

Resources: whiteboard (or similar);
variety of objects for placing on the island;
copies of Learning Resource OAA 1 (or your own similar drawing); OAEP Outdoor Learning Card 'Treasure Island'

Lesson 2

Unit 1

Learning Objectives	Suggested Series of Activities - ORIENTATION 1 - TREASURE ISLAND	Points to Note
<p>Pupils should learn:-</p> <p>Acquiring and Developing</p> <ul style="list-style-type: none"> ■ to use shapes and/ or symbols as map references <p>Selecting and Applying</p> <ul style="list-style-type: none"> ■ to set a simple map ■ to choose to use actual shapes or representative symbols ■ to plan a simple route on a map <p>Improving and Evaluating</p> <ul style="list-style-type: none"> ■ to make simple comparisons between their own and other's work ■ to explain their choice of route 	<p>Introduction</p> <p>Talk with the children about how they are going to create a map of a Treasure Island. They will include features of the island.</p> <p>Using lengths of rope, mark out on the floor, the coastline of the island.</p> <p>Ask the children:</p> <ul style="list-style-type: none"> ■ To identify the four basic compass directions i.e. north, south, east and west <p>With the children, decide how the four directions relate to the island.</p> <ul style="list-style-type: none"> ■ To point to each named direction. <p>Distribute a copy of Resources OAA 1 (or similar) to each child showing the same outline shape as that represented on the floor.</p> <ul style="list-style-type: none"> ■ To mark the directions on their map 	<ul style="list-style-type: none"> ■ write key words on the whiteboard
	<p>Challenge</p> <p>Explain that you will add 'features' at various locations on the island.</p> <p>Ask the children:</p> <ul style="list-style-type: none"> ■ Working individually or in pairs, to draw each feature on their map as you add it to the island – they must be encouraged to position their drawing in direct correlation with the 'feature's' position on the island ■ To compare their map with a partner's map and comment on any similarities or differences there might be <p>Explain that, following a shipwreck, sailors bury a box of treasure in the northern part of the island.</p> <ul style="list-style-type: none"> ■ To mark the position of the treasure on their map with a 'T' 	<ul style="list-style-type: none"> ■ 'features' could include such things as a hill, a pond, a swamp represented by readily available objects such as a chair, a hoop, markers ■ the children can be given the choice of drawing on their map, either the object used, OR the feature it represents
	<p>Follow-up</p> <p>Talk with the children about how years later the sailors return to find the treasure, landing on the south coast of the island.</p> <p>Ask the children:</p> <ul style="list-style-type: none"> ■ To draw on their map the route the sailors will take to get to the treasure ■ To describe the route to a partner, identifying the features the sailors would pass on the way ■ To explain their choice of route 	<ul style="list-style-type: none"> ■ later, the children could create their own island map, with its treasure site, landing point and route ■ the children could give actual names to the features e.g. Potter Mountain; Bear Lake