

Make a Map (1)

At Arete:

Maps and plans guide us everyday at Arete, from locating bedrooms for new visitors to navigating to the top of mountains.

Pre Course Ideas:

To make yourself familiar with using plans and maps have a go at some of our activities.

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:

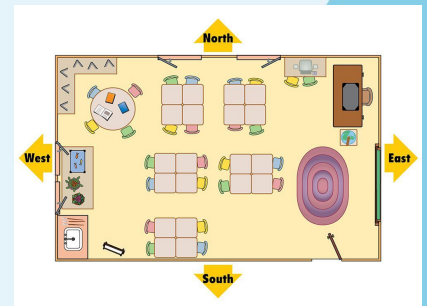
1. First draw out the outline of the area you are mapping on to a sheet of paper. For a room in your house, an outline of the room shape; for a garden the shape of the grass, path etc
2. Separately draw any objects that are in that space, colour them in and cut them out. For a room cut out the chairs, 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.

Physical Skill

Develop and acquire technical knowledge and skills.

Can you:

Can you create your own map?



Make a Map (2)

Treasure hunt: Use your map from Make a Map (1). Hide a toy in the area you have mapped and mark X on the map you have made 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.

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:** Twist the map so that the objects in front of you are at the top of the map and objects behind you are on the bottom makes it much easier to orientate yourself. Work out the direction north is in the real world that you have mapped and add this same direction to your map to help with orientation.
- **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.

Can you:

Can you create your own map?

Additional information:

Use any space you have around you, house, garden or park

Equipment:

Pencils, Paper, Scissors, Glue, Ruler

