



TREASURE ISLAND



Year:	Year 1 / 2
Task:	Treasure Maps
Computing Focus:	Algorithms, Creating a sequence of command, Testing, Debugging
Aims:	To create, test and debug simple programs.
KS 1 National Curriculum coverage:	Create and debug simple programs (Algorithms). That programs execute by following precise and unambiguous instructions. Use logical reasoning to predict the behaviour of simple programs (algorithms).
Unplugged activity:	The crew are on Treasure Island and Captain Jake needs to give instructions to get to the hidden treasure.
	
Resources:	Treasure maps on grids, direction commands, Forward, Backwards, Turn Right, Turn Left, recording sheets
Plugged activity:	Little red pirate ship online control activities - sail the Pirate ship safely to Treasure Island in the coding mode . Create and test programs to see if they can navigate the pirate ship safely.
	
Resources:	Little red pirate ship activity in School360, available online for PC & iPad.

TREASURE MAPS

There are two parts to the treasure maps activity. In the first activity the children are provided with a treasure map and have to write their own program to get from the start to the hidden treasure.

TREASURE MAP

MY KEY

S	Start			Lake
X	Treasure			Beach
Tree	Tree		Route	
Mountain	Mountain			
Swamp	Swamp			

MY PROGRAM

CUT OUT
THE

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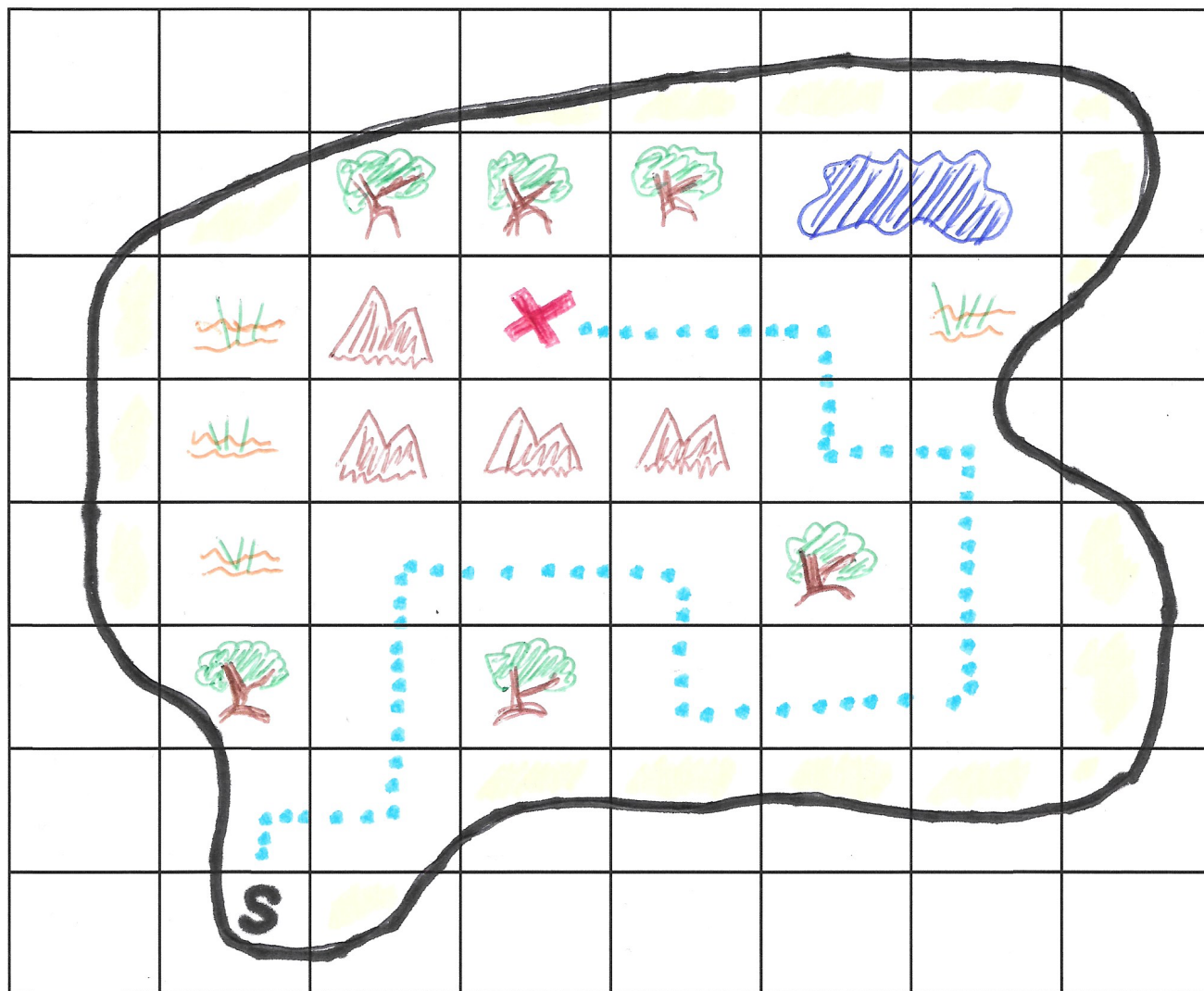
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In the second activity the children are provided with a blank map grid and have to create their own treasure map and key and then challenge their friends to write a program for it.









DESIGN YOUR OWN TREASURE MAP

MY KEY

TREASURE MAP



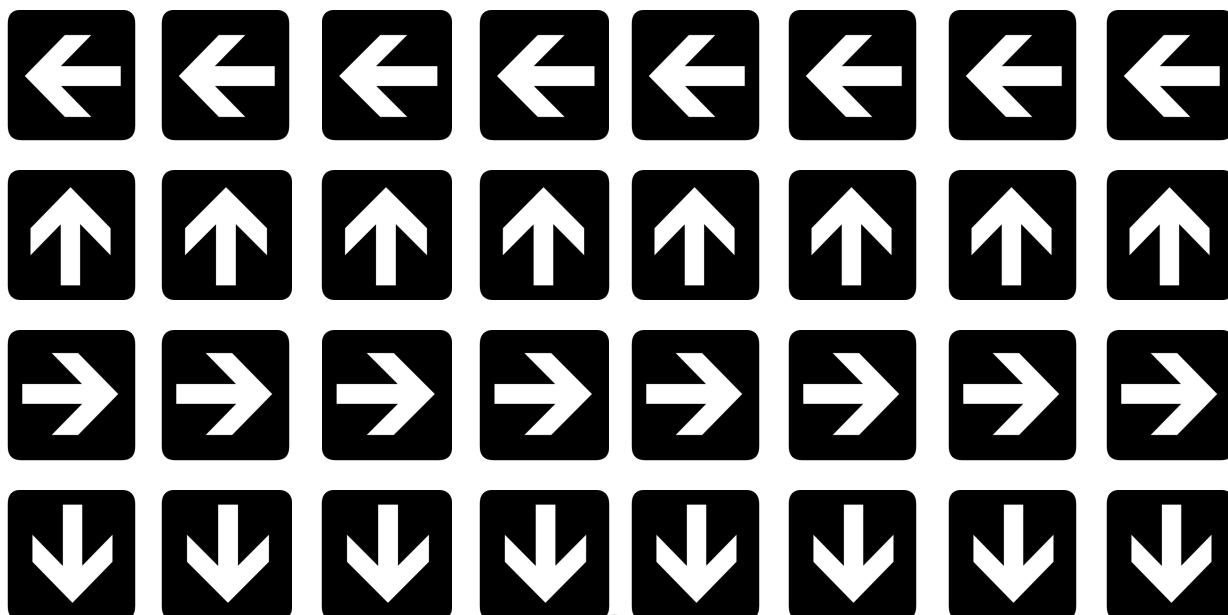
MY KEY

	Start			Lake
	Treasure			Beach
	Tree			Route
	Mountain			
	Swamp			

My PROGRAM

CUT OUT

THE



DESIGN YOUR OWN TREASURE MAP

MY KEY

LITTLE RED PIRATE SHIP



The little red pirate ship software is available in school360 in the EYFS ICT resources area and the computing area.

There are 10 different challenges available, gradually increasing in difficulty, as well as a random screen.

The program has two modes, in this activity we are going to use coding mode.



Coding mode:

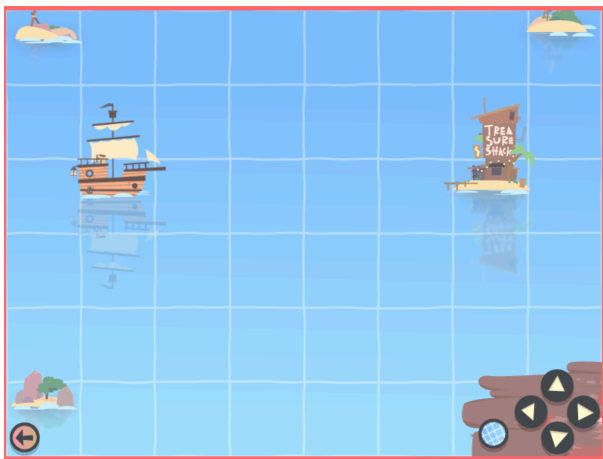
In this mode the pupil builds up a sequence of commands and then tests it. The ship does not move until go is clicked.

In both modes there is the option to have a grid on the screen to help pupils work out the number of moves needed.

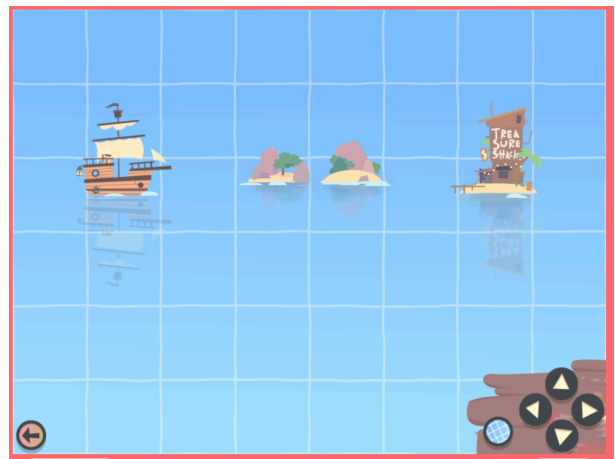
THE DIFFERENT CHALLENGE SCREENS

The little red pirate ship has 10 screens of increasing difficulty for the children to try and program the Little Red Pirate Ship to get to the treasure island.

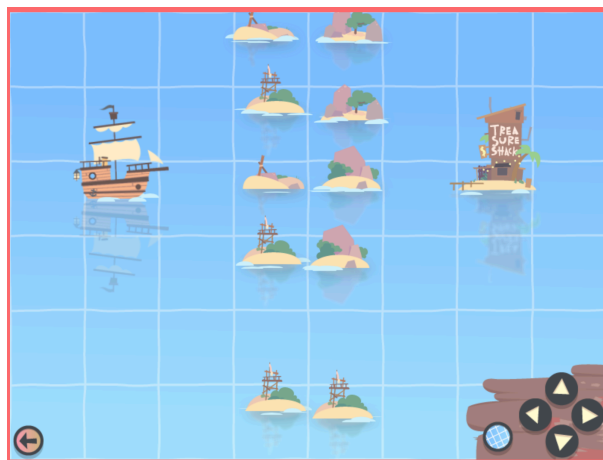
Another way to use the little red pirate ship with children is to copy and laminate the following plans and with the arrow cards ask the children to work out the program before they go on the computer program.



Simple



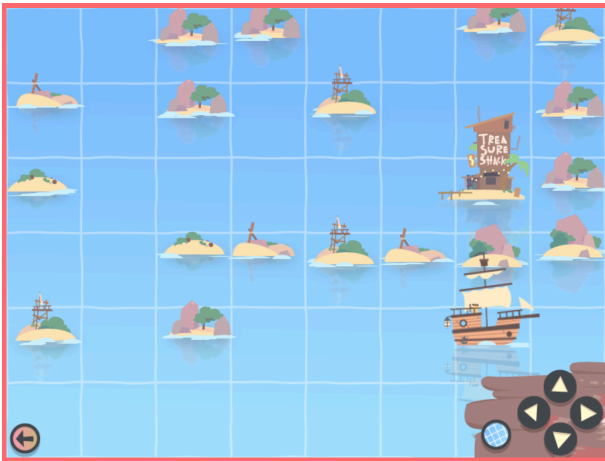
Danger



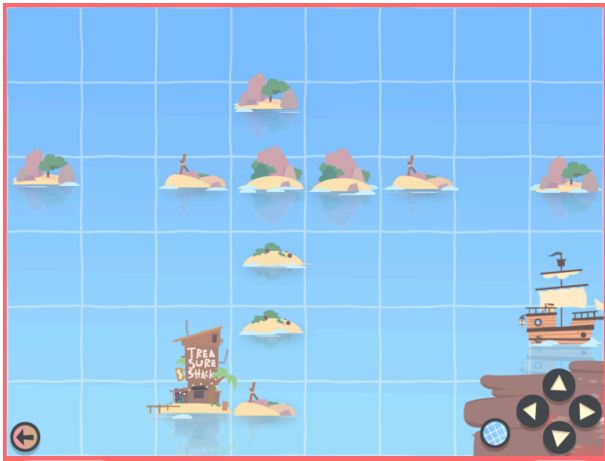
Through the pass



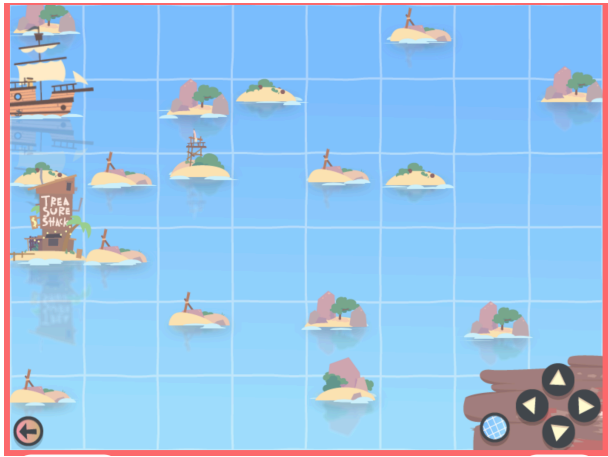
Pirate cove



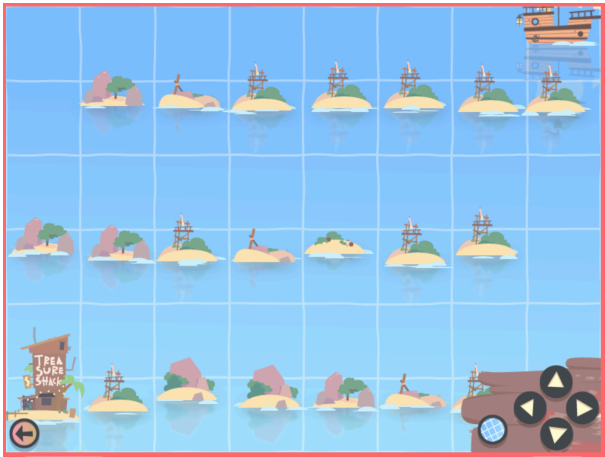
Narrow



Squares



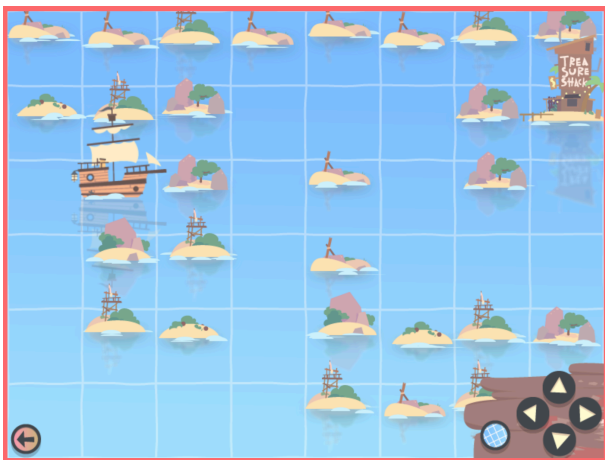
As the crow flies



Creek



Big Island



Rocks