



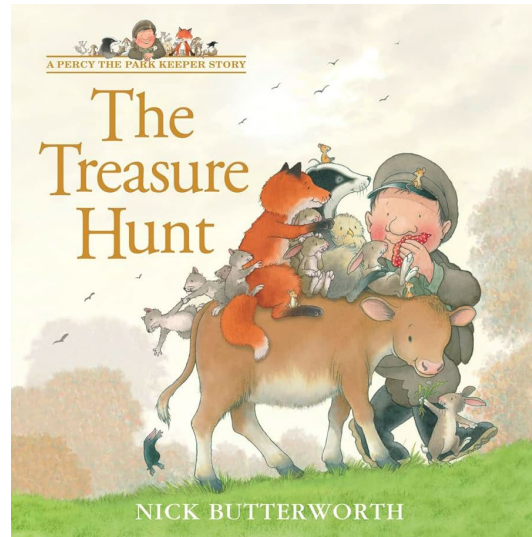
# North York Moors National Park

## Treasure hunt (Key stage 1)

This activity day links to KS1 Geographical Skills and Fieldwork and is inspired by Nick Butterworth's book 'The Treasure Hunt'. The day consists of two activities with a lunch break in between

### Activity 1: Treasure hunt (1½ hours, outdoors)

Begins with games to introduce the four compass directions followed by a treasure hunt around the grounds. Children follow clues to locate objects using an aerial photograph and a compass. At the final location we read the story, meet the toy characters and discover a treasure chest containing the chocolate gold coins!



### Activity 2: Fun with maps (1 ½ hours, indoors)

Begins by using a satellite photograph to follow the route from your school to Danby. Also includes locating features on a map of the grounds and drawing symbols to represent them, putting a puzzle together to create a giant pictorial map of the National Park and a game which requires children to use coordinates to search for pictures of the animals from the story.

**Age Range:** Years 1 and 2 only

**Max capacity:** 60 children

**Duration:** Full Day: 10am to 2.30pm incl. lunch break.

**Location:** Danby Lodge National Park Centre

## Main curriculum links

### Geography

- Geographical skills and fieldwork – use simple compass directions and directional language to describe the location of features and routes on a map; use aerial

photographs and plans to recognise landmarks and features; use and construct basic symbols in a key.

## **Key learning objectives**

Children should learn...

### **Geography**

- the relative positions of north, south, east, west;
- to orientate a map and follow a route;
- how symbols are used to represent human and physical features on maps and plans;
- to use coordinates to locate squares on a grid

### **Other skills**

- listening and following instructions;
- looking at / observing the environment carefully;
- listening to and working with peers.

## **Learning outcomes**

### **All children will be able to:**

- state and point to the four main compass directions
- use a photograph to identify a real feature
- draw a symbol to represent a feature

### **Most children will be able to:**

- identify their location on a simple aerial photograph / map
- follow a route on an aerial photograph / map
- use coordinates to identify a specific grid square

### **Some children will be able to:**

- use a map to work out which way to go
- draw a symbol in the correct position on a map

## **Assessment for learning**

We assess learning using a variety of techniques appropriate to the activity such as: questioning, questioning games, observing how well children are performing tasks, checking results, quizzes and feedback forms.

## **Opportunities for extending learning before and after a visit**

Read the Treasure Hunt story in class.

Involve your children in designing a similar trail around your school grounds for other children to follow.

Ask children to draw a map of a small, familiar area such as a children's playground, showing the locations of different pieces of play equipment and devise a key.

The Ordnance Survey provides educational resources for schools including access to OS maps and downloadable activities and worksheets to develop children's geographical skills at [www.ordnancesurvey.co.uk/education](http://www.ordnancesurvey.co.uk/education)\*

\*This is an external website for which the National Park Authority has no responsibility.

## **Further information**

To find out more, make a booking or view other activities please visit our [Outdoor learning and school visits page](#).

You can contact the Outdoor Learning team on 01439 772751 or email [outdoorlearning@northyorkmoors.org.uk](mailto:outdoorlearning@northyorkmoors.org.uk)