

CAPTAIN BOB'S SUMMER QUEST

10+
EASY FAMILY
ADVENTURES



PIRATE'S BOOTY



Captain Bob would like to see
your crew's summer adventures!
Tag @PiratesBooty on social



This summer, Captain Bob's Summer Quest is here to help families discover easy, fun ways to connect through play and create lasting memories together.

Inside you'll find activities that spark creativity, encourage exploration and inspire unforgettable family memories. But Captain Bob couldn't do it alone, so he enlisted his trusty mates: expert babysitter Chelsea Anderson (@chelsea_explains); and actress, comedian, and mom Ellie Kemper (@elliekemper), to help create this Summer Quest.

Some activities are crafty—others get you moving! Some are perfect for sunny days outside, while others are made for stormy days indoors. Best of all, each activity is designed to use household items you probably already have.

Ready to hoist the sails and chase adventure? Treasure awaits!

Parent/Guardian Notice: This activity book is provided for use by parents, guardians, or other responsible adults with their children. Parents and guardians are responsible for supervising their children's participation in the activities and determining whether the activities are appropriate for their child's age, abilities, and circumstances. All activities should be completed in a safe manner and in accordance with any applicable instructions or warnings.



ANCIENT TREASURE

The only thing pirates love more than the sea?
***Treasure.* You just need somewhere to hide it...**

Let's create our own ancient treasure map where X marks the spot.

Before we start drawing:



1 Crumple up a piece of paper, then smooth it back out.



2 Steep a tea bag or wet some coffee grounds with water (*ask a parent to help!*).



3 Brush, steep, or dip your map into coffee or tea to give it the look of old pirate parchment.

Start to draw:

Once your paper has dried, pick a hiding spot in your local park, neighborhood, or backyard. Mark it with an X and draw the surrounding area in as much detail as you can. Put a parent to the test and see if they can find the treasure in time!

CHELSEA'S TIPS

Age Your Treasure Map

Gently smudge charcoal around the edges of your paper for a worn, vintage look or shade with a brown or gray crayon!

 **Rainy day?**
Pick a hiding spot indoors and map your home!





CREATE A COMPASS

As sailors, we need to know true north. But we don't always have a handy compass. So we need to be able to make one on the fly...

What you'll need:



Needle



Kitchen magnet



Small bowl filled with water



Leaf that can comfortably rest inside the bowl



Parent Supervision Required

Activate your compass

Rub the needle against the magnet 50-100 times. Place the leaf at the center of the bowl of water, and lay the needle on top of the leaf. Watch the needle slowly point north.

Bonus:

Now that we know north, we can build the compass even further.

Grab a piece of paper or cardboard and rest the bowl of water in the center. Mark where the leaf pointed and write down "north." Trace a circle around the bottom edge of the bowl. Using a ruler, lay it across the bowl so it runs over the needle. Mark "south" at the bottom edge of the circle where the ruler crosses. For east and west, place the ruler across the bowl so the ruler crosses through the middle of the needle. "East" will be on the right side of your drawing. "West" will be on the left side.





CAPTAIN'S CLOSET

We don't just love **playing pirates**.
It's extra fun **becoming pirates**.

You can be creative in how you talk, walk and dress like a pirate!

Dressing Up:

Pirates love layers and accessories. You can:

- Put on a jacket or vest over a button-up shirt
- Secure a scarf or tie around your waist like a sash
- Wrap a buckled belt over your body diagonally, resting on one shoulder and going under the other
- Add as many pieces of costume jewelry as possible. Pirates love jewelry!

ELLIE'S TIPS

Walking the walk...

Let's get into character! Are you a legendary pirate who moves with confidence? Are you a feared pirate who is shifty and unpredictable? Maybe you walk in zig zags because you're new to sea. Have fun exploring what moves you!



White button-up shirt

Roll up your sleeves to the elbow!

Pirate cap

Use a standard bandana to make a hat or headband.

Paper bag vest

☀ Parent Supervision Required

Use scissors to transform a paper grocery sack into a pirate vest. Use markers to personalize it!

Shoulder strap

Wear an adult size belt across your body.

Striped shirt

Wear as a shirt alternative if you don't have a button-up option available.

Trusty hook

Use a plastic cup and tinfoil to construct a makeshift hook.

Scarf belt

Tie a scarf around your waist.

Toy Sword

Make a pretend sword out of cardboard and wrap tinfoil around the blade. Tuck into your belt for safe keeping!

Homemade jewelry

Roll and twist aluminum foil to create shiny bracelets to wear on your wrists.

Sweatpants

Roll up the legs on a pair of dark colored sweatpants. Aim for knee height!

Socks or Boots

If playing indoors, use a pair of black socks! If playing outdoors, use a pair of black boots or dress shoes.



CHALK COVE

Unveil your own oasis on your sidewalk or driveway!

Bring a secret seaside hideaway to life by drawing your own little cove. Surround your watering hole with treasure chests, starfish, rocky channels, mermaids and more—wherever the chalk takes you! Just like in nature, every cove is different, filled with little details and stories that make it completely your own.



Want to make your colors brighter?

Fill a bucket with water and dip the piece of chalk in it before drawing.



Want to make the water look extra realistic?

You can blend different shades of blue together by spraying an area of the chalk drawing with a spray bottle. Experiment with light blues, dark blues, purples, and more.

Easy Level

SHELL



PALM TREE



STARFISH



Medium Level

ANCHOR



CRAB



SHARK



TREASURE CHEST



Advanced Level

OCTOPUS



PIRATE SHIP



PARROT





FLY YOUR OWN FLAG

"Hoist the colors!" Every great pirate needs a flag as legendary as them. It's time to create yours!

Start by sketching your design on paper. Experiment with different colors and symbols that represent your crew. Once you're happy with it, display your masterpiece on the fridge!

Now grab an old t-shirt, preferably a plain white tee. With a parent's help, cut the sleeves off so you have a rectangle. Now you have your blank canvas to draw the design that is yours and yours alone! Use markers for easy coloring and easy drying.

Decorate your flag:

- **Quick dry:** Use markers to draw detailed shapes, write words or anything else you can think of!
- **Longer dry:** Find an old kitchen sponge and use scissors to cut shapes to use as stamps. Dip your sponge shapes into acrylic paint and press onto your shirt.

☀ Parent Supervision Required



Pirate symbols and their meaning



Strength



Persistence



Control



Danger



Good Luck



Unity

Hoist your flag:

When you're done designing your flag, hoist it for all to see!



- ◀ Use a broomstick as a pole and attach your flag using large binder clips or tape!



MESSAGE IN A BOTTLE

A mysterious message has washed ashore...But who sent it?

Write (or draw) your own secret message for friends or family. Roll it up and place it inside an empty soda bottle or container. Then hide your bottle somewhere for another player to find. Or "cast it out to sea" by rolling it across the room.

When someone discovers it, they have to read the message and write back. They send it "across the high seas" once more.

Go back and forth to have the most adventurous conversation.



What if you coded the message?

Here are some simple tricks to make sure non-players can't read what you write...

Number code:

Instead of writing letters, use numbers for their order in the alphabet.

A is 1. B is 2. And so on... **"4-9-7 / 8-5-18-5"** means **"DIG HERE."**

Pirate shift:

Simply shift the letters of the alphabet by one, two or three spaces. If shifting by one space, then **A is B, B is C.** And so on.

"FKI JGTG" means **"DIG HERE."**

Code guide:

1 = A	8 = H	15 = O
2 = B	9 = I	16 = P
3 = C	10 = J	17 = Q
4 = D	11 = K	18 = R
5 = E	12 = L	19 = S
6 = F	13 = M	20 = T
7 = G	14 = N	21 = U

22 = V
23 = W
24 = X
25 = Y
26 = Z





CAPTAIN'S ORDERS

Listen up, mateys! Captain Bob is handing you the captain's hat

In this game, the only rules are the ones you make. But can players do only what the **"captain says?"**



Game example:

*"Captain says...
hop on one leg!"*

*"Captain says...
squawk like a parrot!"*

*"Cover one eye
like an eyepatch!"*

Wait!

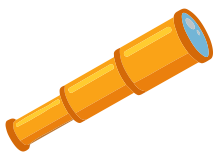
Did you just cover your eye?

Then you're out— because they didn't say **"Captain says..."** This keeps going until there's one player left, and they win! That player gets to be the next "captain" giving the orders.

Rule ideas:

- Touch toes
- Walk the plank
- Hop on one foot
- Salute Captain
- Hum a tune
- Cover one eye
- Blink fast
- Spin once
- Clap three times
- Use spyglass
- Stand on tiptoes
- Shout "Ahoy!"
- Superhero pose
- Hook hand
- Air guitar
- Flap parrot wings
- Jumping jacks
- Row boat
- Read treasure map
- Dig for treasure
- Funny face
- Steer ship
- Wave
- Roar like Kraken
- Stick tongue out
- Balance on one leg
- Shout "hurray!"
- Bite gold coin
- Touch nose
- Freeze
- Hoist sails
- Wiggle fingers
- Yell "Arrrgh!"
- Jump high
- Pull anchor
- Sit down
- Quack like duck
- Snap fingers
- Point at a friend





PIRATE INVENTIONS

When you're out at sea, you can't always stop for supplies. *You have to get inventive – a good pirate learns to invent!*

So let's tinker our way to new tools step by step!



ELLIE'S TIPS

Inventing even more uses

Creativity isn't always about doing things by the book... Try to come up with different uses for each of the "tools" you made to practice creativity in different ways. "Make believe" can lead to new inventions!

Parent Supervision Recommended



Spyglass

What you'll need:

- Empty paper towel tube
- Plastic wrap
- Rubber bands
- Blue marker

Wrap a piece of plastic wrap tightly over one end of the paper towel tube and secure it with rubber bands to create your "lens." With a marker, color the bottom half of your plastic lens blue, to look like the ocean you're looking out to. You can even color the paper towel tube gold for an authentic spyglass look.

Finished? Hold the other end up to your eye and look through your homemade spyglass. Scan the horizon for treasure or trouble!



Shark Alarm

What you'll need:

- Water bottle
- Measuring spoon
- String

Slip a measuring spoon onto the string and place spoon inside the water bottle so it can swing free. Tie the water bottle shut with string and hang it like a bell. When you shake or tap it, the spoon clangs against the water bottle like a loud "shark alarm."

Hang it nearby and ring it whenever sharks—or parents!—are spotted.



Trusty Hook

What you'll need:

- Paper or plastic cup
- Scissors
- Cardboard
- Aluminum foil

Cut a hook shape out of cardboard (like a question mark without the bottom dot). Wrap it in aluminum foil to make it look like silver. Grab a paper or plastic cup that's big enough for your hand to fit inside. Have a parent cut a hole or slit in the bottom of a cup that is just big enough for the bottom of the hook to poke through. You have a pirate hook! Now put your hand in the cup, grab the cardboard edge inside and say your fiercest "Arrrgh matey!"

MINI GAME

AYE AYE SPY

Great for outdoors, indoors, or road trips!

All hands on deck! Grab your spyglass and start scanning the horizon...

One player says, "Aye aye spy with my little eye..." and gives a clue about something they can see, while the rest of the crew tries to guess what it is. Clues continue until a player guesses right. That player then earns the next turn at the helm as the new "Aye aye spy" clue giver.

Grab the spyglass you made earlier to make the game even more fun.



MINI GAME

SHARK SIGHTED

Rainy day activity!

The seas can be rough. We need to be fast and agile!

To practice, make an obstacle course inside or outside (*check with your parents before starting the game to make sure both you and the furniture are safe*). You can use cushions, towels, chairs, pillows, blankets, and more placed around the room.

The rules are simple: All players except one walk around the room until the "spotter" player calls out "*shark sighted!*" All other players must jump to a safe zone off the floor.

The last player to jump to a safe zone is eliminated this round. A new "shark sighted" is called out until there is one winner.



MINI GAME

CAPTURE THE BANDANA

*Perfect for when
you have more than
3 in your crew!*

Stealth and daring are key! Who will be the *fleet* of foot?...

Each team hides (and guards!) a bandana or small "flag" (like the ones you made in the Fly Your Own Flag activity). The other team tries to sneak in and claim it as their prize. Scout the area, plan your approach, and make your move without getting caught!

If a defender tags you, you'll have to go back to your base before you can go for the other team's bandana again. Move fast, stay sneaky, and work together. Snag their bandana and race it back to your side to win, all while defending your treasure!



MINI GAME

GO FISH

*Grab a deck of cards for
a quick round on the go!*

Ahoy, card sharks! It's time to see who's the best "fisher" across the seas.

Gather your crew, deal five cards to each player, and keep the rest in a pile. This will be the "fishing pond."

On your turn, ask another player if they have a card rank you already hold ("Got any queens?"). If they do, they must hand them over—all of them. If not, they'll tell you to "Go Fish!" You draw a card from the pond and end your turn.

If a player gets four of a kind (for example, all four Queens) they lay the set down for all to see. No one can ask for that rank anymore. The game continues until all sets are claimed, and the pirate with the most sets wins!



PIRATE'S BOOTY