

### **Ahoy There Me Hearties!**

Ahoy there me Hearties! Treasure Island I see!  
Dripping in treasures for you and for me  
I spy me a fan! Oh imagine my bliss  
I just can't stop going like this, like this, like this, like this

**Action:** Use paper fans to fan learners. Vary speed and proximity to give different sensations and place fan in different positions around the learner's body. Depending on your learner, you may wish to introduce a fan connected to a switch to encourage and develop their concept of cause and effect.

Ahoy there me Hearties! Treasure Island I see!  
Dripping in treasures for you and for me  
I spy me some coins! Oh imagine my bliss!  
I just can't stop going like this, like this, like this, like this

**Action:** Use a selection of coins to jingle for the learners. Depending on your learner this may be best done in a small net bag, a bowl, or in their hand. They could be jingled in the learner's eye line for visual stimulus of the movement or around the head and ears to give the learner an opportunity for listening and auditory tracking.

Ahoy there me Hearties! Treasure Island I see!  
Dripping in treasures for you and for me  
I spy me some coffee! Oh imagine my bliss!  
I just can't stop going like this, like this, like this, like this

**Action:** Provide the learner with ground coffee in a small bowl or tray. The coffee can provide the learner with the opportunity to smell as well as taste.

Ahoy there me Hearties! Treasure Island I see!  
Dripping in treasures for you and for me  
I spy me some jewels! Oh imagine my bliss!  
I just can't stop going like this, like this, like this, like this

**Action:** Provide the learner with a variety of 'jewels'. The beads should be in a variety of shapes and bright colours. They may be presented loose in trays or bowls for the learners to touch and lift, or as strings of beads to run their hands through.

Ahoy there me Hearties! Treasure Island I see!  
Dripping in treasures for you and for me  
I spy me some palm leaves! Oh imagine my bliss!  
I just can't stop going like this, like this, like this, like this

**Action:** *Make large palm leaves from card. The learners can be involved in this by using their hands, feet or sponges to paint. Waft the leaves around the learners in slow motion to allow them to feel the breeze, see the movement and anticipate the next breeze.*

Ahoy there me Hearties! Treasure Island I see!  
Dripping in treasures for you and for me  
I spy me some coconuts! Imagine my bliss!  
I just can't stop going like this, like this, like this, like this

**Action:** *Use half coconut shells to make noises around the learners. Support the learners to make sounds with the coconut shells and to feel the texture of the outer shell.*

Ahoy there me Hearties! Treasure Island I see!  
Dripping in treasures for you and for me  
I spy me a waterfall! Imagine my bliss!  
I just can't stop going like this, like this, like this, like this

**Action:** *Use either water sprays or bowls/trays of water for the learners to feel water on their skin. Some learners may prefer warm/cold water, water sprayed directly onto hands, or falling in a spray from above. Download a free waterfall app and encourage the learner to look at and listen to the waterfall. You may wish to display this onto an IWB or project onto a mosquito net surrounding the learner.*

Ahoy there me Hearties! Treasure Island I see!  
Dripping in treasures for you and for me  
I spy me a hammock! Oh imagine my bliss!  
I'll have pirate dreams just like this, like this, like this, like this

**Action:** *Staff should make the singing quieter and quieter towards the end of this verse and 'rock' the learner in whichever way is appropriate for the individual. As the singing finishes play a pirate sounds CD. Allow learners some time for processing and relaxation, maintaining physical contact with an adult if this is relaxing for them.*

**Final Action:** *Take the candle around the circle so that all learners can smell and track the flame, then blow the candle out to signify the end of the story session.*