



CREATIVITY

TREASURE HUNTERS

EQUIPMENT

A selection of pieces of paper marked into a reference grid (roughly equal squares with letters on the horizontal axis & numbers on the vertical axis) to create grid references.

A selection of household objects to hide/find.

SKILLS & LEARNING:

Orienteering, map reading, map drawing, compass points, problem solving

RULES

Plot a room of your house or your back garden using the map. Mark on a map where you are hiding each piece of treasure.

Give your partner a blank map and a compass reference (where is North?)

Write some clues to find the treasure, but keep them simple (e.g. "start at Square B3 and take 3 steps north, turn east and walk 5 steps, look around this square for treasure number 1").

MAKE IT HARDER

Hide more items. Mix up the compass points. Add a time limit to solve the treasure hunt. Add in challenging clues (e.g. your starting grid reference is the 5th letter of the alphabet and the answer to the equation $35 \div 7$ (this would be E5).

MAKE IT EASIER

Make a smaller grid with larger squares, make the clues clearer, increase the time limit or hide less items to make it easier for younger players.

	A	B	C	D	E
1					
2					
3					
4					
5					