Anchor – used to hold the ship in one place in the sea

Flag – to show which country the ship belongs to

Sail – to collect the wind to make the ship move

Wheel – to steer the ship

Telescope – to look out and see objects far away in the distance

Knot – to secure the boat to the port or to fasten the sails

Compass – to tell the Captain which direction he is sailing in NSEW

Lighthouse – stands on the shore and shines a light to let the crew on the ship know when they are near land

Map scroll – so the Captain knows where to go and shows where things are

Cannon – to fire cannon balls if they are being attacked