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Name your island

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Mystery Island

You are designing a Mystery Island to test Class 5s knowledge and understanding of position, direction and co-ordinates. To make this as exciting as possible, you will need to hide 12 lots of treasure or goodies on the map and ask the other player to find them. I have photocopied the activity I did with Year 3 to give you an idea of how to plan your map.

Key Things to include

* Direction vocabulary – north, south, east, west
* Vertical, horizontal, parallel, diagonal
* Clockwise, anticlockwise, 90º, right angle
* Geographical words – think of symbols in the map work – swamp, cliff, marsh, lagoon, forest, creek, inlet, cove, bay, headland, cave, mountain, quicksand, meander, desert, ridge, river, jetty, stream plus lots more!
* Synonyms for go i.e. travel, stroll, crawl, hike, swim etc
* 12 different locations with co-ordinates for classmates to mark on map.

Next

* Name your island
* Put your name on the map and clue sheet
* Design your map – don’t forget to put in lots of features and exciting place names
* Name all features – rivers, seas, mountains …
* Colour in your map to make it eye catching and interesting.
* You may want to use Ordnance Survey symbols or create your own key
* Decide where the treasure is going and write your own answer sheet.
* Write a letter (on the sheet provided) explaining the task, giving clues (like the example) and instructions – eg travel diagonally SW to reach G4, stroll to H5 and look behind rock to find golden bars.
* Add a clue for one extra special treasure!
* Check your work is tip top fabulous, easy to read and looks very professional!

Checklist

* Put your name on your work
* Draw, label and colour your map
* Make a list of co-ordinates for the 12 treasure spots
* Write a letter to the treasure seeker with instructions on how to find the treasure AND why you have had to hide it!
* Check your work, ticking off the points above to make sure that you have included them.

Have Fun!

