

Jacaranda  
Software

Moving Into Maps 1

# SCAVENGER HUNT

A compass-direction game  
for 7 to 13 year-olds





## Jacaranda Software

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#### ABOUT THE PROGRAM

*Scavenger Hunt* is one of a suite of computer programs that have been written to complement *Moving Into Maps*, the pre-atlas activity book in the Jacaranda Atlas Programme. Designed for use by students from 7 to 13 years of age, *Scavenger Hunt* provides an extension activity for the "Lost and Found" section of *Moving Into Maps*. However, as the computer program is entirely self-contained and self-explanatory, it will be useful in any classroom where basic map concepts are being taught.

*Scavenger Hunt* is a computer simulation program that provides an opportunity for students to practise the basic map skills of identifying and using the eight major compass points and estimating distance.

From one to four students can play. Each player has a different list of objects to collect and has to move a stick figure around the computer display in search of the objects on his or her list. As a figure moves about it must negotiate obstructions such as fences and a creek.

The aim is for students to collect all the objects on their lists. As they become familiar with the program, students will be keen to find the best route for collecting all their objects in the fewest moves. Because players tend to talk about their strategy, the program also encourages group discussion and helps to develop planning and problem-solving skills.

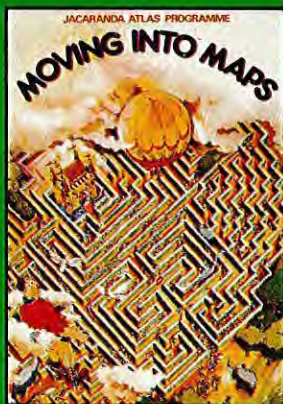
#### ABOUT MOVING INTO MAPS

*Moving Into Maps* is the pre-atlas activity book in the Jacaranda Atlas Programme. In 48 large-format pages, it uses games and colourful graphics to introduce the elements and skills of mapping. *Moving Into Maps* features topics that are relevant to the children's ages and interests — pirates, fun parks, fantasy, toys, board games, codes, animals and BMX bikes.

Although designed as an introduction to *Atlas 1*, the book can be used independently of any particular atlas.

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