**CREATE: Treasure Maps/Hunt**

Teaching Points Equipment:

* Work together- share ideas Paper, pens/pencils.
* Give children ideas and examples

Instruction

* Get children in pairs or small groups
* Their task is to choose a piece of equipment that will be their treasure
* They then need to discuss where they are going to hide their treasure and design a map for another team to follow and to try and find the treasure
* In their maps children can draw out parts of the environment on their maps or make it harder by drawing them as different things linked to a pirate treasure map.
* For example, the benches in the hall might become snakes on the map or tunnels. The goals in or outside might be drawn as a cave or a mountain.
* Encourage them to be creative

Points

* SPEED- Award points for team work/sportsmanship and engagement.
* Creative designs and if you can find the treasure

**Treasure Hunt**

Instruction

* Once teams begin to finish their map designs they need to be able to hide their treasure.
* Give each team a number. Dependent on how many teams you have, one coach should take a team or two into the chosen space to hide their treasure
* If you are using an outside area, one Coach can take them outside to hide their treasure (these groups will follow other groups maps) whilst another Coach waits with the other teams inside.
* Once all teams have hidden their treasure choose numbered teams to swap their maps with each other
* Give everyone a time limit to try to find the treasure.

Teaching points/Tips:

* If using an outside area, make sure you tell the children if there are any areas off limits/out of bounds so they do not include this on their maps.
* If using an outside take teams outside for them to be able to draw parts of the environment or draw maps outside
* Draw an example map in advance to give the children an example