

Finn's Treasure Map Adventure

Learning objective: To develop an understanding of basic map symbols and spatial awareness by identifying features on a simple floor map.

Finn the dolphin has drawn a map of the school playground to help his friends find hidden treasure. Look at the map below and match the items in the 'Word Bank' to the correct spots on the map. Use the symbols as your clues!

Word bank: Sandpit · Slide · Oak Tree · School Gate · Bench

1. Finn is standing at the School Gate. Which way does he need to go to reach the Sandpit? (Use words like 'forwards', 'left', or 'right'). (2 marks)

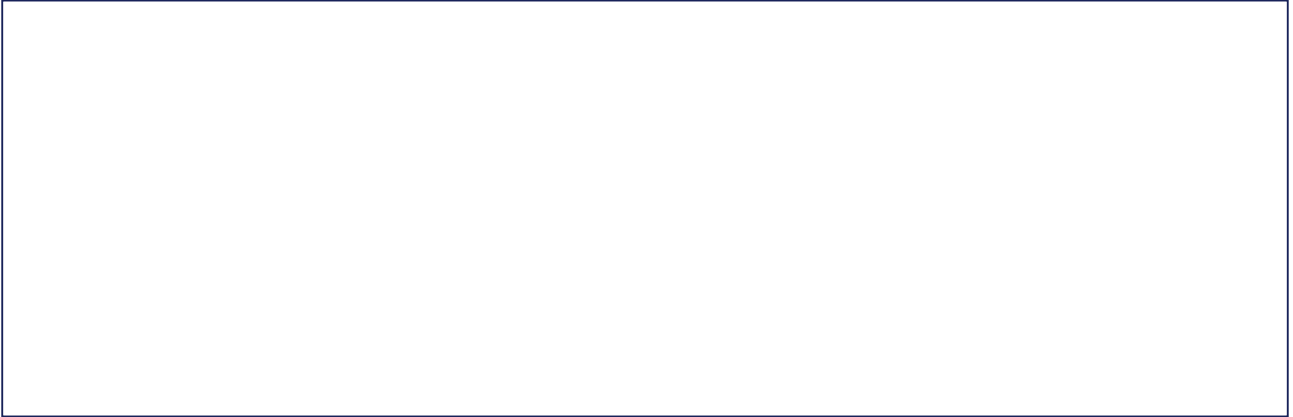
2. If you wanted to sit down and rest after playing, which place on the map would you go to? (1 mark)

3. How many trees can you count on Finn's map? (1 mark)

4. Why do we use symbols (like a little picture of a tree) on a map instead of writing long sentences? (2 marks)

5. If a new shiny bucket costs £2 at the toy shop, and you have £5, can you afford to buy it to use in the sandpit? (2 marks)

Draw: Draw a map of your own bedroom. Include your bed, a window, and your favourite toy. Add a 'Key' at the bottom to show what your symbols mean.



Extension challenge: Ask an adult to help you draw a map of your journey from your front door to the kitchen. Can you add a 'Start' and 'Finish' point?