

Code Breaker Tracking!

Challenge: To devise a visible code that only you and your partner will notice and understand, and use it to mark a route from the start point to your hidden treasure.

Directions:

- 1 Find a **fellow adventurer** (they can be young or grown up!) or a group of adventurers to try out your code with.
- 2 Decide what **your treasure** will be - what would your fellow adventurer(s) feel pleased to find? Maybe it will be a teddy? Or a picture you have drawn of your favourite super hero? Or a healthy tasty snack?
- 3 Decide where you are going to **start** your tracking challenge, and where you are going to hide your treasure at a **finish** point. Depending who you're playing with, this could be around your home, outside your house, or in the park or woods.
- 4 Think about what **directions** you might need in your code. A good start is forward, backward, left, and right. But, depending where you're going to hide your treasure, you might need up, down, behind you, the number of steps it is, or anything else that you can imagine. Your code can be as complicated or easy as you like! Write down the directions in a list (spaced out) on a piece of paper.
- 5 Decide what your code is going to be **made from**. Remember it has to be a secret code, so that only your fellow adventurer(s) will notice it and be able to follow it. If you're playing inside: socks, spoons, pencils, Lego, and scraps of paper might work well. Outside: sticks, leaves, grass, pine cones, and mud writing might work well.
- 6 Go to your **start point** with your treasure, with enough materials to make a code, your piece of paper, and something to write with.

Top Tip:

They don't have to be free right now - you could leave a code for your friends to find and **follow later** in the day, or for a family member to follow once they **get home** from work.

Top Tip:

Make sure your treasure matches the **environment** you are in. For example, leaving a snack hidden in the woods might not be a good idea if a squirrel nibbles it!

Good luck!

Continued:

- 7 Set your code.** How could the materials that you have to hand symbolise each of the directions you just listed? The only limits here are what you have available to you and your imagination! Might it be **small arrows** made of sticks, socks, or cutlery on the floor? Pine cones placed on tree branches with the **pointy bit** pointing in the correct direction? **Different coloured** leaves, pencils or Lego for different directions? **Different numbers** of leaves for the number of steps? (e.g. 4 brown leaves = 4 steps left, 8 yellow leaves = 8 steps right) Or the same but with small scrunched up pieces of paper/wrappers? (e.g. 1 ball of paper = turn left, 2 = look up)

- 8 Write or draw** the code on your sheet of paper, next to each of the directions that you wrote out earlier, and adding any new directions that you think of. In a **PS note** below your code, draw or describe the **start point**, so your fellow adventurer(s) will know where to go to begin the challenge.

- 9** Now, **set off** on your route from the start point to the finish. Every time you make a move, **put down** a coded direction using the materials that you have with you. Once you reach the finish point, **stash your treasure**.

- 10** Go back to your start point and **retrace** your footsteps, checking that your directions work, following them one at a time and checking that you have used the code correctly for each step, and that the directions **can be followed** all the way to the treasure. Make any improvements that you need to as you go along.
- 11** Now, see if your fellow adventurer(s) can **successfully** use the code to follow the track. **Hand them the key** to the code (or send them a photo) and let their tracking begin! **Will they discover the treasure?**

Once you're finished, don't forget to clear away your directions, as it's important that we leave places as we find them. Then, wash your hands.

