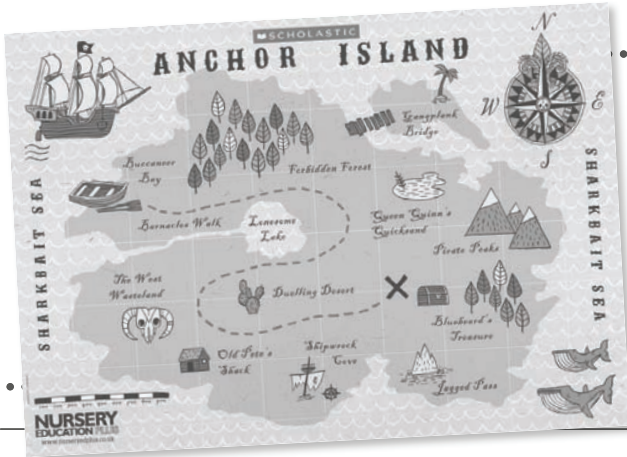


# TREASURE ISLAND

This treasure map will certainly fire the imaginations of would-be pirates!  
Develop children's ideas as they take part in our 'Pirate play' activities (p22–23)



## How to use the poster

Stimulate ideas by displaying the poster in different play areas; for example, a role-play pirate's ship; construction and small world; water play (lamine the poster first); mark-making and creative workshop.

Use the poster to enhance and extend the theme in your setting by using it as a centrepiece for displays entitled, for example, 'Pirates', 'Maps', 'Islands - real and imaginary'.

## Activities to support the Early Years Foundation Stage

### Personal, Social and Emotional Development

- Explore the poster and identify the island's dangerous places, such as 'Forbidden Forest', 'Jagged Pass' and 'Shipwreck Cove'. Talk about how it would feel to be all alone on the island, especially as darkness falls. Ask the children to share experiences of when they have felt frightened and the things that scare them the most.
- Lamine the poster and tape it to a hard floor surface. Use it for group games; for example, taking turns to roll a marble onto the island to see who can roll it nearest to the treasure, or playing a blindfold game where children put a small world 'pirate' where they think the treasure is located.

### Communication, Language and Literacy

- Help children to read the names of the places and features on the island and draw their attention to those that have two words starting with the same sound, for example, 'Lonesome Lake', 'Queen Quinn's Quicksand', 'Pirate Peaks'. Say them aloud as chants, clapping as you do so. Invite children to make up names with a positive message about one another; for example, 'Smiling Sam', 'Kind Katie'.
- Explain the meaning of unusual words featured on the poster, such as 'barnacles', 'anchor', 'shack', 'quicksand', 'buccaneer', 'gangplank'. Discuss the derivation of some of the names; for example, asking children why the forest is called 'forbidden'...the lake 'lonesome'...the pass 'jagged'.

### Problem Solving, Reasoning and Numeracy

- Invite children to find the treasure that is marked on the map and then take turns to describe the route a pirate might take from the rowing boat to where 'X' marks the spot, using positional language; for example, 'around the lake', 'next to the cactus', 'in front of Pete's shack'.
- Find the scale at the bottom of the poster and consider together how this might be used, perhaps to measure how far it is to the treasure or how long the island is from side to side. Find the scales on a range of maps. Chalk a large island map marked with different features outdoors and use metre sticks, tape measures and pacing to measure distances.

### Knowledge and Understanding of the World

- Talk about the purpose of the poster map and discuss how it will help a pirate to locate the treasure. Provide children with a range of maps to look at, such as atlas maps, road maps and maps for walkers. Choose which ones are best to use to find a country, plan a journey or select paths for a hike.
- Develop children's computer skills using the interactive game 'Treasure hunt' (which you can download from [www.nurseryedplus.co.uk](http://www.nurseryedplus.co.uk), where you can also subscribe to the magazine). Encourage children to become more familiar with the computer keyboard by moving the arrows to locate the treasure.

### Physical Development

- Talk about how the pirate will get from the main ship to the treasure, miming different actions as you follow his route; such as, climbing down into the small boat, rowing through the waves, walking around the lake, tiptoeing near the quicksand, creeping past the Duelling Desert and opening the chest with excitement.
- Chalk a copy of the map outline onto the ground and add simple physical features. Play 'Island statues' by inviting children to follow instructions; for example, hop around the peaks, jump up and down on the beach, swim in the lake, until you shout 'Pirates still!' and everyone has to stop.

### Creative Development

- Explore the poster and then ask the children to use it for reference as they make their own treasure maps for pirate role play. Encourage them to consider how they will illustrate and label the features. Provide scruffy brown paper, mark-making tools and safe scissors. Roll up the finished maps and secure them with elastic bands.
- Lamine the poster and hang it alongside a Tuff spot so that children can refer to it as they create a mini-version of the treasure island from sand, with the addition of small world people and equipment.

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