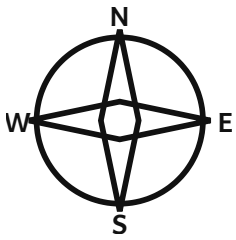
Treasure Island

Follow the directions to find the places on the map.

A8	B8	C8 hut	D8	E8	F8	G8	H8
A7	B7	C7	D7	E7	F7	G7	H7 rocks
A6	B6	C6	D6 cave	E6	F6	G6 treasure	H6
A5	B5	C5	D5	E5 bridge	F5	G5	H5
A4 palm tree	B4	C4	D4	E4	F4	G4	H4
A3	B3	C3	D3	E3	F3 lake	G3	H3
A2	B2	C2	D2	E2	F2	G2	H2
A1	B1 boat	C1	D1	E1	F1	G1	H1



North is up. Letters go across, numbers go up.

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Direction cards

Cut out the 16 cards. Answers are printed at the bottom.

Card 1

Start at the **boat**.
Go east 2 squares.
Go north 5 squares.
Where are you?

Card 2

Start at the **rocks**.
Go west 7 squares.
Go south 3 squares.
Where are you?

Card 3

Start at the **cave**.
Go east 1 square.
Go south 1 square.
Where are you?

Card 4

Start at the **palm tree**.
Go east 1 square.
Go south 3 squares.
Where are you?

Card 5

Start at the **hut**.
Go east 4 squares.
Go south 2 squares.
Where are you?

Card 6

Start at the **bridge**.
Go west 2 squares.
Go north 3 squares.
Where are you?

Card 7

Start at the **hut**.
Go east 2 squares.
Go south 3 squares.
Where are you?

Card 8

Start at the **treasure**.
Go west 5 squares.
Go south 5 squares.
Where are you?

Card 9

Start at the **palm tree**.
Go east 7 squares.
Go north 3 squares.
Where are you?

Card 10

Start at the **cave**.
Go west 1 square.
Go north 2 squares.
Where are you?

Card 11

Start at the **palm tree**.
Go east 2 squares.
Go north 4 squares.
Where are you?

Card 12

Start at the **rocks**.
Go west 6 squares.
Go south 6 squares.
Where are you?

Card 13

Start at the **hut**.
Go west 1 square.
Go south 7 squares.
Where are you?

Card 14

Start at the **rocks**.
Go west 3 squares.
Go south 2 squares.
Where are you?

Card 15

Start at the **cave**.
Go east 2 squares.
Go south 3 squares.
Where are you?

Card 16

Start at the **lake**.
Go west 3 squares.
Go north 5 squares.
Where are you?

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How to play

Treasure Island

1. Play in pairs. One player is the reader, the other has the map and a pencil.
2. The reader takes a card and reads it aloud, slowly. The player follows the directions on the map with a finger or a counter.
3. Say where you finish: for example, the lake. If the player is right, they keep the card.
4. Swap roles after every four cards. The player with most cards wins.
5. Challenge: write your own direction cards for a partner. Include north, south, east and west and how many squares.
6. The map uses letters and numbers (for example B1) so you can also practise giving a square name.

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