

Treasure Hunt Activity ^{1 of 12}

THIS ACTIVITY FOLLOWS ON FROM THE PRE-VISIT 'MAZE DESIGN' ACTIVITY.
REFER TO KS1 TREASURE HUNT ACTIVITY FOR LOWER ABILITY DIFFERENTIATION.

Teacher Notes and Curriculum Information

Links to The Northern Ireland Primary Curriculum.

The World Around Us:

Using movement, shape, space and estimation in the world around them.
Using maps to describe places investigated.

Language and Literacy:

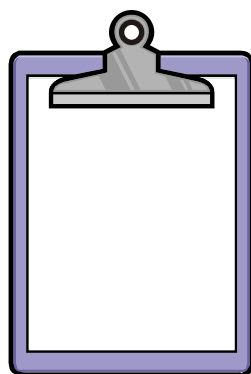
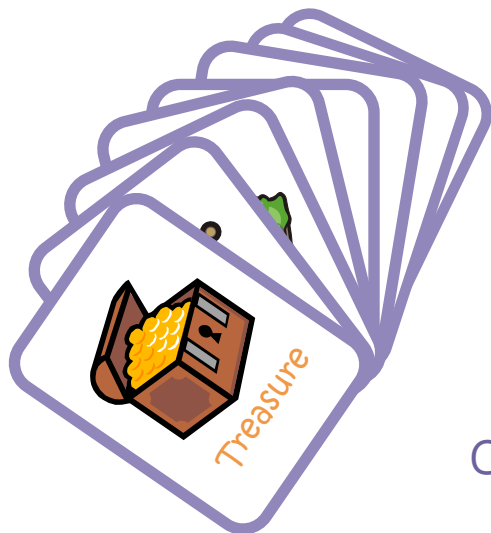
Formulate, give and respond to guidance, directions and instructions.

Mathematics and Numeracy:

Position, movement and direction:
Use of coordinates in the first quadrant.
Use 8 points of the compass.

1 x Set of Eight
location pictures

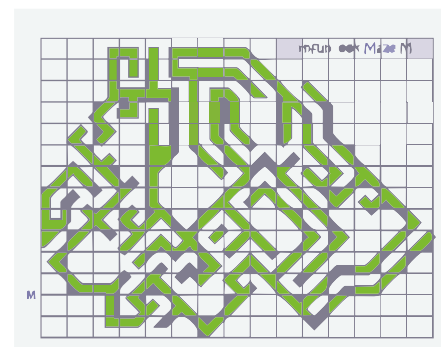
Laminate for outdoor use



Clipboards and Pencils

RESOURCES

Carnfunnock
Maze Map



To be duplicated on two sides

PRIOR TO ACTIVITY:

Teacher to laminate pictures for outdoor use then place one of each of the eight pictures, clearly visible, in the centre of each open space in the maze and at the entrance to the maze.



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Step One

Whole Class:

Explain to the children that they will be doing activities within the maze. Whilst they are doing them, they are to think about their own maze designs. Are there any improvements they could make once they have experienced the maze? Is anything better on their maze than on this one?

Step Two

Whole Class:

Give each child a blank double sided Carnfunnock Maze map. Explain that they are going to be searching for special places and treasure in the maze in pairs or small groups.

Step Three

Pairs/Small Groups:

When they find each 'location' they are to write on their own maps where they found it. When they have found all eight, they should take their maps to the teacher for a 'prize'/'gold star'/ or whatever else the 'treasure' could be.

Step Four

Feedback:

Elicit the grid references for each location.

Step Five

Individual/Pairs:

Ask the children to design a treasure hunt on the other side of the Carnfunnock Maze Treasure Map. Make sure to include grid references. Write directions to go with their maps.



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Step Six

Children to swap maps and see if they can follow each other's directions and maps.

Step Seven

Feedback and evaluation.

Whose instructions were easiest to follow? Why? Which was the clearest map?

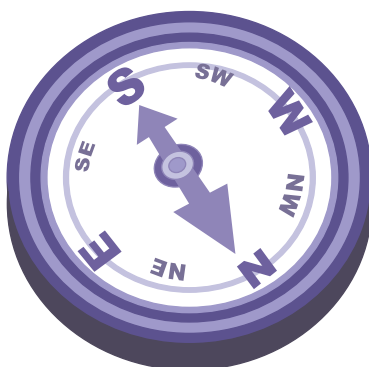
Step Eight

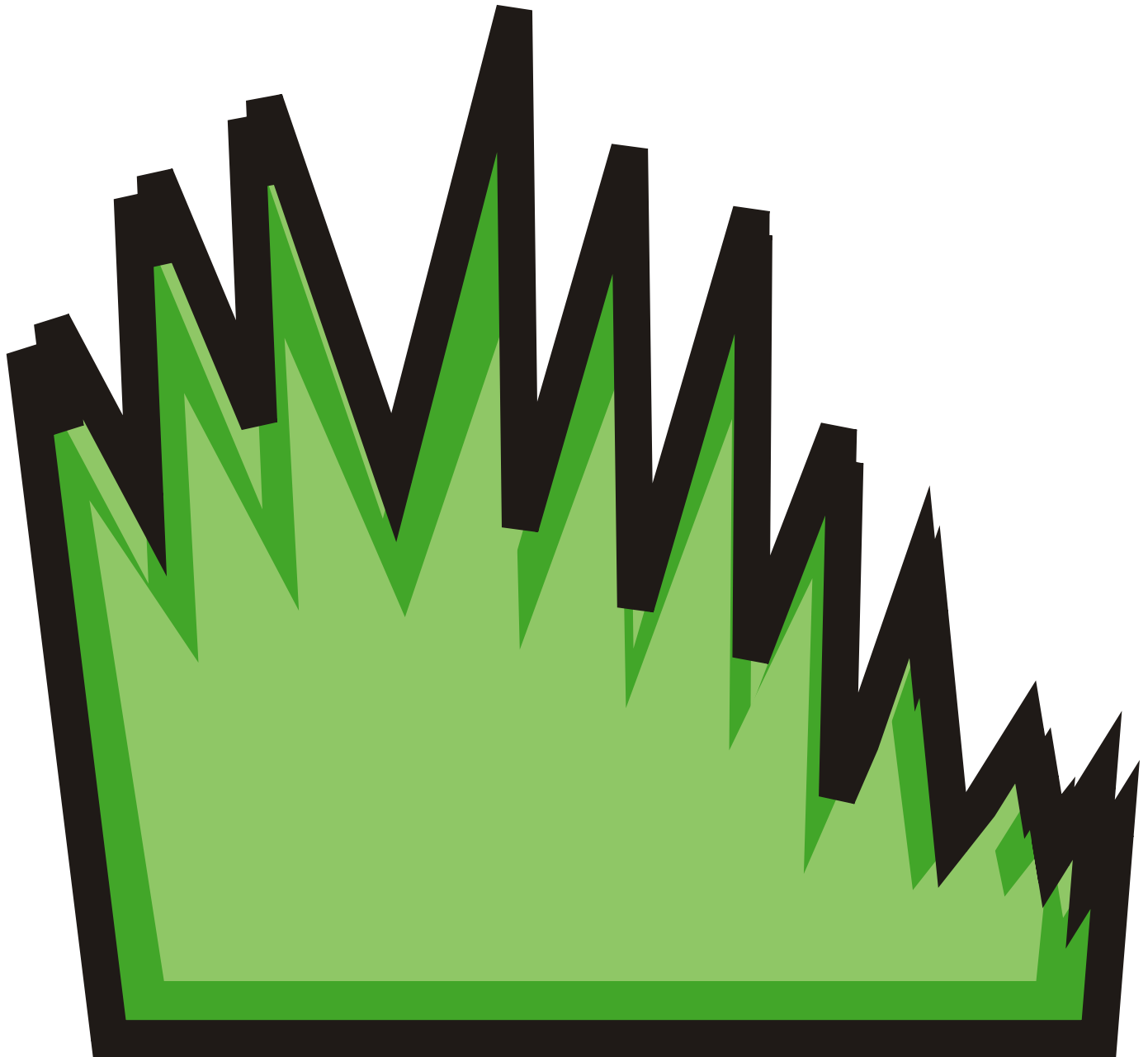
Maze Design Feedback:

Ask children the questions in step 1 above again. Are they going to incorporate any changes into their maze designs as a result of their experiences today? Why? Or why not?

Differentiation

Use 4 or 6 figure grid references to more precisely locate treasure.
Incorporate up to 16 points of the compass into directions.

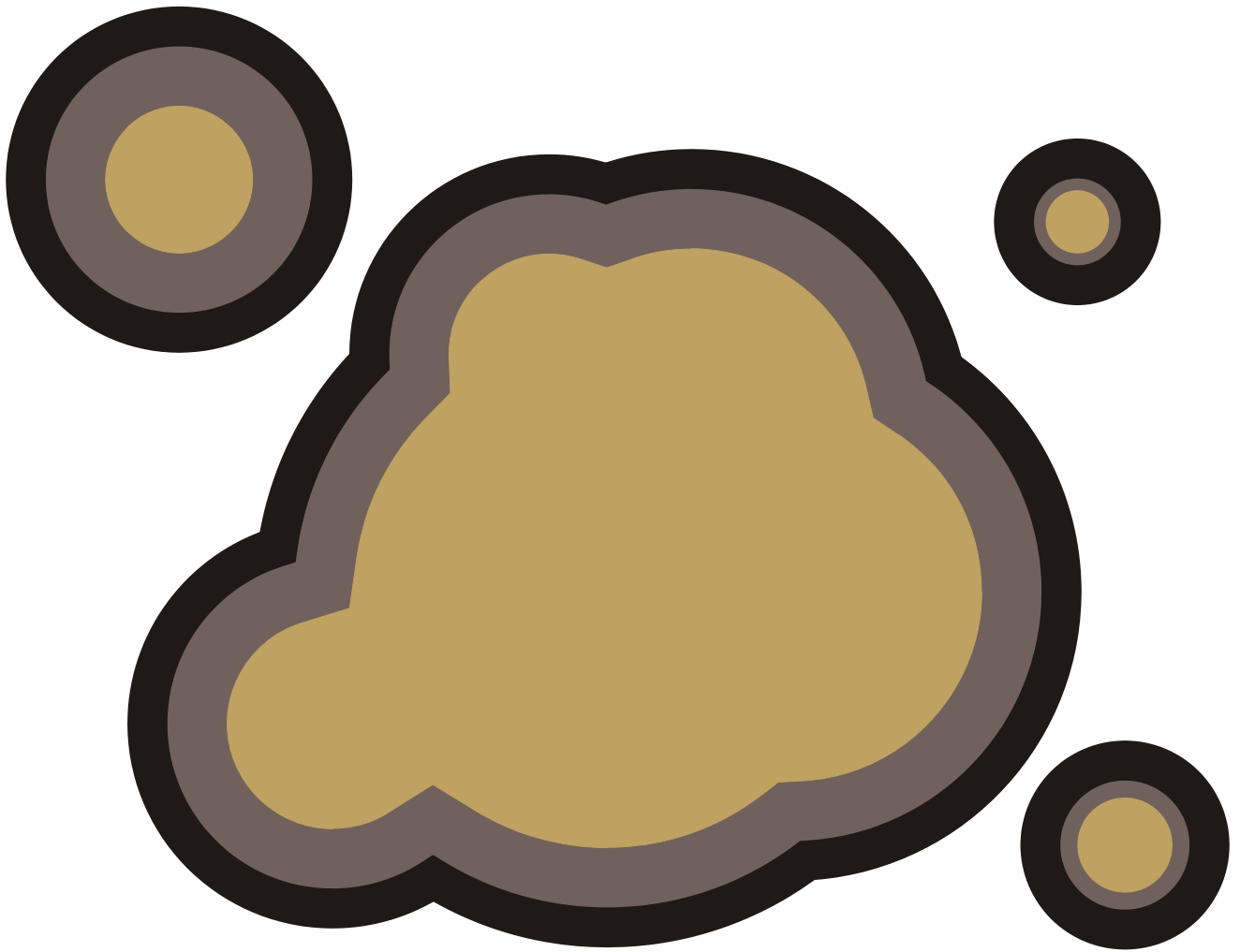




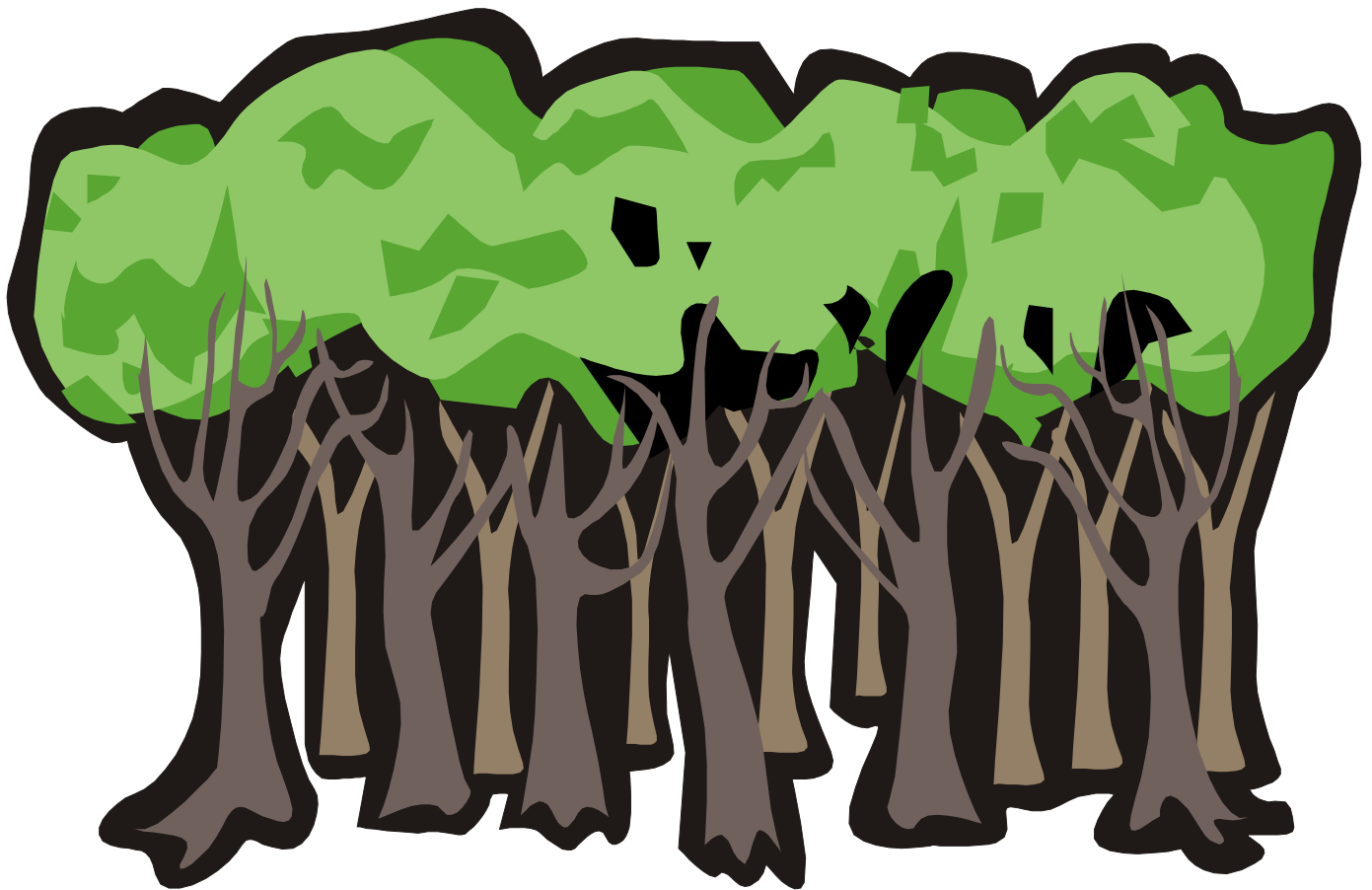
Grass



River



Mud



Forest



Snow Storm



Cave



Bear



Treasure



O N M L K J I H G F E D C B A

VIEWING PLATFORM

Carnfunnock Maze Map

ENTRANCE

41.5m

55m

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16