



EduTrend Contents

W4C · ADVENTURE AND OUTDOOR SPORTS · PRIMARY

Map Treasure Hunt

Read a simple map and find hidden markers

Ages 7–10

Level: Foundation

60 minutes

Groups of 3–4 · up to 30

Activity 01

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 01 · AT A GLANCE

Map Treasure Hunt

Pupils draw a bird's-eye map of the classroom, learn map symbols and how to turn a map to match the ground, then follow a map of the school grounds in teams to find hidden markers, collecting letters that spell a secret word.

Learning outcomes

By the end of the session pupils can:

- recognise map symbols and a key;
- orient a map to match the ground;
- follow a map to find locations;
- work as a team to solve a trail.

KEY WORDS

map · key · symbol · bird's-eye view
· orient · north · marker · route

CURRICULUM LINKS

Geography: maps and symbols.
Maths: position and direction. PE:
outdoor and adventurous activity.

1**PREPARE**

Kit, plan, safety

2**LEARN**

Skill or idea

3**EXPLORE**

Try it outdoors

4**CHALLENGE**

Solve a task

5**REFLECT**

What did we learn?

6**RESPECT**

Leave no trace

Materials

- Simple maps of the school grounds with a key
- 10 markers with letters or clues
- Clipboards and pencils
- A simple compass (optional)
- Worksheets 1, 2 and 3

Before the session

- Draw or print a simple map of the grounds.
- Hide markers at clear features.
- Walk the route to check safety and boundaries.
- Prepare answer sheets.

SAFETY

Agree boundaries and a return signal. Teams stay together. Adults positioned around the site. Avoid roads and water.

ACTIVITY 01 · SESSION PLAN

Step by step

The key skill is turning the map so features line up with what pupils can see: model it at the first marker.

Time	What happens	Say or ask
0–10 min Hook	Show a photo from above of the school. What can you recognise?	<i>"What is a bird's-eye view?"</i>
10–20 min Map skills	Draw a classroom map; learn symbols and key.	<i>"Why do maps use symbols?"</i>
20–25 min Orient	Practise turning the map to match the ground.	<i>"Which way is the hall on the map?"</i>
25–50 min Treasure hunt	Teams follow the map to find markers and record letters.	<i>"How did you find the next marker?"</i>
50–60 min Reflect	Solve the secret word and discuss teamwork.	<i>"What helped your team most?"</i>

CHALLENGE CARD (print or copy onto the board)

Use a map of the school grounds to find at least eight markers and solve the secret word as a team.

ACTIVITY 01 · FACILITATOR NOTES

The outdoor know-how in brief

A map shows a place from above, as a bird would see it. Maps use symbols explained in a key, and usually show north at the top. Turning a map so its features line up with the real world is called orienting or setting the map.

Orienteering is a sport in which people use a map, and often a compass, to find control points as quickly as possible. It began in Scandinavia and is now enjoyed around the world by people of all ages.

Common ideas to listen for

- “The map should always be held the same way.” Turn it to match the ground.
- “Maps show everything.” Maps only show selected features.
- “Running fast is most important.” Careful map reading saves more time.

Adapting the activity

Support

Use a map with photos of each marker location.

Stretch

Draw your own map with a key and hide markers for another team.

WORKSHEET 1

Map symbols

Name: _____

Class: _____ Date: _____

Design symbols for your key.

Key

Feature	My symbol
Tree	
Building	
Path	
Bench	
Gate	

WORKSHEET 2

Treasure trail

Record markers found.

Markers

Marker	Letter or clue	Where it was
1		
2		
3		
4		
5		
6		
7		
8		

WORKSHEET 3

Reflection

Think about the hunt.

Secret word

How we used the map

How our team worked together

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Uses symbols and a key	Orients the map	Works as a team

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Map Treasure Hunt is a sample activity from the EduTrend Contents W4C Adventure and Outdoor Sports programme (primary, level: foundation). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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