

Treasure-Map Directions

Classroom-ready printable pack · Grades K–8

Pack contents

Grid maps, obstacles, landmarks, destinations, and compass keys. Two student sets are included.

Teacher directions

1. Orient both maps north-up and match obstacles.
2. The Describer secretly selects a destination.
3. Give coordinate or cardinal-direction moves.
4. Reveal and verify every move and final square.

Before class

- Print at 100% on US Letter paper. Use cardstock or laminate for reuse.
- Cut on the thick solid borders. Keep Set A and Set B separate.
- Give challenge/model cards only to the Describer.
- Use a folder, book, or tabletop barrier so partners cannot see each other's work.

Accessibility and accommodations

Use a 5 × 5 area and one-step moves. Move a traveler token after each repeated instruction.

Storage-envelope labels

Treasure-Map Directions

Set A — Describer

Count pieces before storing.

Treasure-Map Directions

Set B — Builder

Count pieces before storing.

Treasure-Map Directions

Challenge / model cards

Count pieces before storing.

Treasure-Map Directions

Teacher reference

Count pieces before storing.

Student language supports

Position: above · below · beside · between · near · far · left · right · clockwise**Clarify:** “Please repeat...” · “Is ___ beside ___?” · “What should I place next?”**Compare:** same · different · rotate · move · replace · sequence

Movable pieces

Set A

Cut on the solid borders. This set is identical to the partner set.

YOU traveler	X treasure	TREE tree	ROCK rock
POND pond	CLIFF cliff	BRIDGE bridge	N 1 north 1
S 1 south 1	E 1 east 1	W 1 west 1	? destination

Movable pieces

Set B

Cut on the solid borders. This set is identical to the partner set.

YOU traveler	X treasure	TREE tree	ROCK rock
POND pond	CLIFF cliff	BRIDGE bridge	N 1 north 1
S 1 south 1	E 1 east 1	W 1 west 1	? destination

Treasure grid map

Cut the page in half. Both partner mats are identical.

Set A — Treasure grid map

north at top • columns 1–6 • rows A–F

top / far

center

bottom / near

Set B — Treasure grid map

north at top • columns 1–6 • rows A–F

top / far

center

bottom / near

Describer-only challenge cards

Keep these cards hidden from the Builder.

Challenge 1: Three landmarks

Pass three landmarks and avoid obstacles.

Challenge 2: Shortest path

Reach treasure in fewest moves.

Challenge 3: Coordinates

Give only destination and obstacle coordinates.

Challenge 4: Return trip

Reverse a completed route.

Treasure-Map Directions reference

Direction key

Moves cross one grid edge unless stated otherwise. North increases the row; east increases the column. No diagonal moves unless allowed. Obstacles cannot be entered.

Quality check after a round

- Can each student identify pieces by shape or label without relying on color?
- Do both models match in pieces, order, orientation, and relative position?
- Which direction was most precise? Which should be revised?