


Treasure Island map

The definition of places as parts of the Earth's surface that have been given meaning by people, and how places can be defined at a variety of scales (ACHGK0010)  Australian CURRICULUM

Elaborations





Identifying and creating symbols that can be used to represent features on a map

Incorporating symbols to represent features on a self-created treasure map and writing instructions for locating the treasure

Key inquiry question

- What is a place?

Geographical inquiry and skills

- Pose geographical questions about familiar and unfamiliar places (ACHGS013) 
- Collect and record geographical data and information, for example, by observing, by interviewing, or from sources such as, photographs, plans, satellite images, story books and films (ACHGS014) 
- Represent data and the location of places and their features by constructing tables, plans and labelled maps (ACHGS015) 
- Present findings in a range of communication forms, for example, written, oral, digital and visual, and describe the direction and location of places, using terms such as north, south, opposite, near, far (ACHGS017) 

Geographical concepts

- place
- space
- environment

Geographical vocabulary

map, symbol, features, key, island, directions, north, south, east, west, compass rose, next to, past, under, travel

Teaching information

Teaching notes

- Students should be familiar with reading and rearranging bird's-eye view maps from activities completed in the Year 1 Australian geography curriculum.
- Revise/Introduce the concept of using symbols on a map to represent features. Note how they look like the actual feature in some way. Use the Pirate Island map on page 23 to identify what the symbols on the map represent and write an appropriate answer for each in the table. Explain that in geography, this table is called a 'key' which helps us to understand what the symbols on a map mean. Reading the directions in Question 2 will also give clues to the features the symbols represent.
- Students can then follow the instructions, with guidance if necessary, to draw a path to the pirate treasure location.
- Pages 24 and 25 provide the opportunity for students to plan and develop their own treasure map. A blank island outline has been provided in an old-fashioned scroll-type map. Use the internet and other sources to view suggested images for appropriate symbols and create a key. Students can choose some of those used on page 23. Other suggestions could include a bridge, creek or river, road or track, cemetery, valley, boulders or beach.
- Note: Ten spaces have been provided for the key, but students do not need to use that many (some students may need more!)

Background information

- A map is a simplified drawing of a place seen from directly above. Many maps use symbols instead of words or a combination of both. The symbols relate in some way to the specific feature; e.g. tall triangles with snow lines on to represent very high mountains, squiggly vertical lines to represent a waterfall.
- Symbols on a map are often placed in a 'key' or 'legend' that explains their meaning, especially when the symbols are not obvious. The symbols are coloured appropriately to match the features represented; e.g. water is coloured blue.

Resources

- These sites provide interactive activities to develop mapping skills.
- http://education.nationalgeographic.com.au/education/multimedia/interactive/maps-tools-adventure-island/kd/?ar_a=3
- http://www.bbc.co.uk/scotland/education/sysm/landscapes/highlands_islands/mapskills/index_intro.shtml
- *Mapping and atlas skills* Ages 5–7 by R.I.C. Publications
A blackline master focusing on specific mapping skills in the lower primary classroom.
- *Beginning geography* Ages 6–8 by R.I.C. Publications
A blackline master, of which 36 pages involve mapping skills activities.









Additional activities

- Devise names for places on the given or their own treasure map; e.g. Dead Fish Lake, Mighty Mountains, Risky Reef or Creepy Cave.
- Create other outline maps incorporating symbols using themes such as a zoo, adventure park, picnic area or playground. Write directions to follow a specific path or reach a destination.

Treasure Island map - 1

A map symbol is a drawing that stands for something real.

1. Look at the map of Pirate Island. Can you work out what each symbol means? Fill in the table. Two have been done for you.

(a) lighthouse 	(b) _____ 	(c) _____ 	(d) _____ 
(e) _____ 	(f) waterfall 	(g) _____ 	(h) _____ 



2. Follow the directions and draw a path to the pirates' treasure.
- Sail south around the rocky reef and land next to the lighthouse.
 - Walk east through the gloomy forest until you reach the lake.
 - Go past the sparkling waterfall and travel north to the mountains.
 - Go west past a creepy cave until you reach a long log.
 - Dig under the log until you find the hidden treasure.



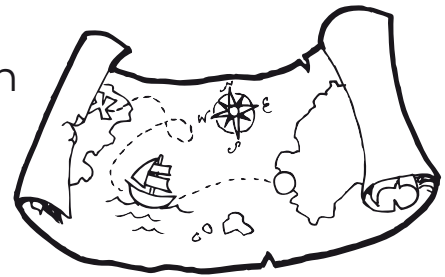
The pirate's ship has a picture on its flag. What does this symbol mean?

My treasure map - 1

1. Make your own treasure island map! Use the outline on page 25.
2. Draw symbols for different features on your map and their names to make a KEY.

Feature	Symbol	Feature	Symbol

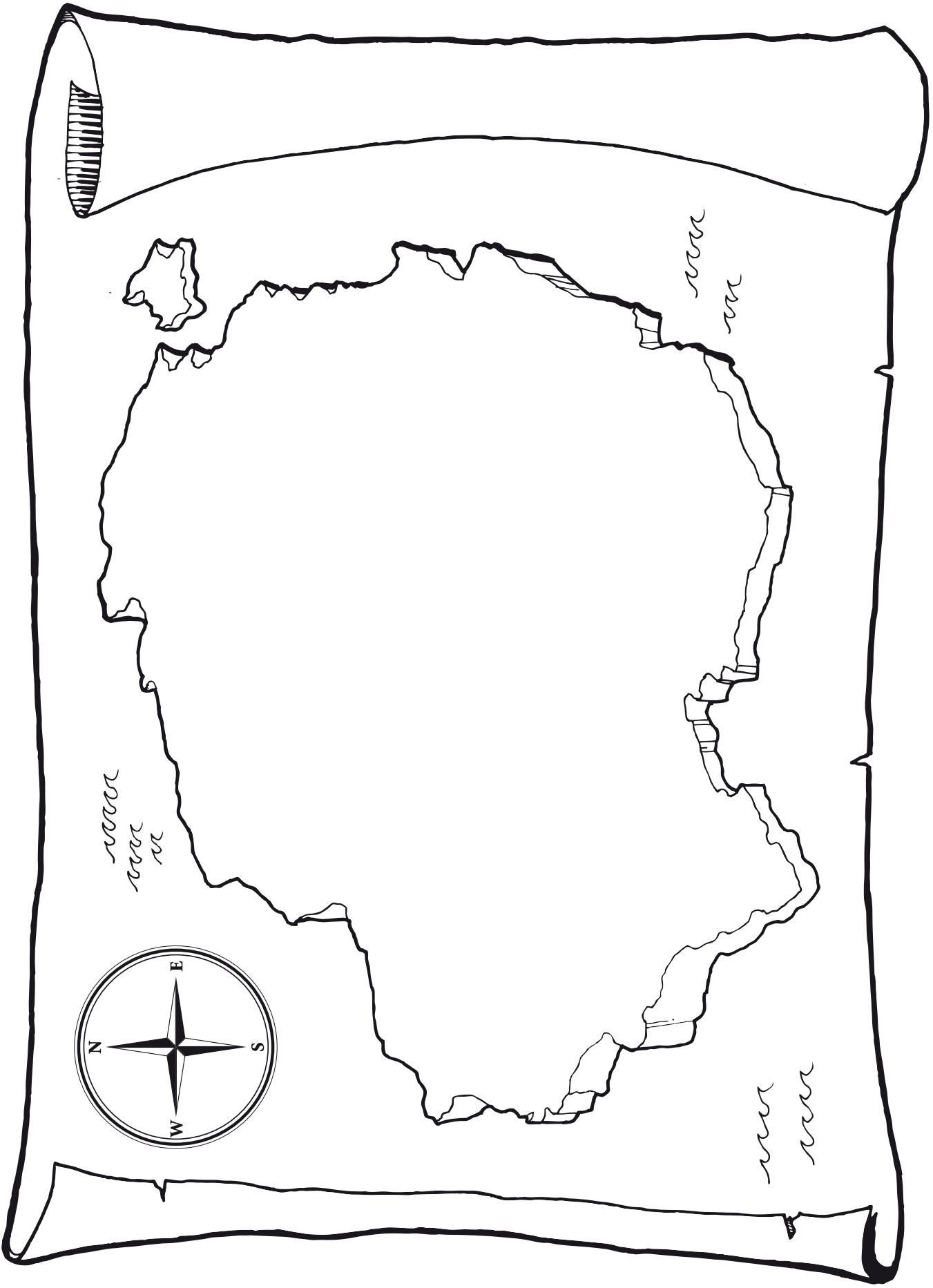
3. After you have drawn and coloured your map, write instructions for finding a hidden treasure. Begin each instruction on a new line with a bullet point.



4. Give your treasure map to a friend to follow your instructions and find the treasure!

My treasure map - 2

Island's name: _____



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FEATURES AND PLACES