



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.

Physical Skill

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

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.

Time:

60 min

Space:

House, Garden or Park

Equipment:

Pencils, Paper, Scissors, Glue, Ruler



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.

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.