

Digimap for Schools

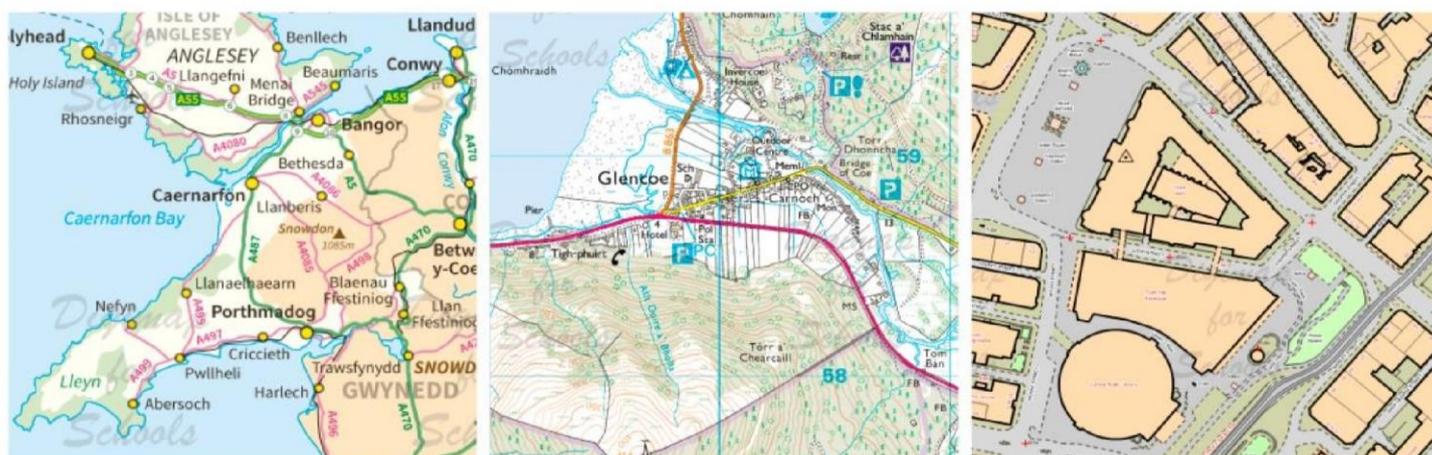
Fantasy Maps

Imaginary mapping: features and keys

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Geography teaching resource

Primary



This is one of a series of teaching resources for use with Digimap for Schools. For more details about this service, visit <http://digimapforschools.edina.ac.uk>

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Digimap for Schools Geography Resources

Title: Fantasy maps

Level	Context	Location
Secondary	Imaginary mapping: features and keys	Can be related to anywhere and can draw on different kinds of landscape features.

Knowledge / skills	Using a key/reading and interpreting maps/using the Scale tool
Curriculum links (England)	Use maps and digital/computer mapping to describe features studied
Curriculum links (Wales)	Use maps, imagery and ICT to find and present locational information
Scottish Curriculum for Excellence	Social Studies Outcomes: People, Place and Environment: 2-10a, 2-14a

Activity

Using knowledge of landscape and mapping features to create a map of an imaginary place

Introduction

Creating a map of an imaginary place helps pupils to apply some of their knowledge about maps. We all have favoured kinds of places and landscapes and for children this may be a theme park, a busy shopping centre, a zoo, a sandy beach, a mountain railway and so on.

In this activity children have to recap how different kinds of landscape features are represented and get inspiration from Digimap for Schools to draw and create their own map using their own and Ordnance Survey symbols.

Main activity

If your pupils could create a fantasy place what would it look like? Would it be urban or rural? Or would it have both? What kind of landscape features would it have? Would it be by the sea or a river? Would there be woods or marshland? Would there be mountains or fields? Might it show a lighthouse or a castle? What would the features on the map be called? How would they show different features in a key?

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You might want to have available some images of different kinds of landscape features and places and to have a range of map keys available (printed and laminated is a good idea) for pupils to use as they draw.

Show all or some of the map extracts in the PowerPoint. These show different kinds of landscapes and features that might be included on a drawn map. There is also an example of a 'fantasy map'.

Taking it further

In Digimap for Schools you can find places in the gazetteer that are unusual, quirky and sometimes strange. These can be a source of inspiration for map making. For example, the following places are all real places whose names fire the imagination. Make your own list of unusual place names and map their location:

- Slippery stones
- Wet Car Wood
- Deadman's Cove
- Baby's Hill
- Sockenholes Fm
- Cat Castle
- Shark's Fin
- Pricklegate
- Chimney Hill
- Scarlett Point
- Make 3D models of your fantasy place.
- Make another map to show what it might look like in five years' time.
- Vote for the best fantasy place in the class. Give everyone one minute to describe it and say why it would be a good place to visit.
- Think about how you could make your place more environmentally friendly. What could be added? What might have to be taken away?

Web links

Maps and Stories as starters for mapping landscapes

www.geography.org.uk/projects/primaryhandbook/mapsandstories/8-11

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Fantasy Maps

- 1 Open Digimap for Schools and look for places where you've been that you liked, perhaps somewhere you went on holiday? Or find somewhere that you've seen on the television or read about. Zoom in to see what it looks like on a map. Use the Search box and the Scale toolbar to help you.



- 2 Take a note of any interesting names that you find that you might use. If you find a map view that gives you lots of ideas you could save it and print it out.
- 3 Draw your fantasy map using the map keys from Digimap for Schools to help you draw and mark features. Make a key on your map. Make up interesting place names for some of your map characteristics such as Mystery Mountain.
- 4 Describe your fantasy place and why you would like to be there.

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