



Arrrrrrr,
where be
the Treasure?



Arrrrrr, where be the treasure?

CJ found a treasure map in an old book! Join CJ in the hunt to find the treasure by solving the answers to the clues on the map.

Materials:

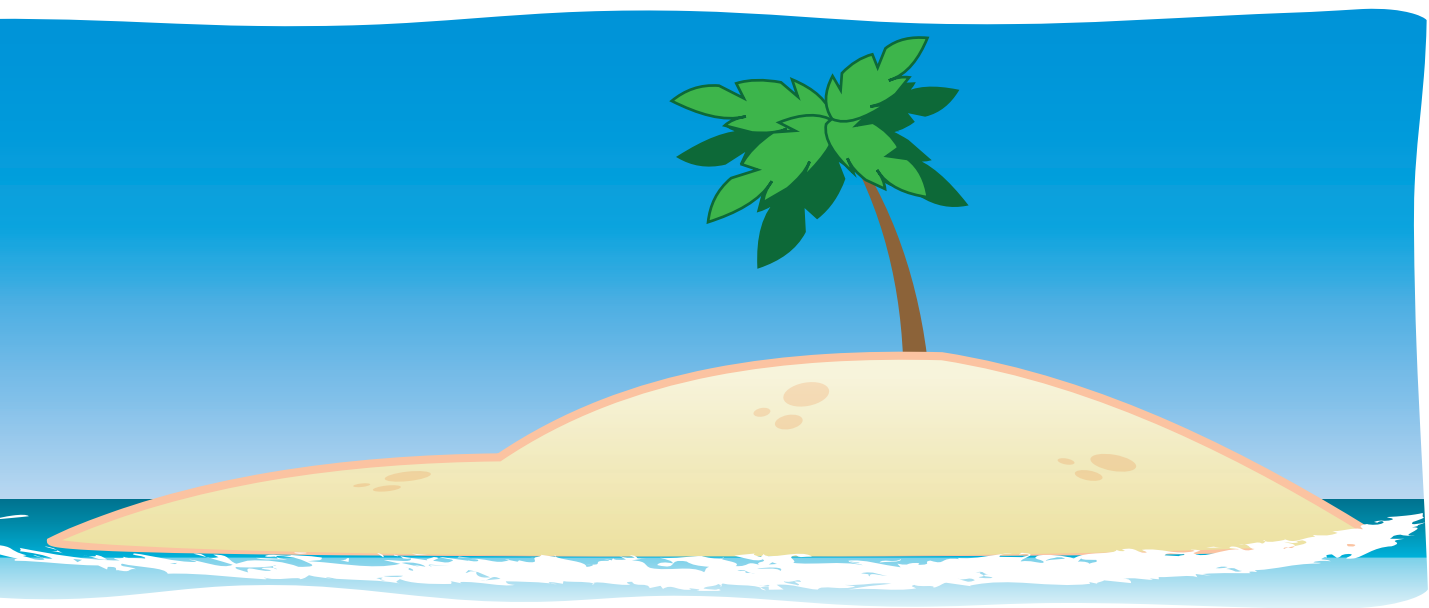
- Computer with Code Jumper App
- Code Jumper kit
 - Hub
 - 8 Play pods
 - Constants 1-8
- Note taking materials



Directions:

CJ found a treasure map while exploring a deserted island in the Pacific Ocean. Follow the clues to find out what the hidden treasure is!

- Choose the Treasure Hunt Sound set for Thread 2 of the Hub.
- Once you have figured out the answer to the clue, record the number in your notetaking materials.
- Add a Play pod to the program and insert the constant with the number that is the answer to the clue into the Sound Dial.
- Do not play the program until you have answered all the clues.
- Once you have figured out all the clues, play the program to learn what the treasure is!
- If the answer does not make sense, debug the program.



Clue #1: The map says to take half a dozen steps, how many steps is this?

Clue #2: The next task is to spin around the same number of times as fingers you have on one hand. How many times do you need to spin around?

Clue #3: The map tells you to gather wheels for a cart to carry the treasure in. How many wheels do you need?

Clue #4: The next step on the treasure map tells you to roll the cart forward not 8 feet forward, not 6 feet forward, but the number you would find in between. How many feet do you roll the cart?

Clue #5: Where you stopped the cart is a pile of tools. You pick a shovel up in each hand. How many tools do you have?

Clue #6: You are getting so close to the end. Now that you have your tools it is time to figure out where to dig. This clue tells you to walk 4 steps with each foot, what is the total number of steps you take?

Clue #7: X marks the spot! If this is a treasure map, how many X's should you find?

Clue #8: Start digging! Dig down two less than five feet. How many feet do you dig down?

Constant: A fixed value that cannot be changed

To learn more about Constants, check out a Code Jumper lesson about constants.

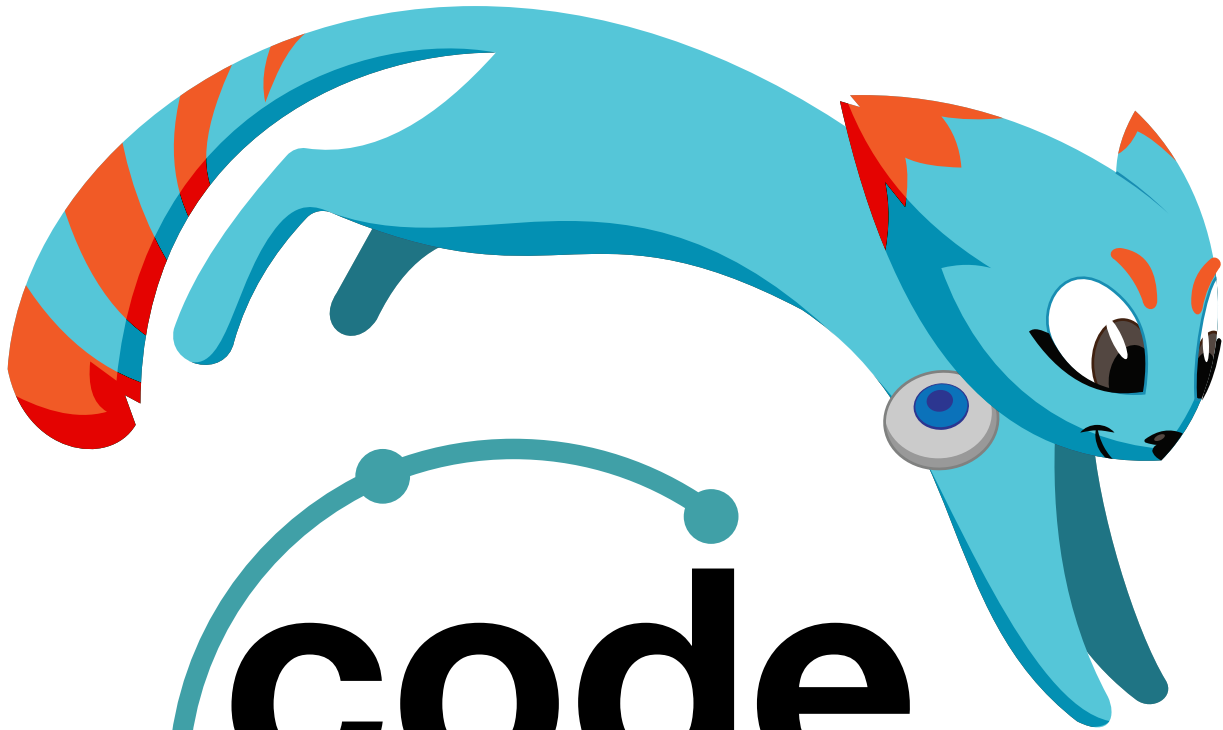
Now that you have figured out all the clues, play the program to learn what the treasure is.

To check your work, download the puzzle answers.

You've completed your adventure with CJ!



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