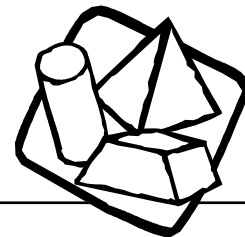


# Treasure Hunters



**Jack the Pirate has buried a secret treasure on Tiki Island. Find hidden treasure by using coordinates on a grid map and reading a compass.**

## What you need

2 copies of treasure map

Markers

1 “treasure” sticker

## What to do

1. You need 2 or more players to find the hidden treasure! Use the compass rose and clues from Jack to find the coordinates for the treasure.
2. Decide who wants to be Jack the Pirate and who wants to be the treasure hunters.
3. “Jack” gets one copy of the treasure map and the treasure hunters get the other copy.
4. “Jack” must decide where he wants to hide the treasure.
5. He will mark the location on the treasure map by placing a treasure sticker on the coordinates.
6. The treasure hunters will take turns guessing about where they think the treasure is hidden.
7. They will give the coordinates in pairs as (2, 4).
8. Jack will mark a dot on his map to note the spot where the treasure hunters are looking.
9. Jack will tell the treasure hunters if they found the right coordinates of the treasure.
10. If they did not pick the right coordinates, then Jack will give the treasure hunters a clue by telling them which direction they need to go to find the treasure. Jack will say, “go north or go northwest.”
11. Each time the treasure hunters make a guess about the location of the treasure they write it down. They also write down the clue from Jack about which direction they should go next.

## What to ask

- What is the best strategy for finding the treasure?
- Where is the best place to start looking for the treasure?
- How does the information from your first guess help you make a better next guess?



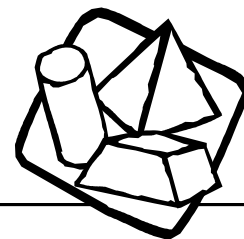
## Did you know?

Knowing how to find a location and read a map is important for anyone who travels for fun or work. The ability to make a good second guess based on what is found out from the first guess is a valuable skill.



**The Children's  
Museum  
of Houston**





## What's next?

1. Hide a treasure at home and give clues on how to find it.
2. Use a grid with four quadrants to include negative numbers.
3. Play games like battleship.

## To learn more

### ***As the Crow Flies: A First Book of Maps***

*by Gail Hartman*

The author writes about the journeys of an eagle, rabbit, crow, police horse and the gull. You can follow each with a map of the described path.

### ***Me On The Map***

*by Joan Sweeny*

In this playful introduction to maps and geography, step by simple step, a young girl shows readers herself on a map of her room, her room on the map of her house, her house on the map of her street—all the way to her country on a map of the world. Once the reader is familiar with the maps, she demonstrates how readers can find their own country, state, and town—all the way back to their room—on each colorful map

### **Virus Hunt**

**<http://pbskids.org/cyberchase/games.html>**

Hacker has planted a virus on Pleasant Island. Can you find it? Use the tracker to go North, South, East or West to find the virus pod.

### **Planet Help**

**[www.Bbc.co.uk/education/mathfiles/shockwave/games/planethop/html](http://www.Bbc.co.uk/education/mathfiles/shockwave/games/planethop/html)**

While you are traveling in outer space, you get a bit hungry. Find the coordinates of the four planets on a grid and then find the equation of the line you created.

## How it helps with school

### **Texas Essential Knowledge and Skills (TEKS) Standards**

Patterns, Relationships, and Algebraic Thinking: 3.6A, 3.7A-B; 4.7; 5.5 A-B

Geometry and Spatial Reasoning: 3.10; 4.10; 5.9

Probability and Statistics: 3.14A-B; 5.13C

Underlying Processes and Mathematical Tools: 3.15A-D, 3.16A, 3.17A; 4.14A-D, 4.15 A, 4.16A; 5.14A-D, 5.15A, 5.16A

### **National Council of Teachers of Mathematics (NCTM) Standards**

Algebra, Geometry, Data Analysis and Probability, Problem Solving, Communication, Connections

# Treasure Hunters

Guess	Clue
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