

Make a Map

Detailed maps require time and skill to produce. In this challenge you will have a go at creating a small map of somewhere like your house, garden or a local park.

Creating a simple map:

- First draw out the outline of the area you are mapping on to a sheet of paper. For a room in your house, an outline of the room shape; for a garden the shape of the grass, path etc
- 2. Separately draw any objects that are in that space, colour them in and cut them out. For a room cut out the chairs, table, TV or for a garden flower beds, shed, BBQ, toys etc
- 3. The colours you use can help represent items. For instance all chairs in brown, all tables in grey and add a key showing this.
- **4.** You can Draw big features like houses and ponds straight onto your map. Very small features could be represented by a symbol and added to your key.
- 5. Move around your cut out objects on the map outline you created in stage 1 and stick once they are in the correct position.

Treasure hunt: Hide a toy and mark X on the map where it is (ideally with a mark that can be removed). Get a member of your household to use the map to find it. Swap over.

Physical Skill

Develop and acquire technical knowledge and skills. Develop physical skills that they can adant and apply.

Time: 60 min

Space:

House, Garden or Park

Equipment:

Pencils, Paper, Scissors, Glue, Ruler





Key Concepts.

- **Key**: A key shows what different symbols mean. Symbols are small pictures that stand for different features on a map. A symbol is often drawn to look like what it represents. For example a forest could have little shapes that look like trees.
- **Orientation**: Your map needs to have a north, east, south and west so that it matches the real world.
- **Scale**: The scale shows how many times you would have to enlarge your map to get it to actual size of the. For example if your map has a scale of 1:50, this means that every 1 cm on the map represents 50cm in the real world.

Learning through adventure