

4 Game



• small dot stickers

Treasure seekers

- 1 One student is the '**Seeker**' and leaves the room.
- 2 The rest of the students ('the **Pirates**'), decide upon a point in the room for the treasure.
(a small sticker could be placed on the 'spot')
- 3 A student from the group is the '**First mate**' and keeps a tally / count of the number of instructions needed for the 'seeker' to find the "treasure".
- 4 When the spot is chosen and a 'First mate' appointed, the 'Seeker' returns to the room.
- 5 The '**Pirates**' **take turns** to give **one instruction** to the 'Seeker' which the seeker must follow exactly. The instructions continue until the treasure is found, and then a new 'Seeker' is chosen.

