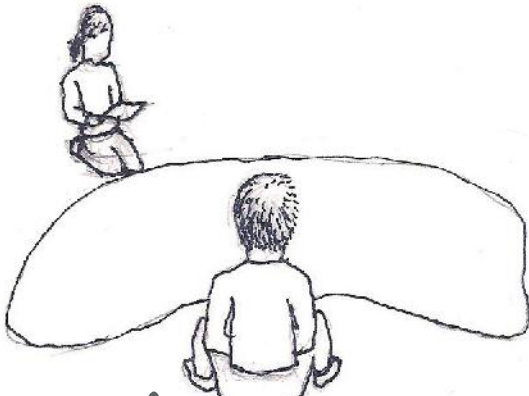


TREASURE ISLAND



DURATION
15-30 MINS

LOCATION

School Grounds ✓
Classroom ✓
Sports Hall ✓
Local Park X

✓ AIM OF ACTIVITY

To draw a map of the island and its features, students mark their own position (start point), where they'd like to bury their treasure (control point) and then plan a route between the two.

✓ LEARNING OUTCOMES

Students will be able to create a simple map. Using symbols, colours and scale they will be able to represent the features on the island and demonstrate how a map can be used for navigation and route choice.

INTRODUCTION

You are sailors that have been shipwrecked on an island. Escape is possible, but you can't bring your treasure as it's just too heavy. Draw a map of the island to show where you've buried your treasure so when you return in the future you can find it.

SET UP/PREPARATION

Use chalk or a piece of rope to outline an 'island' shape on the ground. Have close to hand objects such as a basin of water to represent a lake, a length of blue rope to represent a river, pot plants to represent trees, a box as a building, etc.

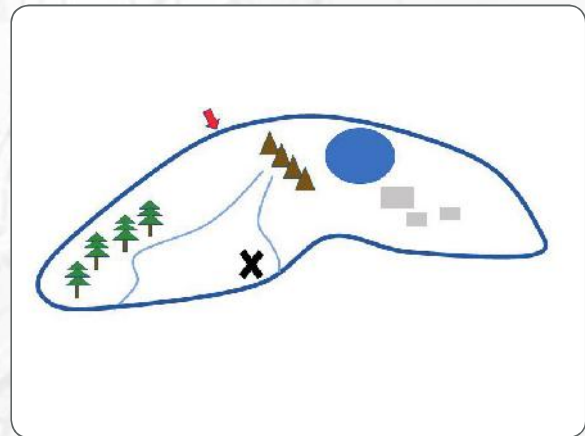
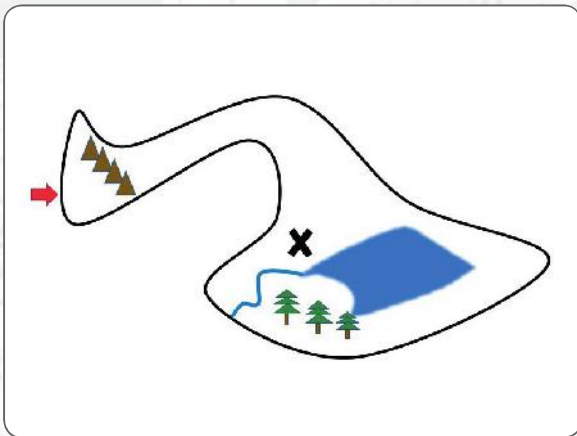
EQUIPMENT REQUIRED

- Chalk or rope to show outline of island
- Objects to represent island features, e.g. basin, rope, pot plants, box, etc.
- Clipboards, paper, pens, pencils

HOW TO PLAY

- Seat the students around the island
- Let them draw the shape of the island on their page
- Use an arrow to mark where they are sitting on the island's coast
- Placing large features first, add one object at a time to the island, the students then draw it on their map, e.g. basin for lake, rope for river, pot plants for trees, box for buildings, etc.
- Discuss the use of symbols on the maps
- Get them to put an 'X' on their map to show the location of where they would bury their treasure
- Discuss the routes with them and what features they pass on the way
- If the island is big enough, the students can walk their planned route on the island, passing and ticking off features, to get to their treasure

Example of a pre-prepared map



VARIATIONS

- 1. Swap Maps:** working in pairs, students swap maps and take their partners route to get to the 'X'. Their partner can confirm whether they got it correct or not.
- 2. Pre-prepared Maps:** prepare maps beforehand with various object layouts. Get students to match the correct card with the layout. Also ask them to arrange objects on the island to match a different map.
- 3. Alternative Routes:** create maps with different routes. In pairs, students walk the routes, each checking and confirming their accuracy.

