

## Ching Shih

**KS2 Learning Resource** 

Curriculum links: History, Literacy, Art

Watch Here: https://youtu.be/HIRpQ87StV4



Watch the dead famous come to life in this comedy animated history chat show based on the popular "Corpse Talk" graphic novel series by Adam and Lisa Murphy.

In this episode, our host Adam meets the notorious Ching Shih, a real-life pirate and shrewd businesswoman with fearsome ambition and a ruthless sense of strategy. She is known by many historians as the most successful pirate in history. But how did she become a pirate and what made her so effective?

#### Dig up the Past

When you've watched the episode, can you answer these questions?

How many ships and pirates did Ching Shih and Zhang Bao command? Ching Shih introduced a strict code of laws for her pirates. What rules did she set and what were the punishments for pirates who broke the rules?

What did Ching Shih do after the emperor's fleet trapped her in Tung Chung bay?

#### Fun Fact

When her husband
Zheng Yi died, Ching Shih
married her stepson
Zhang Bao to ensure she
inherited the piracy
business!



#### Dead Quick Challenge

Can you think of 5 words to describe Ching Shih?

Would you like to meet her? Why?



### Deadly Dates

Ching Shih
was born in China in
the 1700s. In 1801,
she married the
infamous pirate
commander Zheng Yi
and became
co-commander of his
fleet of pirate ships.





# Ching Shih

KS2 Learning Resource Curriculum links: History, Literacy, Art

### Write a pirate ship logbook

You are a pirate working on one of Ching Shih's pirate ships. What is a day in your life like?

Create a pirate ship logbook containing pictures and descriptions of your activities over the course of a day.
What are the challenges of life onboard a pirate ship?
Do you and your ship mates manage to plunder any ships

and steal any treasure?

Do you follow the rules or do you risk being punished by your fiercely strict boss?

Let's hope you don't get seasick!



Page 2

#### Create a pirate board game

Can you create a board game based on the life of a pirate?

Perhaps you could move forward if you successfully capture a navy sailor or miss a go if you get caught running away from a fight?



