



WHAT IS THIS?:

Create a large-scale “treasure hunt” game by mapping out the floor of your apartment or house, a backyard, or a small local green space like a park.

Challenge a friend to play with you. Have fun!

SCALED MAP BASICS:

Before you start, you need to understand what making a scaled map means.

Let’s say you want to map out your favourite park. Imagine that you’re a goose with super powers flying above that park. Imagine that you can take pictures of the park from above. The higher up you go, the smaller everything seems to get. But everything stays in the same place relative to everything else. Relative sizes also don’t change: the biggest trees remain the biggest trees and ants remain some of the smallest creatures in the park. That’s because their relative sizes stay the same. When you make a map, relative distances don’t change either.

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The Treasure Map Game

Okay, now imagine that you could draw a grid of squares over that park. When you walk along the squares of that grid, their sides could measure say...a metre (or 100 centimetres) each. How do you “translate” a metre onto something a lot smaller like a piece of paper? One way to do it is by deciding that each square on your paper grid represents a “square” in the park. Your paper grid becomes your guide to keep everything in the right place and size compared to everything else.

Okay, now that you get how this works, you can create a scaled map of the space you want to hide the treasure in. If you decide to map out your room, it might be easier to decide to use smaller measurements and decide that the sides of your grids will be 10 centimetres long instead of a metre long.



WHAT YOU’LL NEED:

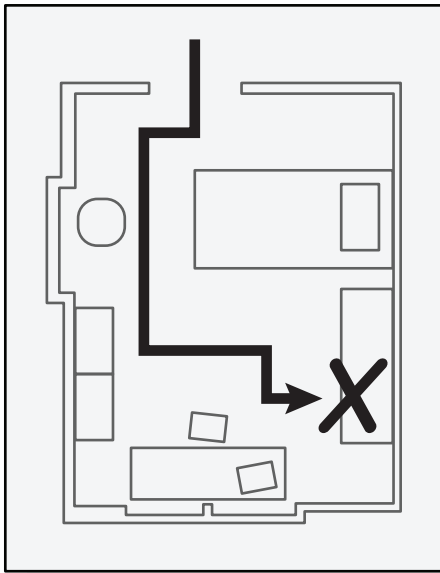
- A space to create a map of your room, the living-room, the back-yard, or even your favourite park
- Paper with a grid (*it could be graph paper*)
- A treasure to hide
- Pencil
- Ruler or tape measurer



The Treasure Map Game



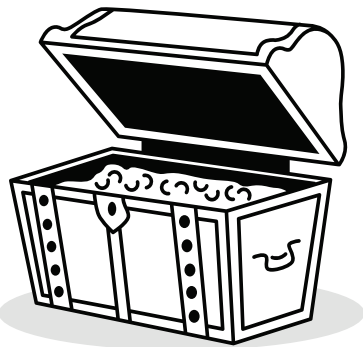
WHAT YOU DO:



STEP ONE:

Make a scaled representation of the space you decided to hide the treasure in.

Pick a corner of the area to be the starting point for your map and for the treasure hunt (point 0,0). Write a note with instructions for finding the treasure. The starting point is point 0,0. For example, you might write, "Move forward from point (0,0) 3m, then turn 90° right; now move forward 2m and turn 90° left. Next, move forward 4m..." and so on. Your scaled drawing can be used to find the treasure.



STEP TWO:

If your friend can find the treasure in the room by following your instructions and your map, he or she gets to keep it. Hopefully, you picked a treasure that your friend will want to share with you, like jellybeans, or a new song that you saved on a usb.

