

MAP COMMAND

The Case of the Buried Treasure



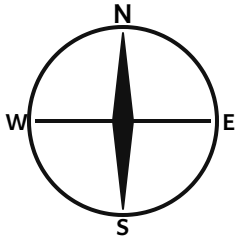
Chief Navigator: Penelope

Your mission: read any map, follow any trail, and find what's hidden.

The Compass Rose

Four directions rule every map.

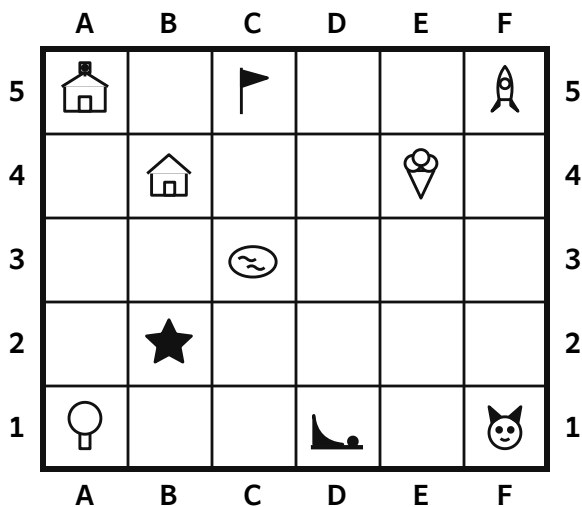
LEARN



Maps keep their directions with a **compass rose**. **North** points up, **South** points down, **East** points right, **West** points left.

Remember them clockwise from the top: **Never Eat Soggy Waffles**. (Bureau agents have tried the waffles. Don't.)

Case file: the villain **Shortchange Sam** has stolen a treasure map. Every drill in this manual trains you to beat him to the dig site.



school
 park flag
 rocket launchpad
 Penelope's house
 ice-cream stand
 duck pond
 gold star
 the big oak tree
 skatepark
 the cat's corner

1 Use the map of Maplewood. Write the direction: NORTH, SOUTH, EAST, or WEST.

From Penelope's house, the ice-cream stand is to the... _____

From the rocket launchpad, the cat's corner is to the... _____

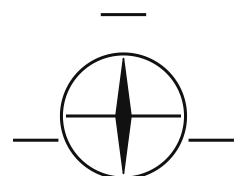
From the skatepark, the big oak tree is to the... _____

The park flag is _____ of the duck pond.

2

This compass lost its letters in a storm! Write N, E, S, and W back on the four lines. →

2



finished? color the star!

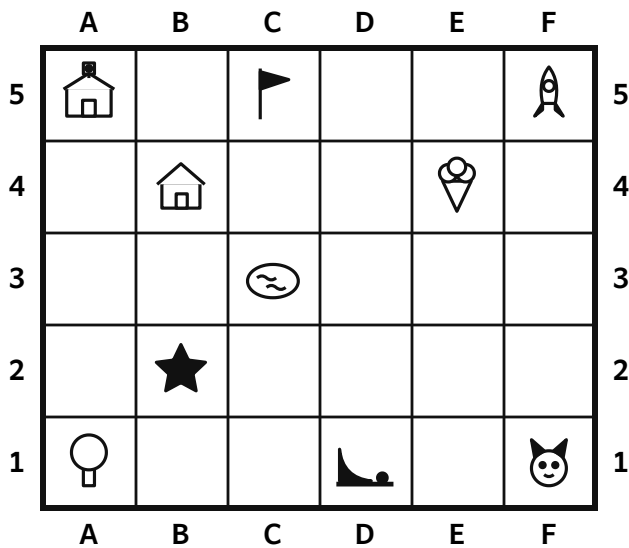
Grid Coordinates

Every square has a secret name.

LEARN

Map squares are named by **letter, then number**: go **OVER** to the letter, then **UP** to the number. The square where column **B** meets row **4** is called **B4**.

Careful: row 1 is at the **bottom** of the map, so “up” really means up! Over, then up — every time.



 school
  park flag
  rocket launchpad
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1 What will you find at each square?

C5:

F1:

2 Write each place's coordinate.

rocket launchpad:

duck pond: _____

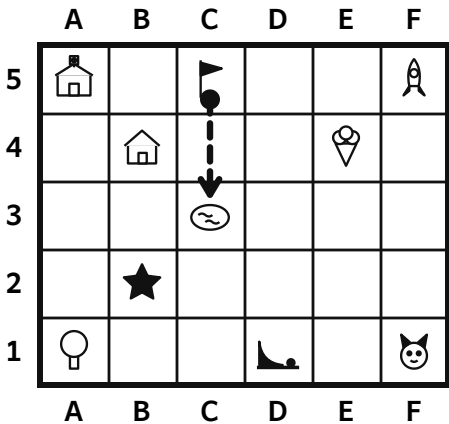
3 Bureau alarm! Shortchange Sam reported treasure at **B4**. Go there with your finger — over to B, then UP from the bottom to row 4. What's really there?

Navigator's note: found a gold star instead? You counted rows from the top — Sam's favorite trick. Row 1 is at the bottom, so counting 1 → 5 climbs UP the map. And on any new map, always check the numbers printed on the edge — some maps count differently!

Follow the Route

Directions are a trail of steps.

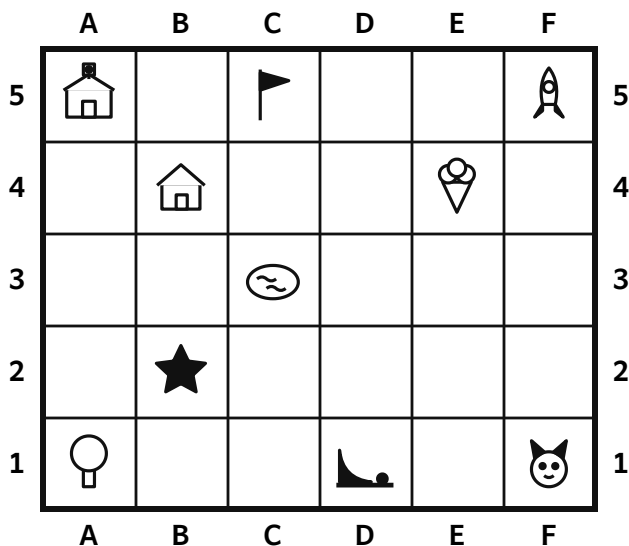
THE METHOD



Start at the park flag (C5). The order says: **go 2 squares SOUTH.**

Put your finger on the flag. Now **step into** the next square south — count “1” (that’s C4). Step again — “2” (C3). You’ve arrived at the duck pond!

The rule: count the squares you **step into** — never the square you start on.



1 Start at the **skatepark**. Go 2 squares NORTH, then 1 square WEST. Where are you?

2 Start at the **park flag**. Go 4 squares SOUTH, then 3 squares EAST. Who’s there?

3 Shortchange Sam started at the flag and counted “1” **while still standing on it** — so “2 squares south” only got him to C4, and he declared the pond stolen. Fix Sam’s

count: step 1 lands on _____, step 2 lands on _____. Was the pond ever missing?
YES / NO (circle one)

4 A three-leg trail! Start at the **big oak tree**: NORTH 1, EAST 1, NORTH 2. You pass right over something shiny on the way... where do you end up?

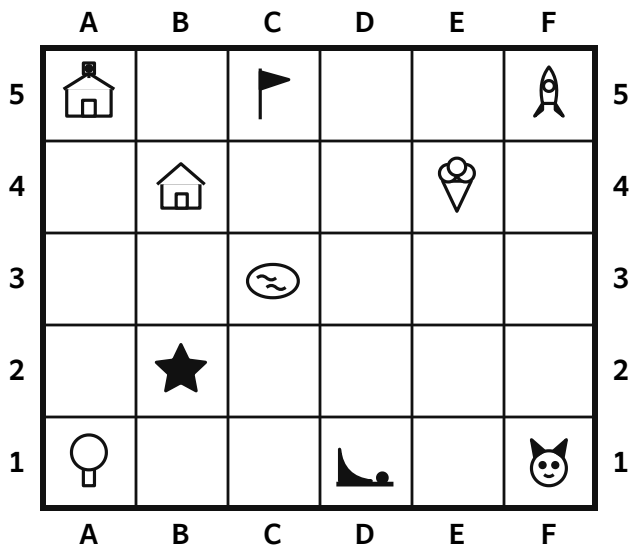
Write the Route

Now YOU give the orders.

LEARN

A navigator doesn't just follow routes — she **writes** them. A route order needs a **direction** and a **number of squares**, like: SOUTH 2, then EAST 1.

Sneaky secret: there's often more than one right route. Over-then-down and down-then-over both arrive!



- 1 Penelope wants to skate. Write a route from **her house** to the **skatepark**.

go _____ squares,

(direction) (how many)

then _____ squares

- 2 Write a route from the **ice-cream stand** to the **duck pond**.

go _____ square(s),

then _____ square(s)

- 3 Sam wrote a route from the **cat's corner** to the **ice-cream stand** but lost the second leg: "NORTH 3, then..." Finish it for him: then _____ square(s)

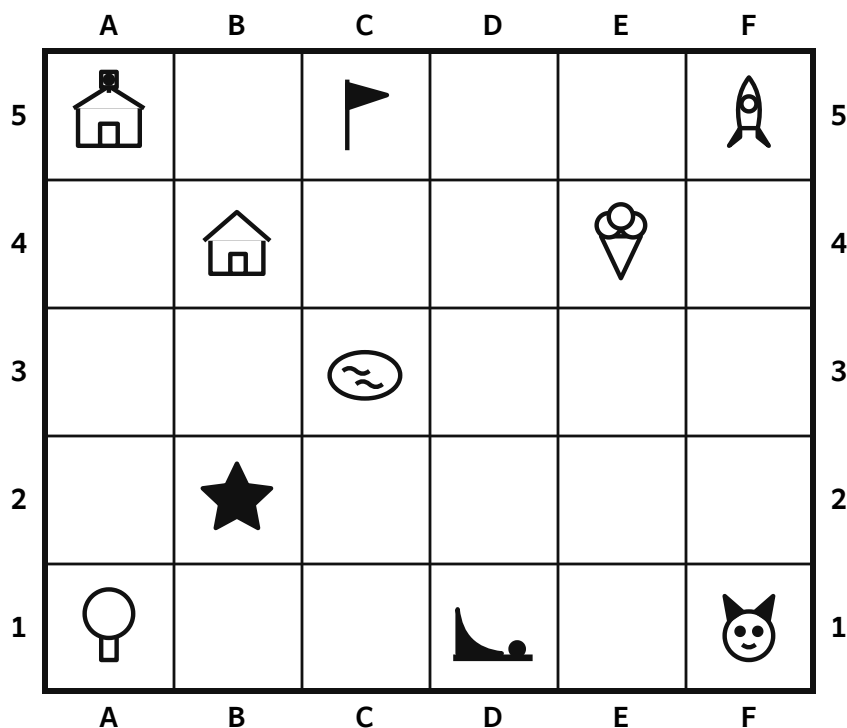
- 4 Counting every square you step into, how many squares long is your route from the house to the skatepark? _____

You Draw the Map

Cartographer's license: granted.

REMEMBER

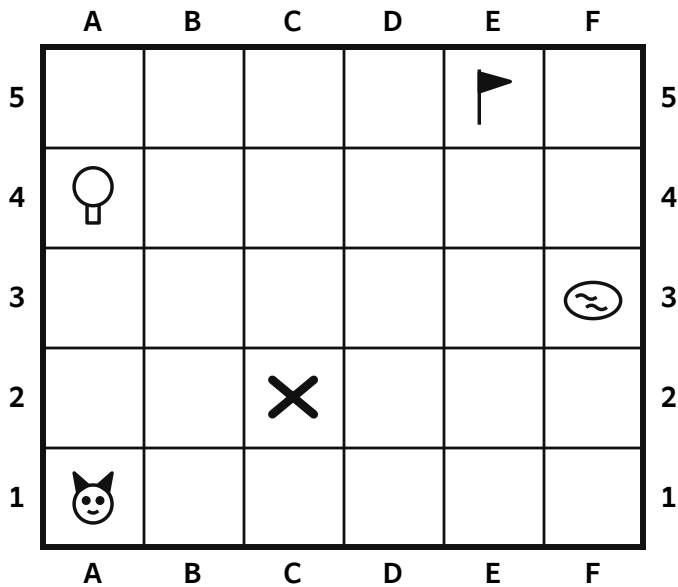
Over to the letter, up to the number. And a map-maker draws **inside** the square — one square, one thing.



- 1 Maplewood is growing! Plant a new **tree** at D5 and draw a big **X** at E2.
- 2 Invent something new for Maplewood — a pizza shop? a dragon cave? Draw it in any **empty** square, then write its coordinate (like D2): _____
- 3 Copy your page-5 route here: go _____, then _____ — now trace it on the map with your pencil, house to skatepark!

The Treasure Hunt

The final mission. The map is real. Probably.



🚩 start flag 🌴 palm tree 🌊 lagoon 🐱 pirate cat's nap spot

The pirate cat's map washed ashore! The secret orders say:

START AT THE FLAG · SOUTH 3 · WEST 2 · DIG!

- 1** Follow the orders with your finger. Which square do you dig, and what do you find?

square _____ — _____

- 2** Shortchange Sam stole a copy of the orders, but he started at **D5** instead of the flag. Which square did poor Sam dig? _____

- 3** The pirate cat wakes up at A1 and wants to guard the treasure. Write its route: go _____ square(s), then _____ square(s)



- 4** Brain-stretcher: counting every square you step into (no diagonals — only N, S, E, W!), how many squares is the shortest walk from the treasure back to... wait — **from the treasure to the FLAG?** _____