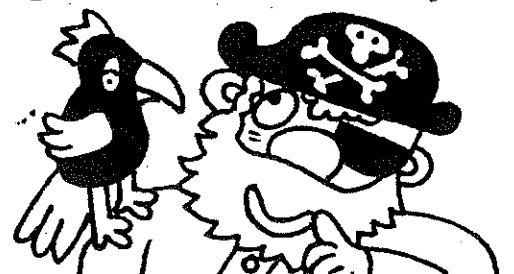
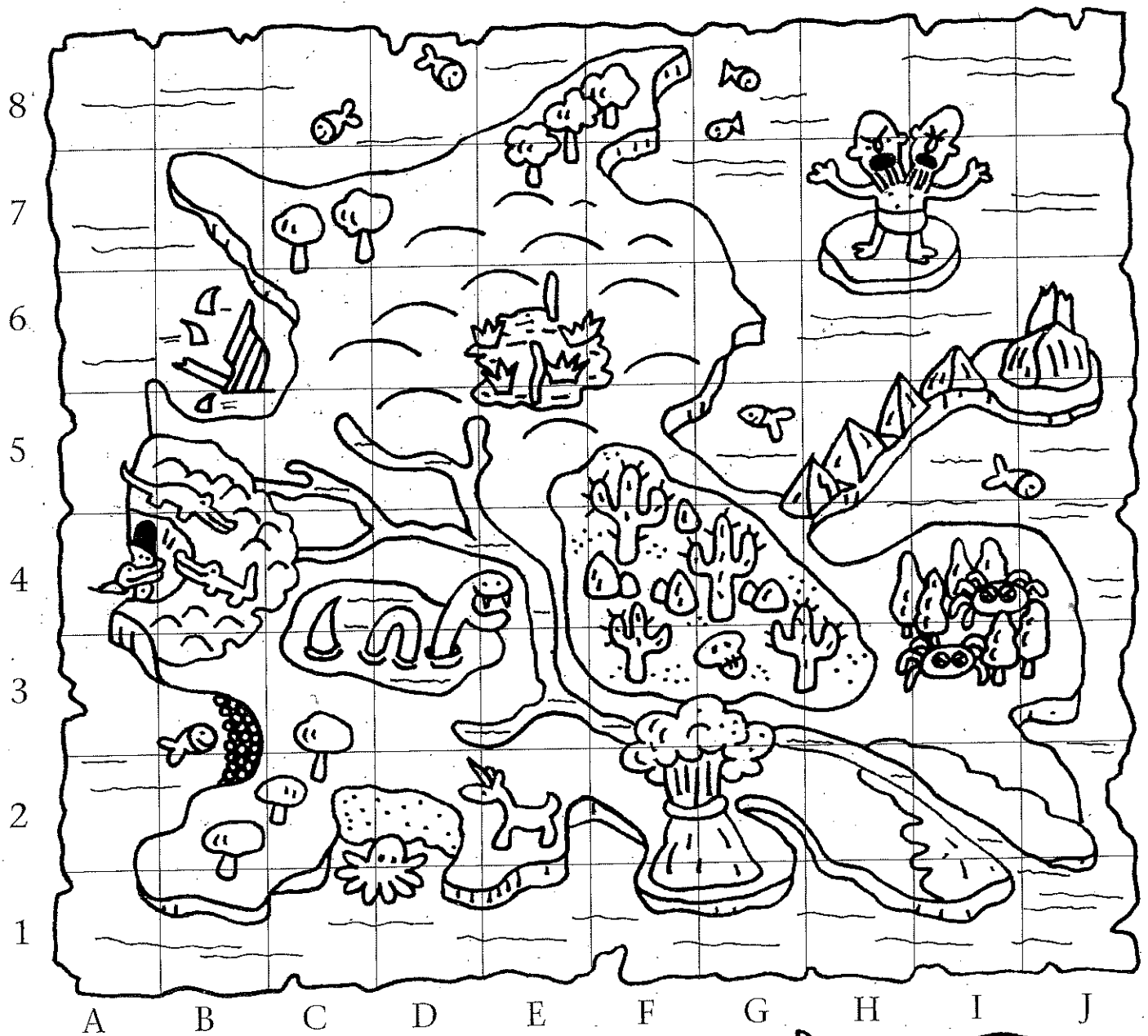


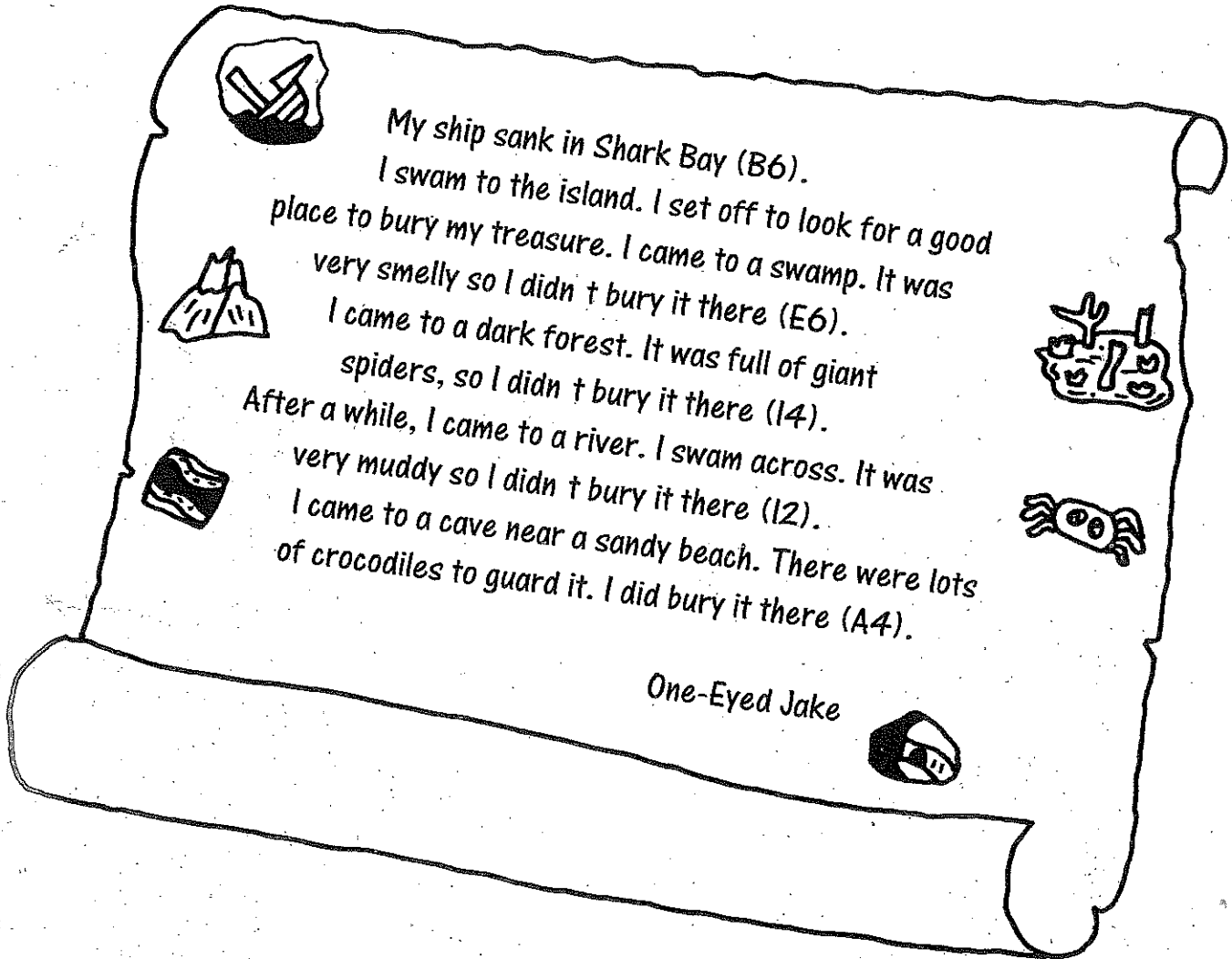
Name

Date

One-Eyed Jake the pirate has drawn this map.
It will help you to find his buried treasure.



1. Follow Jake's instructions and draw his route on the map. Mark where the treasure is with a cross.



2. Now look for a place to hide your own treasure. Starting from Fish Bay (B3), where would you go?

From Fish Bay (B3), I went to

.....

.....

3. Swap your directions with a partner and see if you can follow each other's instructions.



Loading a ship

Activity

How much cargo can your ship carry?

- Set the scene by asking about the types of boats and ships which the pupils are aware of or have had experience of. This can include everything from toys to the Titanic.
- ⇒ Can they group them into what ships are/were used for? Acceptable answers might be sport, transporting people, carrying cargo, fishing, exploration, war, etc.
- ⇒ What do they all have in common? Answer: They have to carry people or things without tipping over or sinking. A ship such as the Titanic or a passenger cruise ship crossing the Atlantic, for example, wants to carry as much cargo or as many people as possible so as to be as economic as possible.
- Give each group their boat (shallow container) and cargo (marbles). Predict how many marbles their craft can hold. They will find that the marbles quickly roll to one end and the boat sinks when only a few have been put in.
- Their challenge is now to find a way to put as much cargo as possible into their ship, using anything they can think of from the classroom to make this possible.
- A few ground rules might be necessary.
 - ⇒ The ship must be loaded when already afloat.
 - ⇒ The ship cannot be held while being loaded.
 - ⇒ The cargo must be loaded one piece at a time.
- In order to encourage creative thinking and discourage copying, I also tell my class that I will only photograph those groups who have come up with original ideas.

Blu-tac used to make cargo cradles



Two compartments

