MATH FUN

Week 2 – Pirate Treasure Hunt – Today we will be pirates who map the seas, and then use coordinates to find the treasure!

You will need:

- Game board and game pieces (http://s7657.pcdn.co/wp-content/PDFs/Instructions-PirateTreasure-20200430.pdf)
- Token to use as a game piece (Cracker, Lego or favorite candy)

Set up

1. Print out the game board and assemble together
2. Print out the game pieces and place in a container
3. Map out the coordinates (included). You should have something that looks like this…
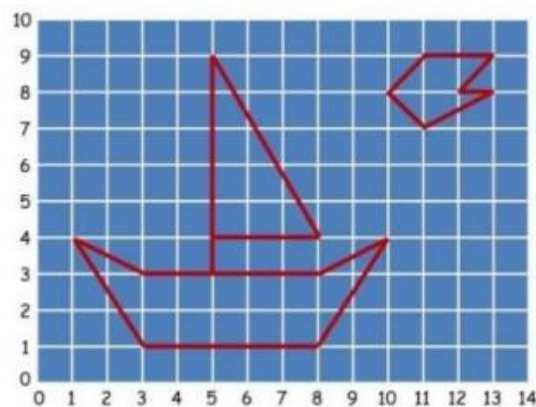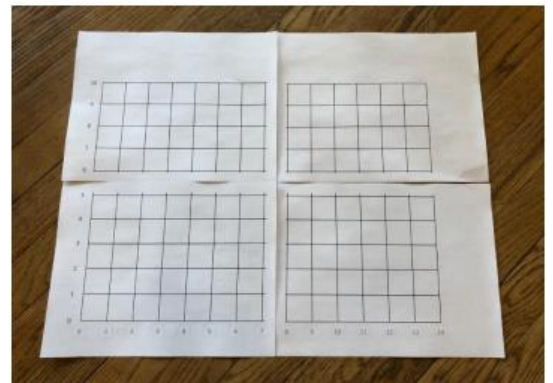
How to Play

1. Choose a Treasure Hunt Coordinate Pair (game piece) from the container
2. Find the point on the game board
3. If you land in the ocean, the turn ends because you have to swim back to the boat
4. When the point lands on the boat, you get a bonus point!
5. If you land on the island, you have found the treasure and you win!!
6. Note: after every turn, place the selected pair in a discard pile to the side.

Note: How to use x-y coordinates:

The 1st number is the x-coordinate and is found by starting at 0 and counting across the x-axis. The 2nd number is the y-coordinate and is found by counting up from 0 on the y-axis. If kids get mixed up, remind them that x comes before y in the alphabet!

Find (3, 1)
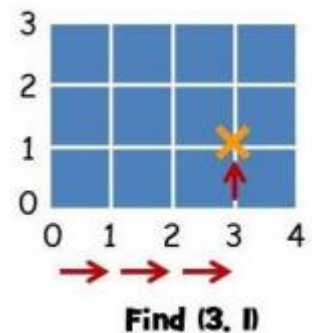
Ready for Round 2?

Sketch out your own picture on the blank grid provided, such as a house with a sun, a city, anything you like. Pick a winning "spot" on the map that corresponds to 2 or 3 of the original Treasure Hunt Coordinates.

Graph Paper for Round 2