Desert Island Treasure Hunt

Will you be Captain Patch or Captain Longbeard? Race to see who can find the other's treasure first, and practise using coordinates too!

You will need:

- Two copies of the treasure map and chests (page 3)
- Scissors
- Sticky tack

This game is for two players.

The Story...

Captain Patch and Captain Longbeard are two pirates. They're arch-enemies and they've both been shipwrecked on a desert island. After lots of arguing about where to build their shelters they decide to split the island in two.

They both have hoards of treasure to hide, so they bury all of their treasure chests in various places on their own parts of the island.

But one night, they both have the same daring plan – to sneak over to the other side of the island in the middle of the night and start digging for treasure. Who will be the first to dig up all of their enemy's treasure?

Desert Island Treasure Hunt (continued)

What to do

1. Choose who will be Captain Longbeard and who will be Captain Patch.

2. Cut out your treasure chests.

3. With your map hidden from enemy eyes, carefully stick all of your treasure chests onto your side of the map. These are your treasure chest hiding places.

Note: Each chest should be placed over a point on the coordinate grid e.g. (1,4).
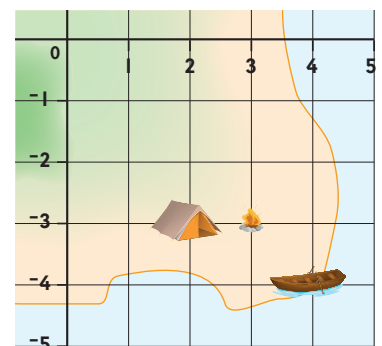

Captain Longbeard's part of the island
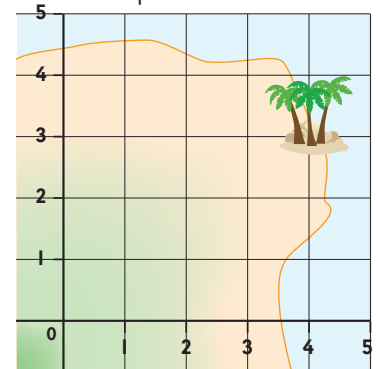
4. Take turns to 'dig' at a particular coordinate on your opponent's side of the map. Say a coordinate for where you think the treasure may be buried. If there is treasure buried at that grid point, your opponent must take that treasure chest off their map.

5. The winner is the first person to find all the coordinates covered by enemy treasure.

Top tip

If you're not sure how to give a grid reference, here are some tips.

The two bold lines with numbers on are called **axes**. The **horizontal axis** is called the **x-axis** and the **vertical axis** is called the **y-axis**. Find a point on the grid where you want to dig. Look straight up or down to the x-axis and see what number your point lines up with. Look straight across to the y-axis and

see what number your point lines up with. Say these two numbers, giving the x-axis number first. So, for example, the tent lines up with 2 on the x-axis and with $^{-}3$ on the y-axis, so its coordinates are (2,$^{-}$3).
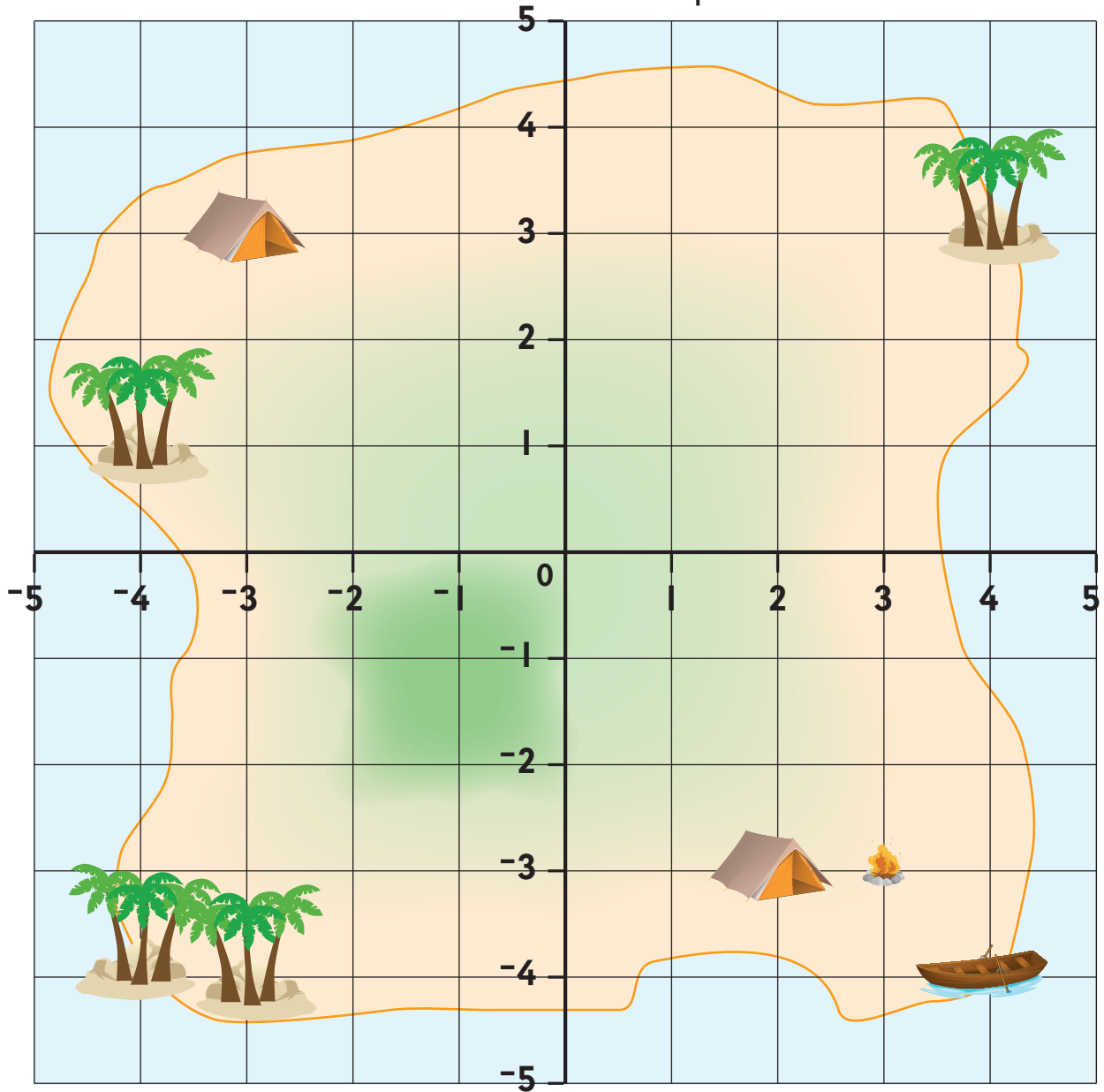
Desert Island Treasure Hunt (continued)

Captain Patch's part
of the island

Captain Longbeard's
part of the island

Cut out your treasure chests to use in the game.