Created in Partnership with the Disneynature Educational Team

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Acknowledgments

Disney's Animals, Science and Environment would like to take this opportunity to thank the amazing teams that came together to develop the "Pirates of the Caribbean: Dead Men Tell No Tales" Activity Packet. It was created with great care, collaboration and the talent and hard work of many incredible individuals. A special thank you to Dr. Mark Penning for his ongoing support in developing engaging educational materials that connect families with nature while inspiring a desire to protect the planet. These materials would not have happened without the diligence and dedication of Kyle Huetter who worked side by side with the scientists and educators to help create these compelling activities and authored the unique writing found throughout each page. A big thank you to Hannah O'Malley and Sarah Kelley whose creative thinking and artistry developed games and crafts into a world of outdoor exploration for the pirate in us all. Special thanks to directors Joachim Rønning and Espen Sandberg, as well as producer Jerry Bruckheimer, for creating such an amazing story that inspired the incredible activities found within this packet. Lastly, thank you to Samantha Rosenberg, Theresa Cross and Anastasia Ali-Noble at The Walt Disney Studios for their help and unwavering support of this project.

Allyson Atkins
Education Line of Business Manager
Disney's Animals, Science and Environment

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DISNEY AND JERRY BRUCKHEIMER FILMS PRESENT

PIRATES of the CARIBBEAN

DEAD MEN TELL NO TALES

IN THEATERS MAY 26

Johnny Depp returns to the big screen as the iconic, swashbuckling anti-hero Jack Sparrow in the all-new "Pirates of the Caribbean: Dead Men Tell No Tales." The rip-roaring adventure finds down-on-his-luck Captain Jack feeling the winds of ill-fortune blowing strongly his way when deadly ghost sailors, led by the terrifying Captain Salazar *(Javier Bardem)*, escape from the Devil's Triangle bent on killing every pirate at sea—notably Jack. Jack's only hope of survival lies in the legendary Trident of Poseidon, but to find it he must forge an uneasy alliance with Carina Smyth *(Kaya Scodelario)*, a brilliant and beautiful astronomer, and Henry *(Brenton Thwaites)*, a headstrong young sailor in the Royal Navy. At the helm of the Dying Gull, his pitifully small and shabby ship, Captain Jack seeks not only to reverse his recent spate of ill fortune, but to save his very life from the most formidable and malicious foe he has ever faced.

DISNEY AND JERRY BRUCKHEIMER FILMS PRESENT JOHNNY DEPP "PIRATES OF THE CARIBBEAN: DEAD MEN TELL NO TALES" JAVIER BARDEM BRENTON THWAITES KAYA SCODELARIO KEVIN R. MCNALLY AND GEOFFREY RUSH MUSIC BY GEOFF ZANELLI COSTUME DESIGNER PENNY ROSE FILM EDITORS ROGER BARTON LEIGH FOLSOM BOYD PRODUCTION DESIGNER NIGEL PHELPS DIRECTOR OF PHOTOGRAPHY PAUL CAMERON, ASC EXECUTIVE PRODUCERS MIKE STENSON CHAD OMAN JOE CARACCIOLO, JR. TERRY ROSSIO BRIGHAM TAYLOR PRODUCED BY JERRY BRUCKHEIMER BASED ON THE FILM SERIES PIRATES OF THE CARIBBEAN BASED ON CHARACTERS CREATED BY TED ELLIOTT & TERRY ROSSIO AND STUART BEATTIE AND JAY WOLPERT STORY BY JEFF NATHANSON AND TERRY ROSSIO SCREENPLAY BY JEFF NATHANSON DIRECTED BY JOACHIM RØNNING AND ESPEN SANDBERG

IN DISNEY DIGITAL 3D, REAL D 3D AND IMAX 3D

disney.com/pirates

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CAPTAIN
JACK SPARROW

The greatest pirate who ever lived, Captain Jack Sparrow is a legendary buccaneer with the charm, smarts, and savvy to get himself out of any bind - for freedom is his greatest treasure. But with his beloved ship, the Black Pearl, trapped in a bottle and his luck seemingly run out, this rebellious maverick must find a way to recapture "the pirate's life" while facing his deadliest enemy yet, the ghostly Captain Salazar.

HENRY

Henry is a young sailor in the British Navy who has dedicated his life to the sea, learning all he can about nautical lore and the nefarious pirates who call the ocean home. With this knowledge, Henry searches the seas for the legendary Trident of Poseidon, and the one man who can help him find it: Captain Jack Sparrow.

CARINA SMYTH

A brilliant thinker, Carina Smyth is a woman ahead of her time, often accused of being a witch for her interests in astronomy, time, and mathematics. With her bold spirit and keen intellect, Carina wishes not only to prove herself as a legitimate scientist, but also to unravel a great mystery about where she came from, who her unknown father was, and who she truly is meant to be.

CAPTAIN
ARMANDO SALAZAR

Once the greatest pirate hunter who ever roamed the seas, the ghostly Captain Salazar is a severe and terrifying force to be reckoned with for any who cross him. With his crew of undead soldiers aboard his ship, the dreaded Silent Mary, Salazar will stop at nothing to seek revenge against his greatest enemy, Captain Jack Sparrow.

CAPTAIN
HECTOR BARBOSSA

The cunning Captain Barbossa is a master manipulator and shrewd bargainer who plays all the angles and forges dangerous alliances to further his power and pirate fortune.

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An army of dead are coming straight for you, Jack, to seek revenge as the dead man's tale is told.

Along their quest for revenge, the terrifying Captain Salazar and his deadly ghost sailors always leave one man left alive to tell the tale. This credo saved young Henry from the sword's demise and led him to his fateful adventure with Captain Jack Sparrow and Carina Smyth as they set out to find the legendary Trident of Poseidon.

Now, you too can set out on your own adventure through the "Pirates of the Caribbean: Dead Men Tell No Tales" Activity Packet. The pages ahead extend the viewing experience of the film, offering puzzles, crafts and games that only the cleverest of pirates can complete. Observe the stars above, face off with a fellow mate in battle and live to tell a new tale of adventure from the Devil's Triangle. Do you need a little persuasion or is the pirate's life for you? Turn the page and find out for yourself. And don't miss "Pirates of the Caribbean: Dead Men Tell No Tales" in theaters May 26.

CREATE A SPYGLASS

Pirates of the Caribbean: Dead Men Tell No Tales" inspires the explorer in all of us who yearns for great adventure on the high seas. In order to find hidden treasure, every swashbuckler must be prepared for the journey ahead, and just like the pirates and privateers who roamed the Spanish Main, it is important for you to practice the skills necessary to awaken the hero in you. Your imagination is the key to unlock a world that awaits to be explored. By reenacting scenes from the film or inventing new quests with Captain Jack Sparrow, Henry or Carina, you can let your creativity set sail on new adventures.

Perhaps there is no better place for exploration and imaginative play than the outdoors. Nature provides endless possibilities for inventing, seeking and exploring. Your imagination can turn a grassy meadow into a mist-filled ocean that beckons to be sailed, or two rocks side by side can act as mighty galleons firing at one another in an incredible battle. Whether you are on a beach, in your own backyard or at a local park, imagining the next great pirate adventure can take place anywhere you choose!

PREPARE

Before venturing outdoors make sure you have what you need to aid in your adventure.

- ☐ **Remember sunscreen and hats or raincoats and gloves so you can explore no matter the weather.**
- ☐ **Bring a journal, sketch pad, pencils, crayons or markers to keep track of your adventure.**
- ☐ **Pack water and a healthy snack to stay energized.**
- ☐ **Carry a flashlight for checking out shadowy places and under rocks and logs.**
- ☐ **Take a camera or phone to capture your adventure.**

Last but not least, a pirate needs a spyglass to look out onto the horizon and plan his or her next move. On the next page you will find directions on how to create your own spyglass out of reusable items from your own home!

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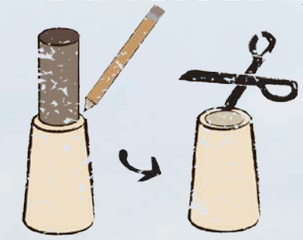
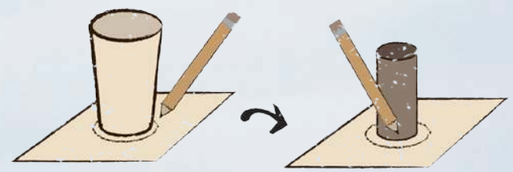
Spyglasses, or handheld telescopes, can help you focus on faraway objects. They were invented in the early 1600s and quickly became standard seafaring equipment for sailors and pirates alike. Create your own spyglass using reusable items and the directions below. Then, take your spyglass outside to explore land and sea!

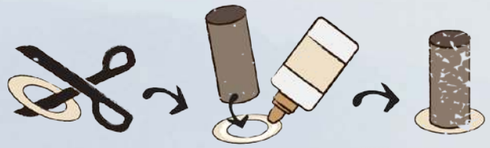
1) **Trace the end of a cardboard tube against the bottom of a paper cup and cut out the traced circle from the cup.**



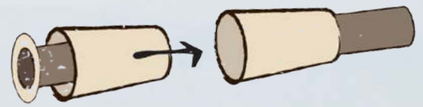
2) **Trace the bottom of the cup on a piece of paper. Then, trace the bottom of the tube inside of that circle.**



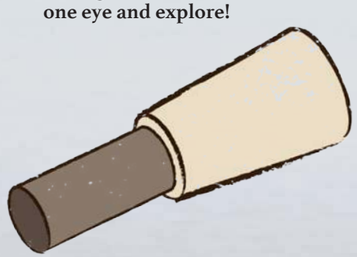
3) **Cut out both circles so that you make a ring shape and glue it to one end of the cardboard tube.**



4) **Once the glue has dried, push the end of the cardboard tube without the paper ring through the top of the cup. Keep pushing the cardboard tube all the way through the hole at the bottom until the paper ring touches the end of the cup.**



5) **Take your spyglass outside, look through the cardboard tube with one eye and explore!**



What questions do you have about nature that you can answer with your spyglass?

What do you see that you haven't seen before?

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LIGHT UP THE SKY

Not all treasure maps are found on paper or parchment. Sometimes the path is shown through other means, be it the wind, current or the stars above. Astronomers have been studying the sky and stars for thousands of years. By using math, chemistry and physics, these scientists charted the vastness of space, cataloging hundreds of galaxies and constellations. These findings were crucial for sailors and pirates, aiding them on their journeys at sea before the modern day comforts of GPS and navigation apps.

As a brilliant astronomer, Carina uses her talents to assist Captain Jack Sparrow and Henry on their journey, using her chronometer to measure time in order to navigate the high seas. As a horologist, or scientist who studies time, she is able to find the exact latitude and longitude of the Black Pearl without a map or compass to guide the way. Without her knowledge and experience, any hope to find the Trident of Poseidon would be lost.

It is no coincidence that Carina shares her name with the brightest star in the northern sky. The Carina constellation is one of many clusters of stars that have guided pirates along their treacherous voyages. Pirates not only had to be masters of their ships and crew, but as navigators of the ocean, it was necessary to have a knowledge of nature and the stars in order to reach their destination.

Just like Carina, you must also become an expert of the night sky to truly be a pirate of high esteem. Find time with your family and friends to explore the stars together, especially on a clear night when the stars are at their brightest. Before you step outdoors, head onward to the next page where you can create a star wheel that will help you become familiar with some of the most easily recognizable constellations in the sky.

CARINA

Carina shares her name with the brightest star in the northern sky.

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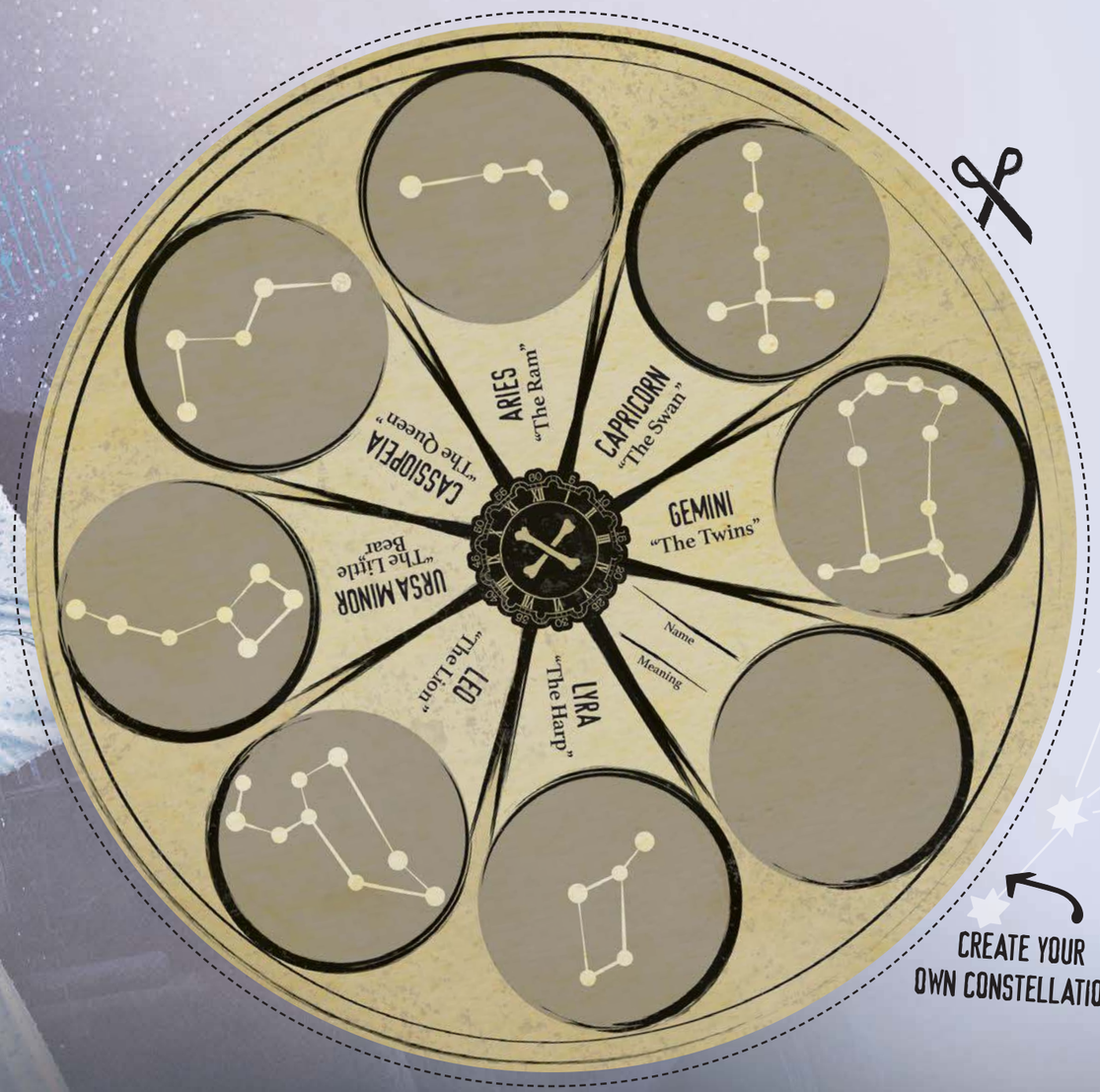
STUDY THE STARS

Astronomers have been studying the night sky for thousands of years, informing our understanding of weather, tides, time, technology and the earth. Explore this ancient craft by creating a star wheel.

Follow the directions and remember to add your own constellation in the empty space!

1) Cut along the dotted line.
2) Use a pencil to poke a hole in each white circle.
3) Turn off the lights and hold your wheel up towards the ceiling.
4) Shine a flashlight a few inches away from your wheel.
5) Look for each constellation on the ceiling!



CREATE YOUR OWN CONSTELLATION!

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TALES FROM THE DEVIL'S TRIANGLE

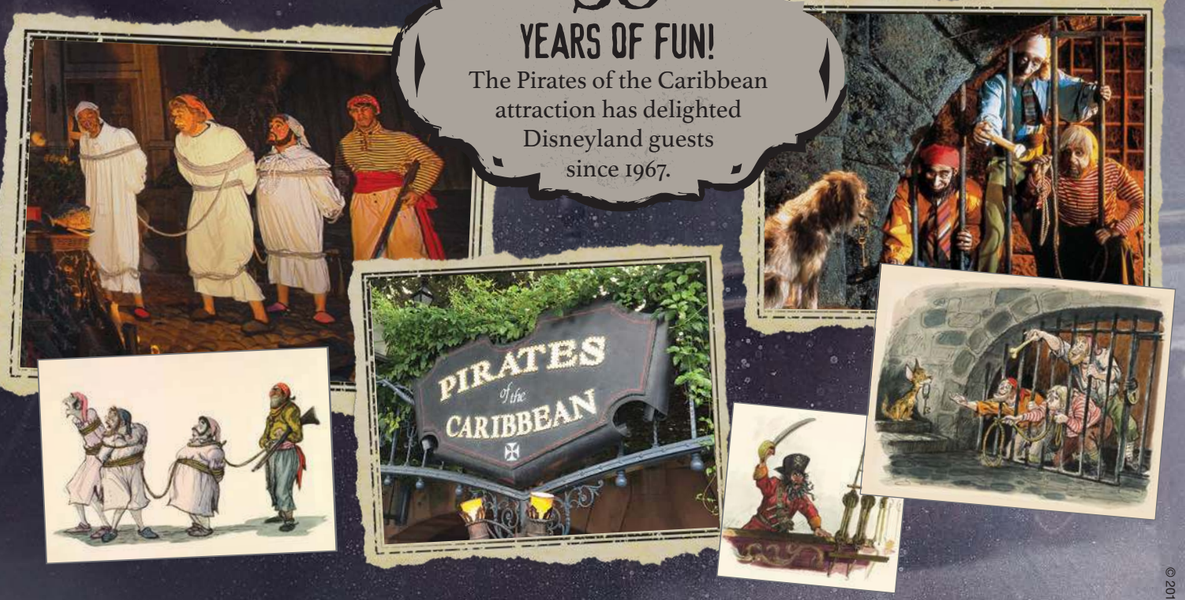
During the 17th and 18th centuries, piracy was rampant spreading throughout Caribbean ports of call. With Spain, England and France transporting gold, precious materials and other fine goods from the New World back to Europe, sea raids became a normal way of life for scalawags and buccaneers alike. Epic stories were told of these encounters, and with each telling, the tales would grow more adventurous and thrilling until they became the legends we know today.

For many, the first introduction to the tales and legends of pirates came from the Disneyland attraction, Pirates of the Caribbean. Though created 50 years ago in March 1967, it is still considered one of the most spectacular attractions ever created and was the last theme park show that was personally supervised by Walt Disney himself. Pirates of the Caribbean's success and staying power in its riders' imagination is rooted in its storytelling. With lavishly detailed environments and richly drawn characters, it is no secret as to why the attraction is just as popular a half century since it first debuted.

However, the last of the great pirate tales has not yet been told. Creative individuals are always dreaming of the next fantastical story to entertain family and friends of all ages. All it takes is a spark of imagination, and before you know it an explosion of ideas can come to life. Sail onward to the next page to start a new legend with members of your favorite pirate crew. Is the next great adventure within you?

50 YEARS OF FUN!

The Pirates of the Caribbean attraction has delighted Disneyland guests since 1967.



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TELL A PIRATE TALE

The Devil's Triangle has long been a place of myth and mystery. According to legend, many of the ships that enter these waters vanish without warning or explanation, leaving only a few lucky sailors to recount the monsters, storms, ghosts and pirates responsible for their misfortunes.

Gather a few friends and tell the tale of how you survived a trip into the Devil's Triangle by following the directions below. And don't forget to end with your narrow escape!

1) Cut out all of the story squares below.

2) Mix up the story squares and place them on a table, face down.

3) Invite everyone to pick up a story square.

4) Take turns telling parts of the story in any sequence using the pictures on the squares you chose randomly.

CREATE A FEW OF YOUR OWN STORY SQUARES!

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A MAZE OF MYTHS

Obstacles abound for our trio of heroes–Captain Jack Sparrow, Henry and Carina. Not only must they escape the clutches of Captain Salazar, but they are faced with countless obstacles along the way such as terrifying ghost sharks, treacherous ocean currents and an endless maze of coral located thousands of feet below the ocean surface. However, as terrifying as these natural obstacles may be, we can easily sort the myths from the facts of some of the most charismatic and important marine creatures. By understanding these animals, you can develop a knowledge of why these ocean animals need to be protected and help make a conservation impact through positive actions that benefit the world around us. This is the truest test of a pirate's character.

SHARKS

As one of the ocean's top predators, sharks are often portrayed as harmful villains. However, attacks on humans are extremely rare as sharks prefer to prey on fish, marine mammals and even other sharks. Most shark species are opportunistic feeders, preying on sick and injured animals–which helps keep the ocean healthy.

CORAL

Coral typically lives in warm, shallow ocean waters and comes in many different shapes, sizes, colors and textures. Although they resemble plants, corals are actually animals that are related to jellyfish. Coral reefs have been growing in our oceans for millions of years but face threats such as rising ocean temperatures, acidification and disease.

MIGRATORY SEABIRDS

One out of five birds–over 2,000 species–migrate from one geographic location to another. Migrations coincide with seasonal changes, usually to feeding grounds in the winter and to breeding grounds in the spring. Migratory bird species are declining–over 200 species are now considered globally threated as a result of habitat loss and competition with humans.

TO LEARN MORE ABOUT THESE OCEAN ANIMALS, VISIT DISNEYANIMALS.COM

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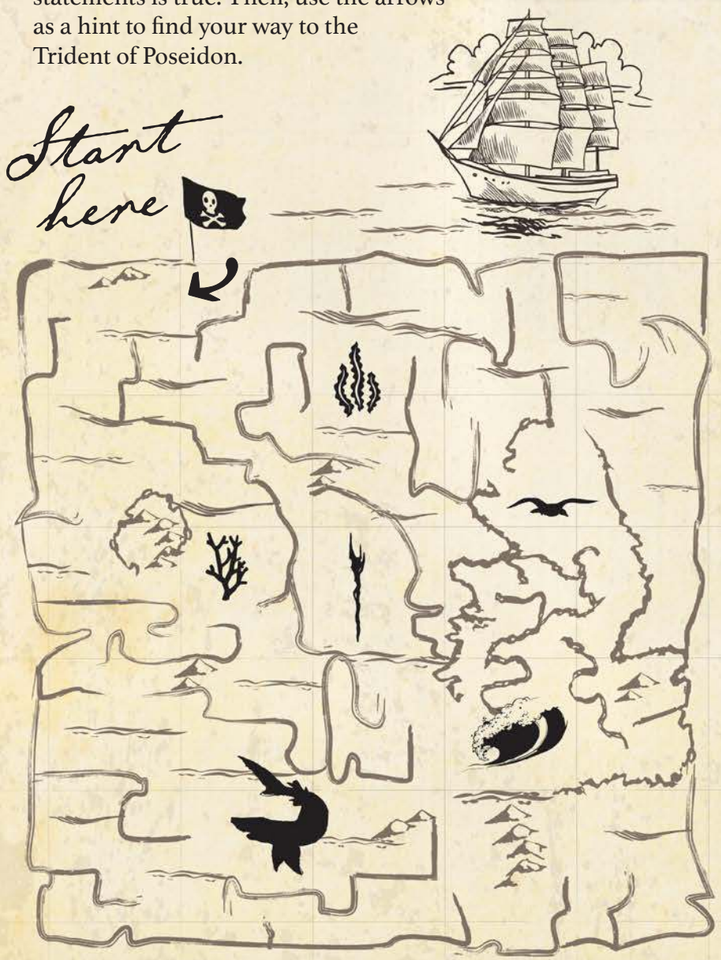
FOLLOW THE FACTS

On their journey, Jack, Carina and Henry overcome enormous challenges featuring some of the most fearsome creatures of the deep. But are these obstacles as terrifying as pirate lore makes them seem?

Sort out myth from fact to help them reach their goal, the legendary Trident of Poseidon. Begin your quest at the Jolly Roger flag. When you reach an image in the maze, find the corresponding icon on the right and decide which of the statements is true. Then, use the arrows as a hint to find your way to the Trident of Poseidon.



GO THIS WAY

Some seabirds travel from the Arctic to the Antarctic and back every year, covering 25,000 miles.

OR

GO THIS WAY

All seabirds must return to land every few hours to rest and find freshwater.

GO THIS WAY

All sharks are over 15 feet and instinctively hunt large prey.

OR

GO THIS WAY

Some sharks are as tiny as 7 inches and prey on tiny zooplankton and krill.

GO THIS WAY

Seagrasses are an important source of food for sea turtles and turn the fat inside their bodies green.

OR

GO THIS WAY

Sea turtles stay away from seagrasses to avoid predators that could be lurking within.

GO THIS WAY

Corals are groups of animals that grow up to a few inches every year.

OR

GO THIS WAY

Corals are rocks carved by centuries of ocean currents.

GO THIS WAY

Ocean tides are caused by the moon's gravitational pull.

OR

GO THIS WAY

Ocean tides are the result of an asteroid that hit Earth millions of years ago.

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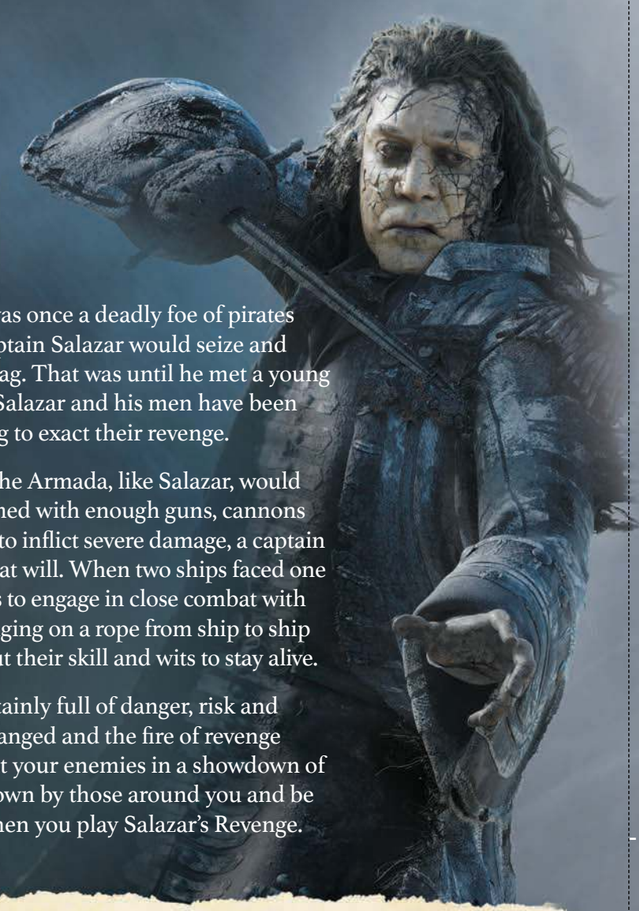
SALAZAR'S REVENGE



Captain Salazar, along with his crew of ghostly sailors, was once a deadly foe of pirates everywhere. As a member of the Spanish Armada, Captain Salazar would seize and destroy any ship that flew the iconic skull and crossbones flag. That was until he met a young pirate named Jack Sparrow. Since that fateful day, Captain Salazar and his men have been imprisoned in a place known as the Devil's Triangle, waiting to exact their revenge.

During the height of Spanish reign on the seas, captains of the Armada, like Salazar, would command impressive galleons, ships massive in size and armed with enough guns, cannons and ammunition to sink rivals to the depths below. In order to inflict severe damage, a captain would swing his ship parallel to his enemy to target and fire at will. When two ships faced one another in battle, it was common for both crew and captains to engage in close combat with their opponents. A pirate worth his salt could be found swinging on a rope from ship to ship armed with their trusty sword at their side, using nothing but their skill and wits to stay alive.

Although the life of a pirate was hardly ever dull, it was certainly full of danger, risk and treachery. Friendships could turn as quickly as the wind changed and the fire of revenge could haunt you for a lifetime. Are you brave enough to best your enemies in a showdown of the mightiest ships on the ocean? Or will you be brought down by those around you and be sunk to the bottom of the sea? Find out on the next page when you play Salazar's Revenge.

YOUR GOAL
Be the first to sink all of your opponent's ships.

Captain Salazar will stop at nothing to defeat Captain Jack Sparrow. In this two player game, you and a friend become these fearsome pirate foes and engage in a battle of risk, skill and strategy. Do you have what it takes to keep your fleet afloat?

PREPARE FOR BATTLE

1) Cut on the dotted line to separate the game boards. Keep one for yourself and give the other to your opponent.

2) Set up the game board on the next page so that one set of grids is facing you and one set is facing your opponent.

3) Secretly draw your sea vessel icons anywhere on the grid representing each ship in "My Fleet" either horizontally or vertically so that none are overlapping.

FIRE AT WILL

4) Take turns guessing where your opponent's sea vessels are located and firing your cannon at them. You can do this by calling out the coordinates of squares you think might hold a ship. For example, "E-7."

5) If that square holds part of a sea vessel, the owner of the vessel calls "hit" and the name of the vessel. For example,"hit-galleon." The guessing player marks the hit on their "My Opponent's Fleet" grid with an X. If there is no sea vessel in the square, the owner of the vessel calls "miss."

6) The guessing player marks the miss on their "My Opponent's Fleet" grid with an "O" and their turn is over. Once all parts of a ship have been hit, the ship is sunk. The first player to sink all opponent ships is the winner.

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SALAZAR'S REVENGE

5 SPACES — MAN O'WAR
4 SPACES — GALLEON
3 SPACES — BRIG
2 SPACES — SLOOP
1 SPACE
X TO MARK A HIT
O TO MARK A MISS

MY FLEET
MY OPPONENT'S FLEET
1 2 3 4 5 6 7 8 9 10
A B C D E F G H I J

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