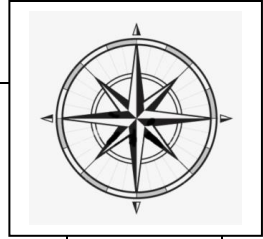


Treasure Map



7												
6												
5												
4												
3												
2												
1												
	A	B	C	D	E	F	G	H	I	J	K	L

Draw a map and imagine a route from a **starting point of your choice** to a **hidden treasure**.

Add a **compass** to your map – include all of the **8 compass points**.

Challenge:

Add a **key**: what **symbols** will you use to represent the different physical features on your map?

Key

Write a simple algorithm to help discover the buried treasure

Computers have to be programmed with very clear instructions in small, precise steps – algorithms. These steps have to be in the right order and if a step is missed out, the programme will not work and will have to be “debugged”.

Write an algorithm for a partner to follow to take them from the starting point to the buried treasure.

Step 1	
Step 2	
Step 3	
Step 4	
Step 5	
Step 6	
Step 7	
Step 8	
Step 9	
Step 10	
Step 11	
Step 12	
Step 13	
Step 14	
Step 15	