

Treasure Island Mat Games



This mat is designed to encourage the teacher and children to explore different ways in which the Bee-Bot, Blue-Bot or Loti-Bot can be controlled. The teacher could be working with a group of children or it could be a small group of children working independently to consolidate their understanding.

The teacher can use a combination of the photocopiable sheets attached and the mat, in a number of different ways, depending on the age and ability of the children.

The games are based around the photocopiable symbols at the bottom of this document. By using these symbols, you can bring a real treasure hunt feel to the mat, whilst pupils learn to plot their routes, avoiding the perils of the island.



The Pirate Treasure Game



Resources: Treasure Island mat, Treasure Island mat symbols cut out (see appendix), dice, programmable robot (e.g. Bee-Bot).

Aim of Game: The player or players who reaches their end destination first wins the game.



The Pirates

- Choose one or more players to be Pirates and one or more players to be the Treasure Hunters. Ask the Pirates to place the treasure chest symbol (see appendix) in a square on the mat where they would like to hide the treasure.
- Place the remaining symbols face down and ask the children to select between 1-6 symbols, determined by the roll of a dice (e.g. if the children roll a 3, they must select 3 symbols). Remove the cards that were not selected and turn the ones over that were.
- The task is now to plot a route using all the chosen symbols to reach the pirate ship from the spot of the buried treasure (e.g. if the children chose the swamp, the beach cave and the volcano, they must make sure that their bot visits these places on the way back to the pirate ship, even if it means taking a long route back!). The children plan out the route and create an algorithm either using sequence cards or drawing directional symbols on whiteboards. They then enter the instructions into the robot to see if their instructions are correct.
- If the robot reaches the pirate ship, the Pirates score a point. If the pirate ship is not reached, no points are scored and the players must wait until their next turn to try again.



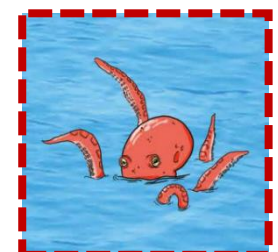
The Tresure Hunters



- Keeping the treasure in the original spot
- Re-shuffle the symbols, lay them face down and again ask the treasure hunters to select between 1-6 symbols, determined by the roll of a dice.
- Now see if the treasure hunters can find the pirates buried treasure via their chosen symbols, using the rowing boat as their starting point.
- The treasure hunters also get one point if the robot manages to find the treasure.

Once a game has been won, a new game can be played by placing the treasure in a different location.

Add a Challenge



If the children choose any of the danger cards above, they must reverse once the robot has landed on the square with the symbol on it and then go around it.

Treasure Search Game



Resources: Treasure Island mat, Treasure Island mat symbols cut out, programmable robot (Bee-Bot, Blue-Bot or Loti-Bot)

Aim of Game: The player or players who finds the most treasure (collects the most cards) wins.

- Start the robot on the pirate ship. Shuffle the photocopyable symbols and lay face down in a pile.
- Individually ask the children to turn over the top picture. The picture will show where the treasure is on the mat. Ask the children to write down the coordinates of where the location is on the map. Then, ask them to enter the instructions into the robot that they think will get it to that location on the mat.
- If they are successful then they keep the card, if they are not successful then that card goes back to the bottom of the pile.
- Keep playing until all the cards are gone.
- The child with the most amount of cards is the winner.
- You could adapt the game by removing some of the more difficult to reach symbols from the pile or just simply start the robot from a different point.



Treasure Hide and Seek Game



Resources: Treasure Island mat, Treasure Island mat symbols cut out, programmable robot (Bee-Bot, Blue-Bot or Loti-Bot)

Aim of Game: To follow the route correctly and find the treasure.

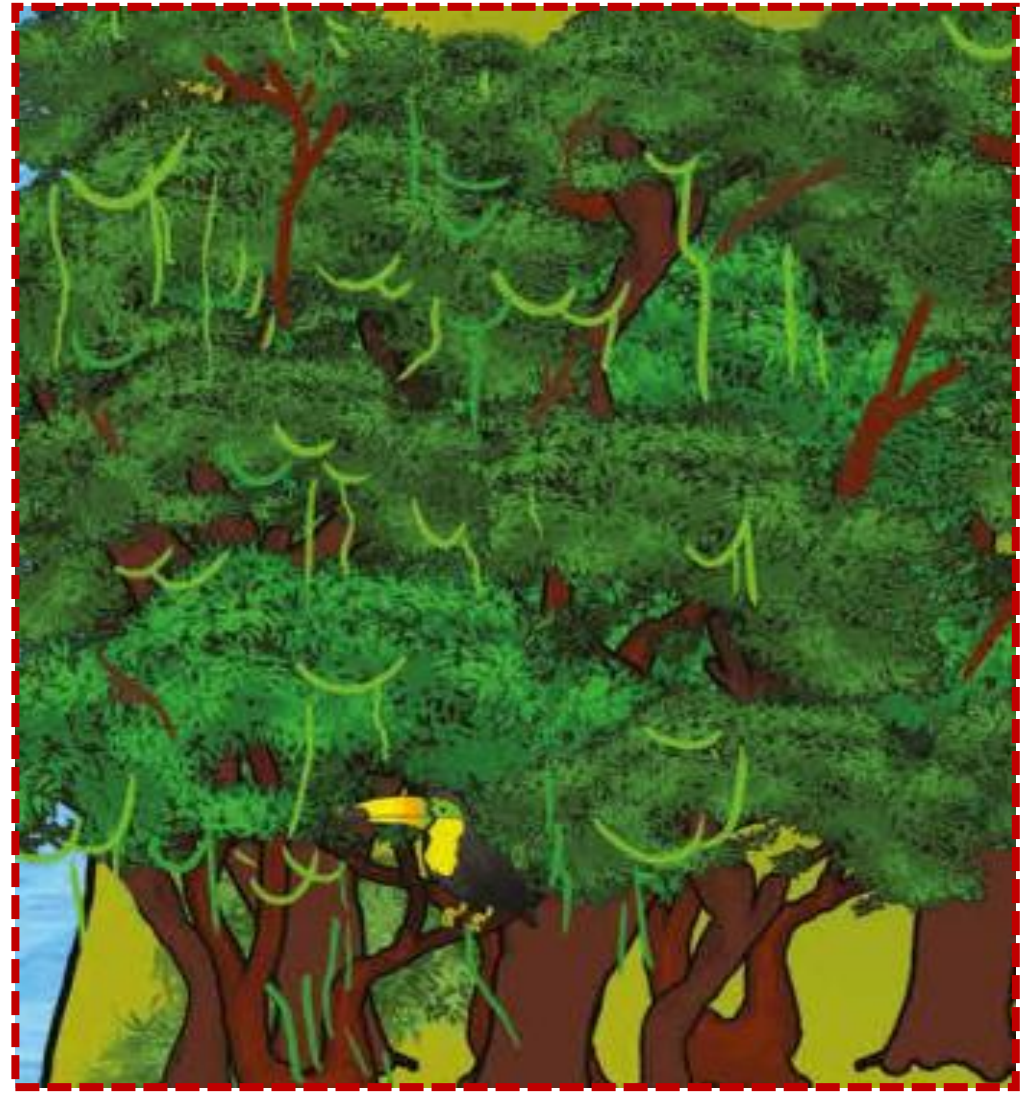
- In pairs or small groups, ask the pupils to try this task. One group decides where to hide the treasure on the island but don't tell the other group where it is (Make a note of which square it is in).
- The same group then plans a route around the island that leads to the treasure.
- Give the plotted route to the other group and see if they can find the treasure.
- Ask the children to use descriptive and positional words to describe their route to the treasure (e.g. Over the wood bridge, behind the waterfall and around the hot volcano). What geographical vocabulary can be developed?

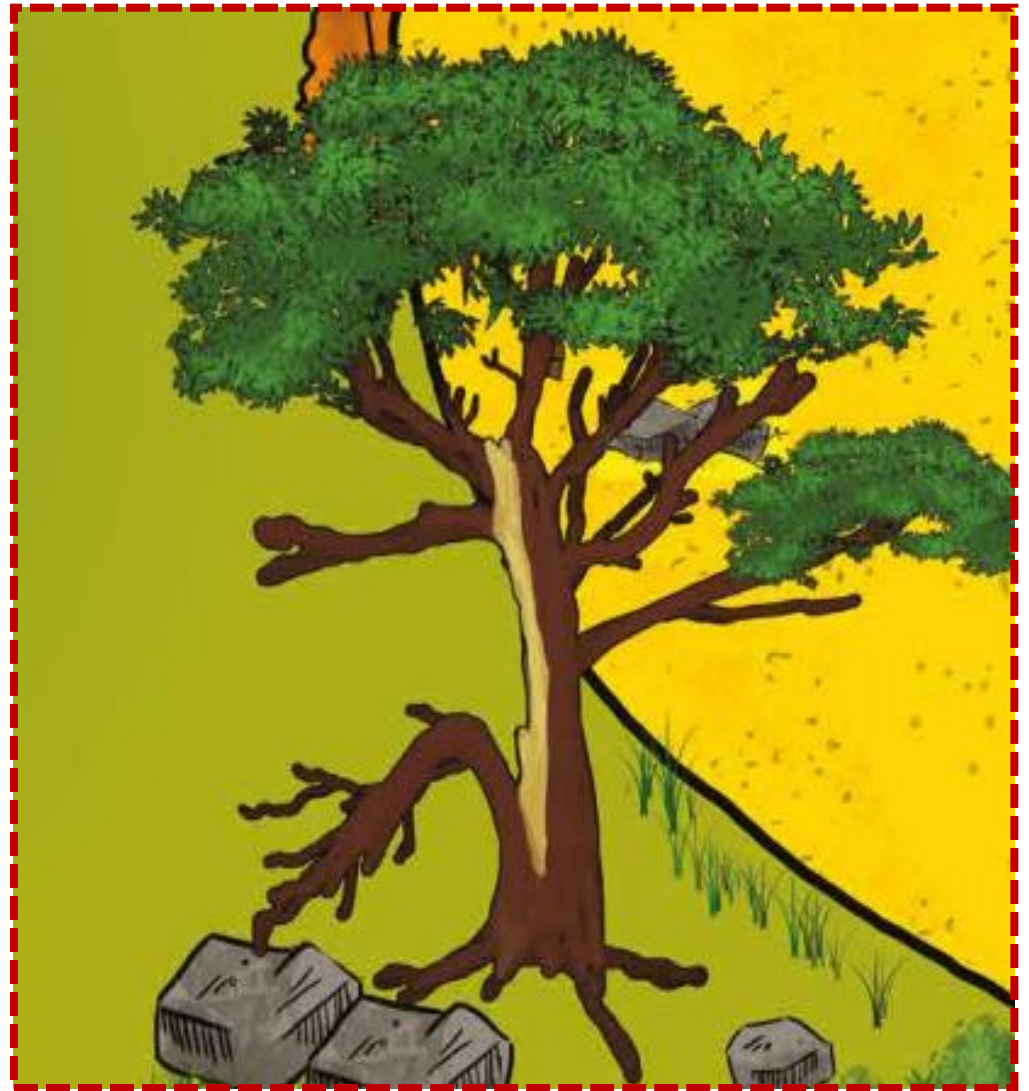
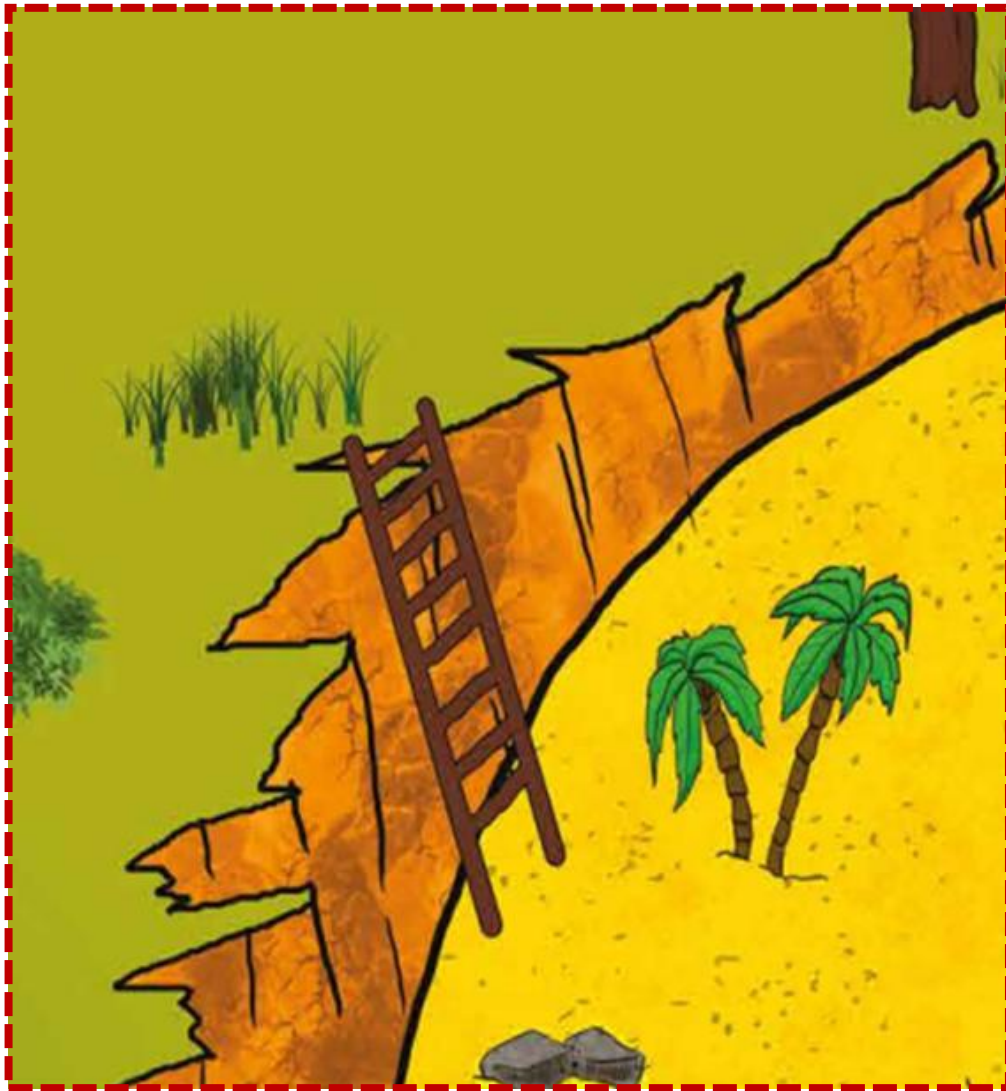


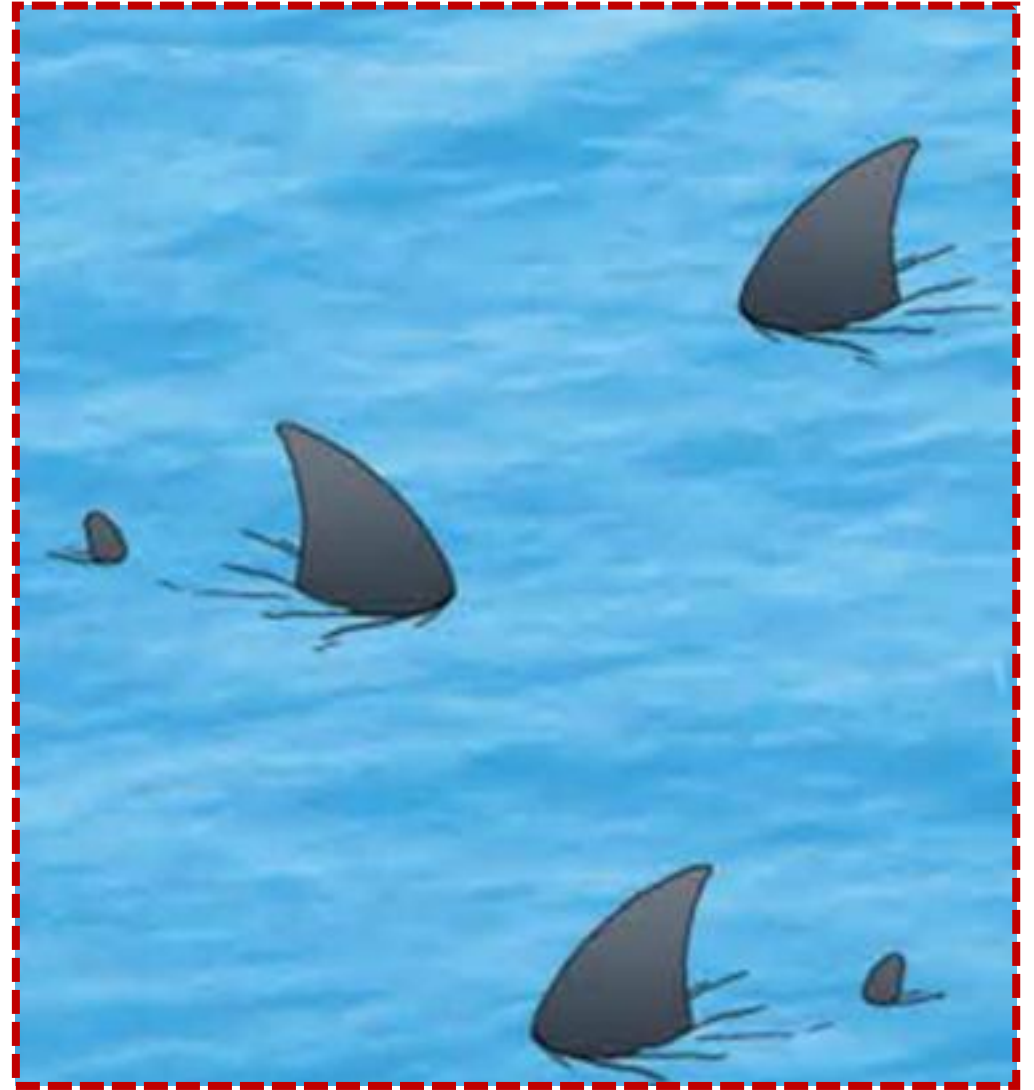
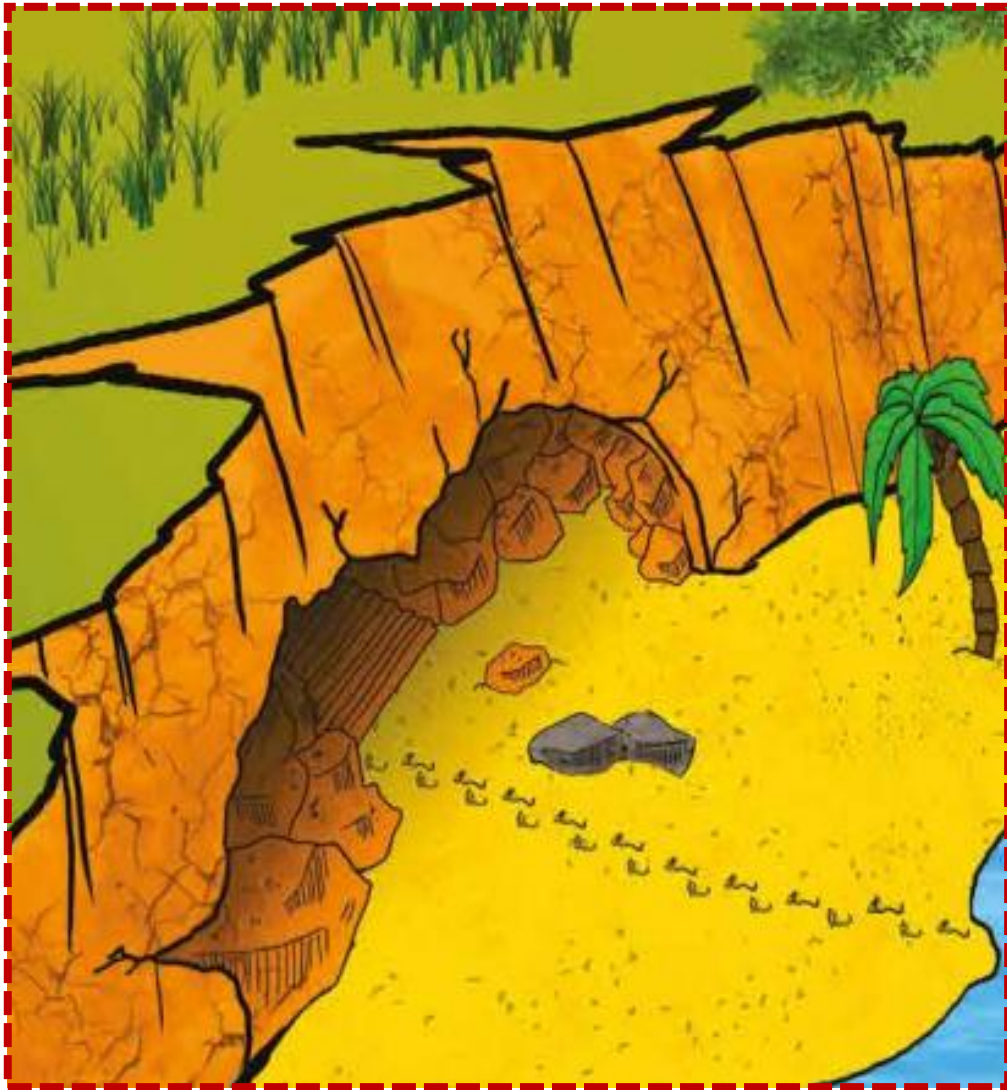
Notes

- In all of these games the children could be introduced to simple recording of their instructions through using the Bee-Bot sequence cards or by simply using A4 laminated whiteboards.
- While using this mat, encourage the children to explore their imagination to develop a real adventure story to the activity, i.e. image there is a secret passage out of the back of the cave or a hidden tunnel that leads around the back of the waterfall; there may be even some remains of a robot in the swamp who was also looking for the treasure and got lost.
- Why not incorporate elements of role-play, by asking the children to dress up as pirates and explorers? Even decorate the robot itself to look like a pirate..
- Add a three dimensional aspect by adding foliage and props on and around the mat.
- Use coins (real or chocolate) or old costume jewellery as treasure.

We hope you have lots of fun hunting for treasure!

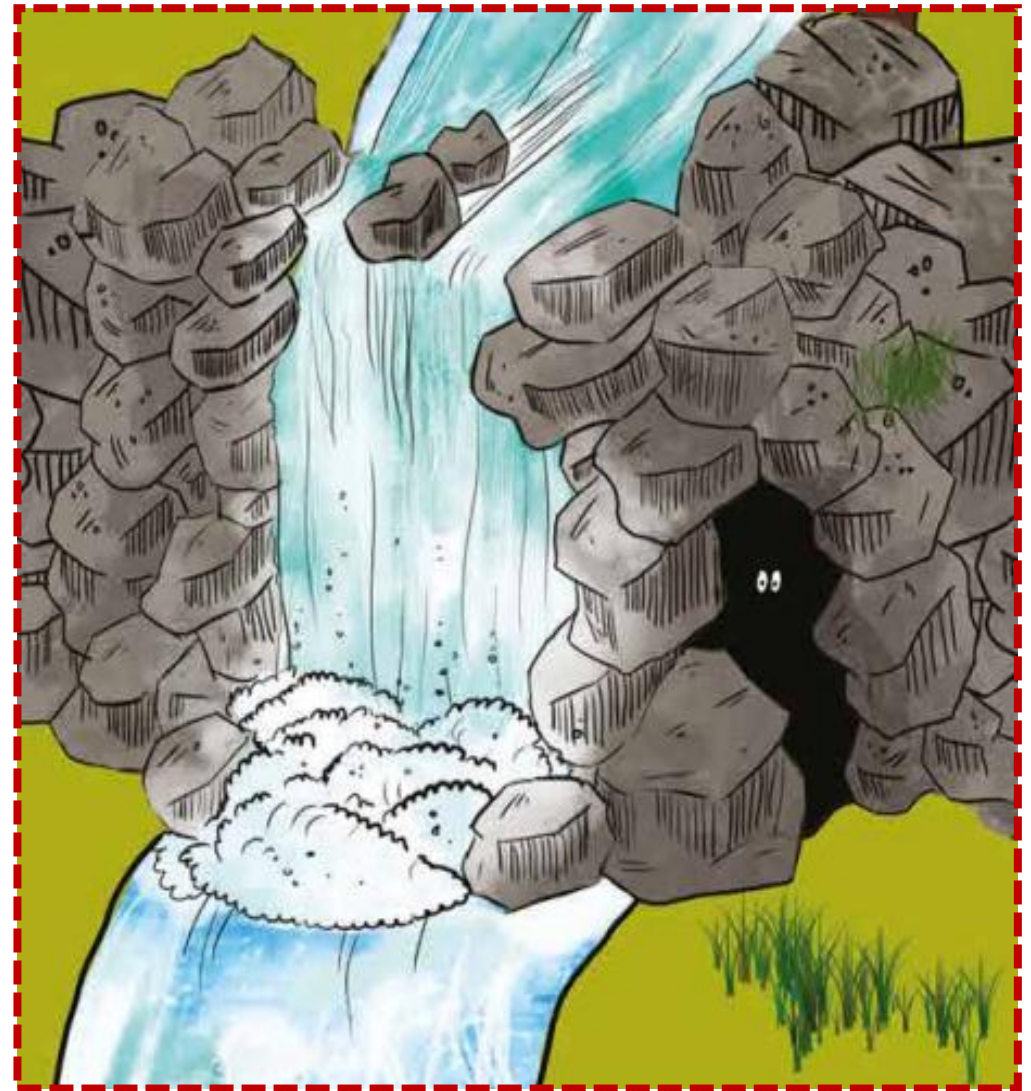
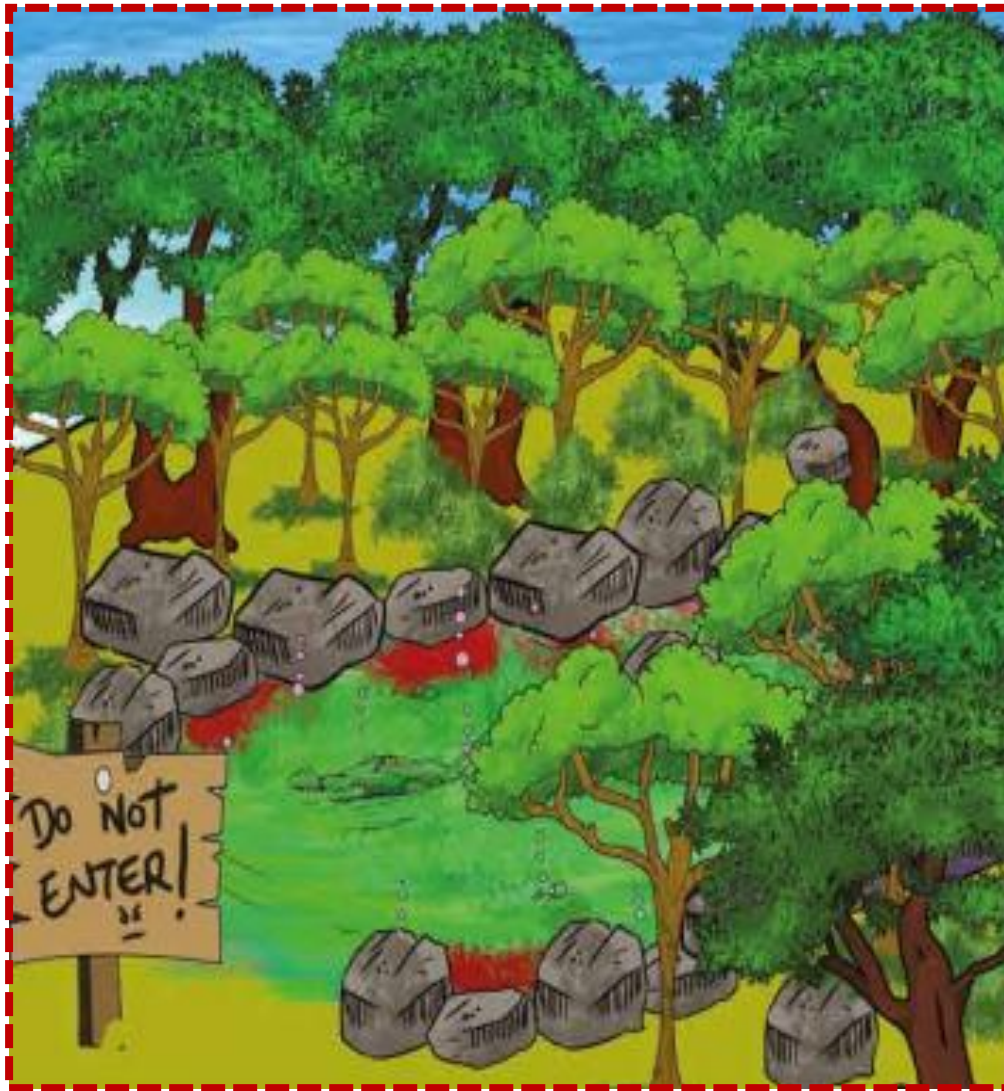


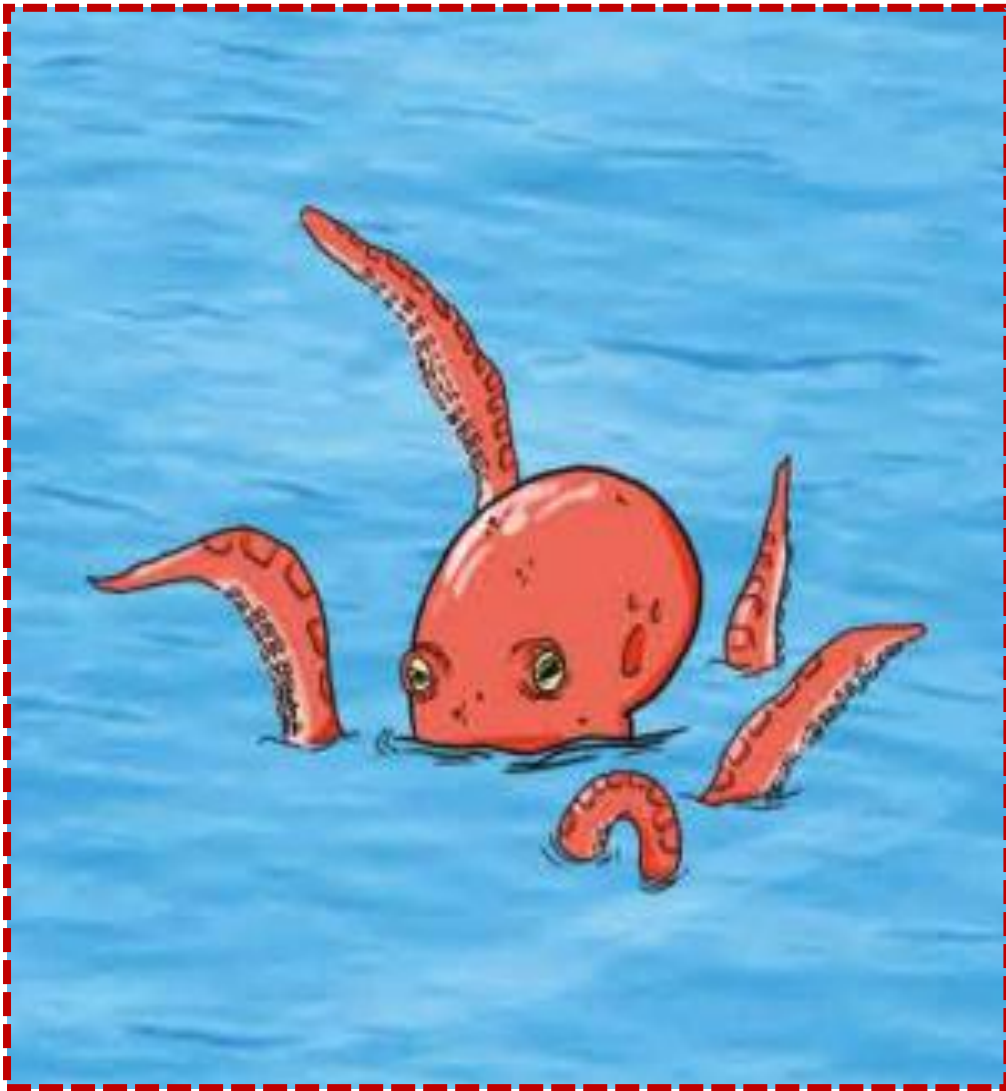














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