



Contour Models

Understand what map contours are. Make your own 3D model and then transcribe it into a 2D contour map.

Enables the participant to begin to understand how maps, a birds eye 2 dimensional model of the world are created from a 3 dimensional landscape.

Contours are lines on a map which join areas of equal height. Contour interval refers to the difference in height between the lines, for example, on Ordnance Survey (OS) maps the contour interval is 10 metres in mountain areas and lowland areas are 5 metres.

Activity:

1. Draw a shape on the cardboard. Cut it out. Write number 1 on it
 2. Place your first shape on the cardboard and draw around it with a 1-2 cm margin, to create a slightly larger shape. Cut out. Write number 2 on it.
 3. Repeat 4-5 further times, for shapes up to 6 or 7.
- For your 2D Map of the Mountain
Take your largest shape and draw around it on a piece of clean paper. Place the next piece inside the lines and repeat with drawing around all the pieces to create a contour map of the mountain.
- For your 3D Mountain
Stack all the pieces together in number order with the highest number on the bottom and shape number 1 on the top.

Take a photo of your finished 3D and 2D models side by side

Notes:

Be careful using the scissors to cut out the cardboard

Mapping information is available at <https://www.ordnancesurvey.co.uk/> and <https://www.harveymaps.co.uk/>

Physical Skill

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

Time:

20 min+

Space:

Table Top, inside or out

Equipment:

Cardboard, Paper, Pens, Scissors

