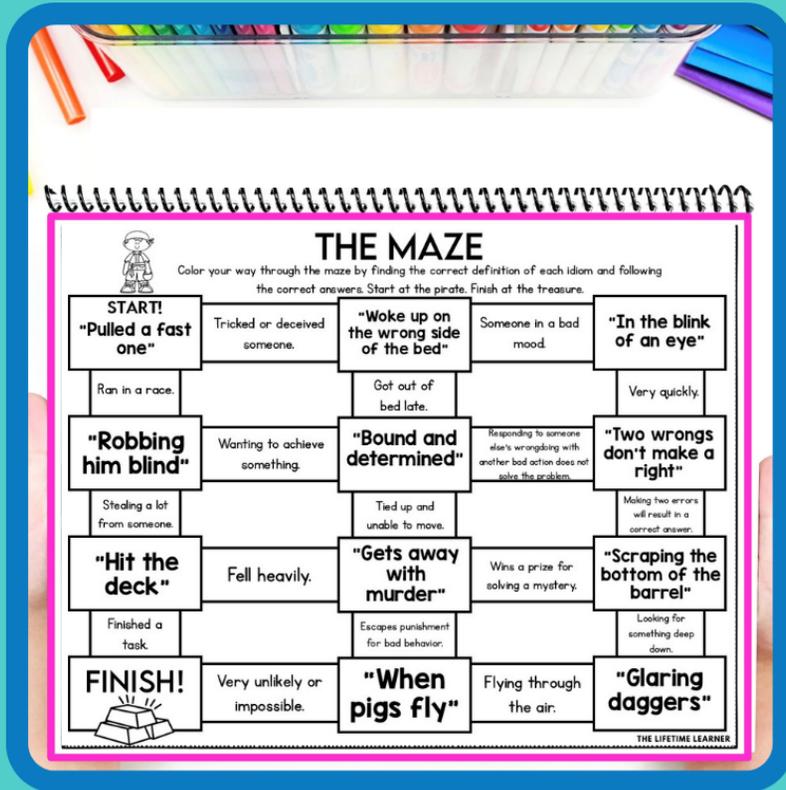
Hands-On Center:

Students read the passage and use words from the word bank to fill in the blanks as they read.

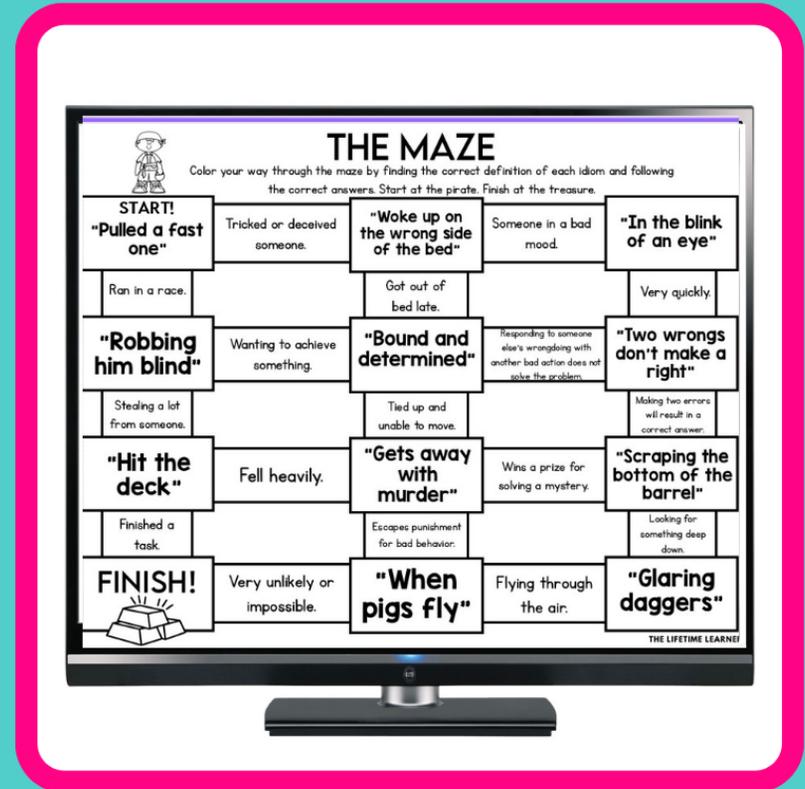


No Prep Printable Worksheet!

PRINT & DIGITAL



Print & Go



Google Slides

Choose the format
that works best for you!

HOW TO USE THIS:

Ideas for Implementation:

- pick and choose the centers you want to use: do what works best for your class!
- give less than 10 centers to students if you are short on time
- give students the whole day to complete all 10 centers/activities OR spread the room transformation out over a couple of days
- use the hands-on centers during your room transformation and the no-prep printables as a review during your reading block

A DANGEROUS LIFE

"That was a close call," Walsh told Phoebe. "If I hadn't pulled you out of the way of sword, you'd be toast. Be careful. I don't want anything to happen to you!" Phoebe nodded. "The life of a pirate is dangerous. I'll try to be more prepared."

Captain Peregrine walked up to the two on the beach and pointed at Phoebe. "I want to go steal the mayor's gold. It's in his house, guarded by the townspeople." "What?" Phoebe couldn't believe her ears. She couldn't do something so scary. "You heard me. Now get on it, pirate." The captain crossed his arms, waiting for her to go. There was nothing else to do but follow Captain Peregrine's orders.

Phoebe raced to the village. She found the house, but it was surrounded by guards. "I have to sneak in," she whispered. Grabbing a box, she threw it in the road. The guards came to see what had happened. Phoebe slipped out the alley and sprinted to the beach.

"Stop right there!" a voice ordered. She stumbled but kept running. An arrow whizzed past her. That was close! A few more arrows came her way, but she dodged them.

"This is too dangerous," she murmured. Her life was more important than gold. She ran and ran away. When Phoebe reached the beach, she faced Captain Peregrine. "I'm sorry, Captain, but I can't do this anymore. Being a pirate is too dangerous." The captain looked disappointed but didn't argue. He frowned and walked away. Phoebe decided to leave the crew and start a new, safer life.

THE LIFETIME LEARNER

Character Cards:

- A. Unforgiving
- D. Practical
- F. "The captain looked disappointed but didn't argue."
- G. "Her life was more important than some gold."

Character Centers:

- Phoebe:** Place 2 character traits and proof for each one from the story in these four boxes. Trait: "I have to sneak in," she whispered. Proof: B.
- Walsh:** Place 2 character traits and proof for each one from the story in these four boxes. Trait: "If I hadn't pulled you out of the way of that sword in time, you'd be toast." Proof: E.
- Captain Peregrine:** Place 2 character traits and proof for each one from the story in these four boxes. Trait: Commanding. Proof: "You heard me. Now get on it, pirate." C.

What Skills are Included?

Fiction Skills:

- use illustrations to understand text
- text evidence
- character traits
- context clues
- lesson & message
- critical thinking skills
- compare & contrast
- written comprehension
- reading comprehension
- review of multiple skills

A DANGEROUS LIFE

"That was a close call," Walsh told Phoebe. "If I hadn't pulled you out of the way of that sword, you'd be toast. Be careful. I don't want anything to happen to you!"

Phoebe nodded. "The life of a pirate is dangerous. I'll try to be more prepared."

Captain Peregrine walked up to the two on the beach and pointed at Phoebe. "I want

A DANGEROUS LIFE

Each character needs 4 boxes colored in: 2 character traits and 2 sentences proving evidence of the character traits.

CAPTAIN PEREGRINE

Unforgiving

"I have to sneak in," she whispered.

"You heard me. Now get on it, pirate."

Practical

DEADLY DECISIONS

Swallowing hard, Robert stared up at the group of pirates who had captured him. Moments ago, he had been sailing with his family when their boat was ambushed. The pirates ransacked everything. They took all their money before dragging him aboard.

"Yer probably wondering why we took ya, kid," the pirate captain growled. "We're giving you a choice. You can either join us or walk the plank."

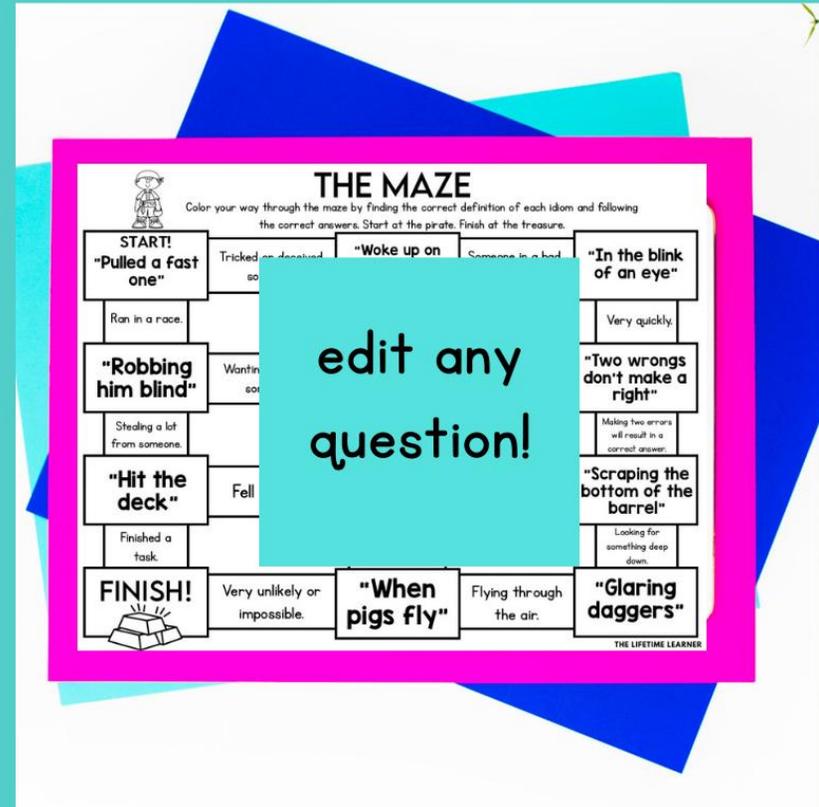
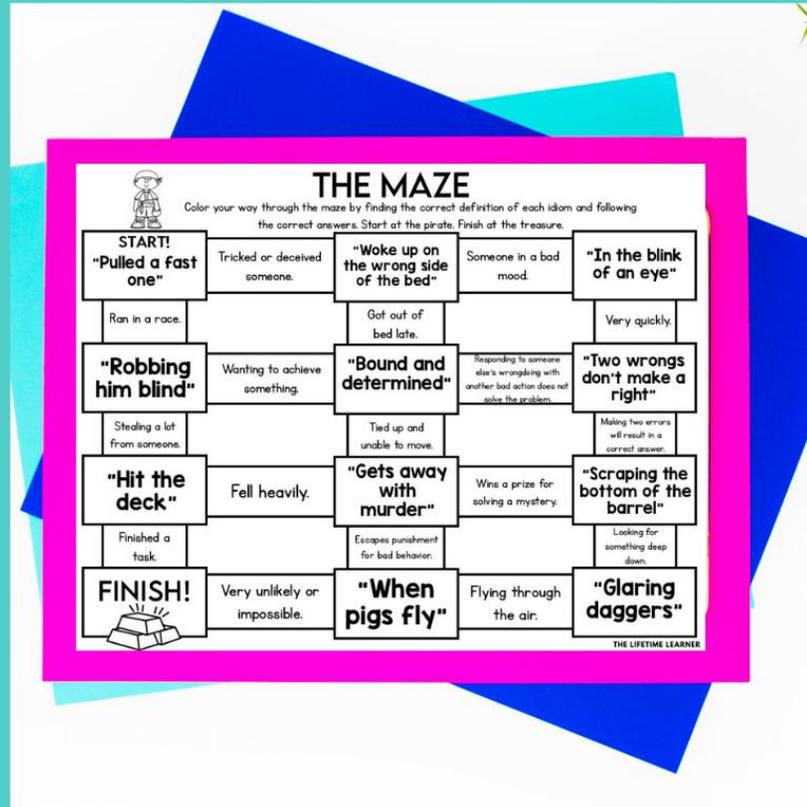
Name: _____

DEADLY DECISIONS

Put a T for true or an F for false in each box.

The pirates followed Robert into the water to try to capture him again.	A.	Robert willingly offered to join the pirates without thinking about his options.	B.
Robert jumped off the pirate ship without hesitation when he saw his family's boat.	C.	Robert felt proud to have tricked the pirates into letting him escape.	D.
The pirate captain laughed when Robert agreed to join the pirates.	E.	Robert whispered to the crew to get away quickly after he was rescued.	F.
Robert hesitated before deciding to join the pirates.	G.	Robert refused to jump into the water because he was too	H.

The no prep printable questions are 100% editable!



10 Pre-Made
Centers
(Print & Go)

10 Pre-Made
Centers:
Editable Version

2 Versions Included

other resources this pairs well with:

Grab the 3-5 reading room transformation for additional passages!

Or, add in some math to your themed learning day!



PIRATE day ELA nonfiction review

GRADES 3-5 READING

EDITABLE ROOM TRANSFORMATION

By: The Lifetime Learner

This image shows a classroom decorated for a pirate-themed ELA nonfiction review. The room is filled with tables covered in red cloths, each with a pirate-themed activity. The walls are decorated with pirate flags and skull-and-crossbones motifs.



PIRATE day compare fractions 3.NF.3

3RD GRADE MATH

EDITABLE ROOM TRANSFORMATION

By: The Lifetime Learner

This image shows a classroom decorated for a pirate-themed math activity focusing on comparing fractions (3.NF.3). The room is filled with tables covered in red cloths, each with a pirate-themed activity. The walls are decorated with pirate flags and skull-and-crossbones motifs.



PIRATE day compare fractions 4.NF.2

4TH GRADE MATH

EDITABLE ROOM TRANSFORMATION

By: The Lifetime Learner

This image shows a classroom decorated for a pirate-themed math activity focusing on comparing fractions (4.NF.2). The room is filled with tables covered in red cloths, each with a pirate-themed activity. The walls are decorated with pirate flags and skull-and-crossbones motifs.



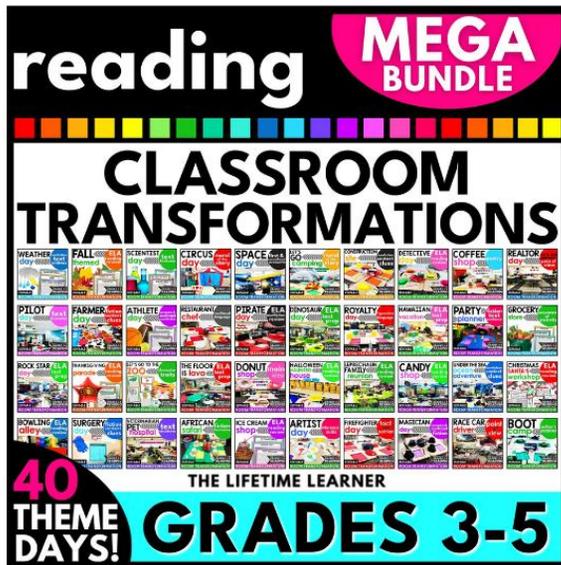
PIRATE day coordinate plane graphing 5.G.1

5TH GRADE MATH

EDITABLE ROOM TRANSFORMATION

By: The Lifetime Learner

This image shows a classroom decorated for a pirate-themed math activity focusing on coordinate plane graphing (5.G.1). The room is filled with tables covered in red cloths, each with a pirate-themed activity. The walls are decorated with pirate flags and skull-and-crossbones motifs.



reading MEGA BUNDLE

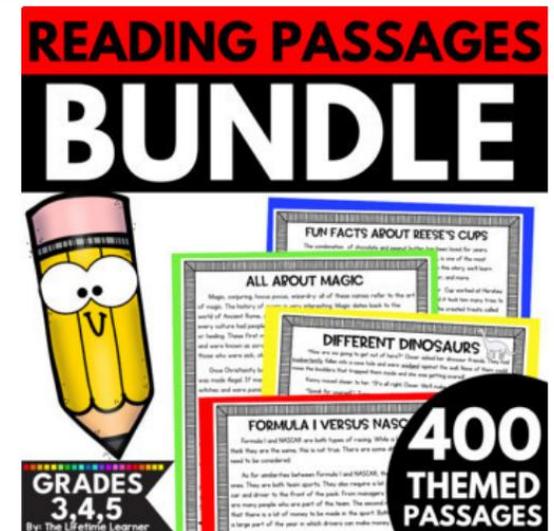
CLASSROOM TRANSFORMATIONS

40 THEME DAYS! GRADES 3-5

THE LIFETIME LEARNER

This image is a promotional graphic for a 'Reading Mega Bundle' featuring 40 themed classroom transformations for grades 3-5. It displays a grid of 40 small thumbnail images, each representing a different theme like 'Pirate Day', 'Pilot', 'Farmer', etc. The text '40 THEME DAYS!' and 'GRADES 3-5' is prominently displayed at the bottom.

When you purchase a Mega Bundle, you save 50% off the price of the individual resources!



READING PASSAGES BUNDLE

400 THEMED PASSAGES

GRADES 3, 4, 5

By: The Lifetime Learner

This image is a promotional graphic for a 'Reading Passages Bundle' containing 400 themed passages for grades 3, 4, and 5. It features a cartoon pencil character and several sample passage cards with titles like 'Fun Facts About Reese's Cups', 'All About Magic', 'Different Dinosaurs', and 'Formula I Versus NASA'. The text '400 THEMED PASSAGES' and 'GRADES 3, 4, 5' is prominently displayed.

Add On Pack Bundle!

classroom transformations

low prep, fun, and engaging!



K-5 MATH & READING



Please Note:

- **This is not a stand-alone room transformation.**
- **There are no decorations included.**
- **There are 10 reading passages and activities provided.**
- **The questions are editable. The passages are not.**
- **The digital version is provided in Google Slides.**
- **This Add on Pack aligns with my math & reading classroom transformations.**
- **Let me know if you have ANY questions! You can email me at lindsaythelifetimelearner@gmail.com**