



Treasure Island

Getting Started...

Plan

- In Sixes plan an adventure where each Six hides a treasure in a certain location and draws a map of the area to show where it is
- The area will need to be mapped so that should be the first step.
- Swap maps with another Six so they can look for your treasure and you look for theirs
- Remember that each Cub Scouts should pick a challenge from the People Cards

Do

- Each member of the Six should have a job in mapping the area.
- Make sure there is a scale and a legend with each map.
- When the map is complete the Six decide where is best to hide the treasure and then mark it on the map.

Review

- During the event get the Six to map out a time line of what happened to show how they got on.
- Compare time lines to look at similarities and differences

Resources

Paper and pens for making the maps
Treasure to hide

Top Tips:

- Tales of buried pirates treasure gets the mind thinking of how to find it, but how can it be found without a map!?
- Mapping can be done in a few different ways; each Cub Scout can take a quadrant to map out or they can get each map the area and compare maps afterwards.

Treasure Island is a famous story that brings to mind adventure and discovery on exotic islands. The "Caribbean" theme is excellent for getting Cub Scouts to think about discovering things and how to find treasure. It is also very easy to get the Cub Scouts to thinking creatively about a challenge.



CUB SCOUTS