



Command the Crew

Try your hand at commanding a crew like Captain Hull.

How to play:

- Choose one person to be the Captain.
- Use tape or other objects to make a large outline of the deck of *Constitution* (see below).
- The Captain calls out commands from the list below that his or her crew must quickly follow. Crewmembers who don't follow the command are out!
- Go over all the commands before starting to make sure everyone knows what to do.

Commands:

- **“Captain’s Coming!”**: The crew stops where they are and stands at attention with their feet together, arms at their sides, and standing up straight
- **“Man Your Boats!”**: The crew lines up single file in the middle of the ship area and pretends to row
- **“At Ease!”**: The crew stands with their feet apart and hands clasped together behind their backs
- **“Holystone the Deck!”**: The crew gets on their hands and knees and pretends to scrub the floor
- **“Seagull!”**: The crew ducks and covers their heads
- **“Crew to . . . ”**
 - » **Starboard** (right) **side**
 - » **Port** (left) **side**
 - » **Bow** (front of the ship)
 - » **Stern** (back of the ship)
- **Add other commands, like “salute,” “look through a telescope,” “climb to the sails,” etc. Be creative!**

