



Mapping A Walk

with **Digimap for Schools**

- All Key Stages
- Home
- 
- 
- 
- 
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& Theo!
Kit Rackley
Geogramblings
The Life Geographic



Webinar Outline & Objectives

Mapping A Walk



The (fun) basics! (15 mins)

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Home

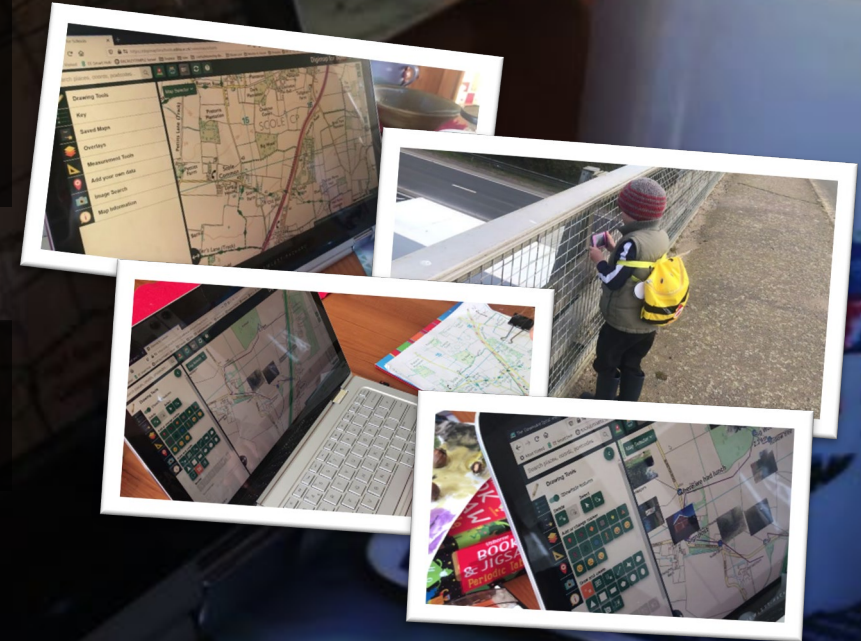
- Video: Planning, walking, mapping and documenting a walk with Theo (Y1)
- Recap of *Digimap For Schools* tools used
- Links to Primary curriculum context in England, Scotland & Wales

Planning expeditions (10 mins)

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- How Digimap For Schools can help with planning - Example: Secondary school students leading a walk for a Primary cluster school

Q&A (5 mins)



The (fun) basics!

Video

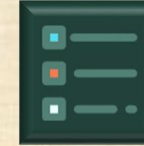
Theo loves to explore and wants to discover more about his local area. How can Digimap for Schools help?



Geogramblings
The Life Geographic


Recap

- Use **Digimap For Schools** to find a suitable local walk
- *Optional:* Add challenges such as using the key to spot interesting features to visit



The (fun) basics!

Recap

- *Optional:* Print the map or sketch out your route 
- *Optional:* Take digital photos to document the walk, and then copy them onto your computer when you get back.

NR4 7TJ

Map Selector

Key

Expand All Collapse All

- Public access
- Buildings
- Structures
- Landscape and landcover
 - Slopes
 - Coniferous trees
 - Non-coniferous trees
 - Coppice
 - Scrub
 - Orchard
 - Bracken, heath or rough grassland
 - Marsh, reeds or saltmarsh

Map Selector

University of East Anglia

ARTS CENTRE

Cringleford Wood

Eaton Park

Eaton

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Recap

- Map your route by drawing a line
 - Single click for each 'waypoint'
 - Double click to complete the line
 - Ctrl-Z or Command(⌘)-Z to undo a mistake



Drawing Tools
→ Draw Line



Recap

- Find out how far your walk is
 - Single click on your line
 - *Optional:* Change from kilometres (metric) to miles (imperial)



Drawing Tools

→ Click feature to add measurement



Recap

- If you took pictures....

- Click on the map position where the photo was taken
- Upload it by browsing to the folder where you saved the photos
- *Optional:* Move the images using the 'move' tool



Drawing Tools

→ Upload image to selected position



Recap

- Add labels to your stopping points
 - Single click on the spot where you would like to place the label
 - Type the name
 - *Optional:* Move the labels using the 'move' tool



Drawing Tools

→ Place standalone label



Recap

- Optional: Categorise your pictures or labels
 - Choose a marker to represent a category
 - Create your own 'key' using the markers and labels



Drawing Tools
→ Add or change marker category



Links to Primary curriculum content

KS1



KS2

1st



2nd

F



KS2

Geographical skills and fieldwork

- Describe location of features and routes on a map
- Recognise basic human and physical features
- Devise a simple map
- Construct basic symbols in a key
- Digital/computer mapping
- use symbols and key (including the use of OS maps)
- use fieldwork to observe, record and present the human and physical features in the local area using digital technologies

Also helps with :

- Place knowledge
- Human & physical geography

People, place and environment

- Exploring the landscape of local area
- Through activities in local area, developed sense of place, and create and use maps of the area
- Compare local area with a contrasting area
- Extend sense of place...

Also helps with :

- Maths (scale)

Locate & understand places, environments and patterns

- learn about distance and how to follow directions and routes
- use and make simple maps
- identify natural and human features
- identify and locate places and environments using maps
- follow directions & calculate distances
- identify natural and human features
- use maps, imagery and ICT to find and present locational information

Also helps with :

- Mathematical development (maps/plans)





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Planning expeditions

Example: Older students planning a circular walk for younger peers

Norfolk County Council

Services ▾

Sign in

Home > Out and about in Norfolk > Norfolk Trails > Activities and events on the Norfolk Trails > Norfolk Trail Heritage Rangers

Norfolk Trail Heritage Rangers

Have fun finding out about heritage on a Trail.

Download the activity sheets and take part with your school or family.

'Norfolk Trail Heritage Rangers' was an exciting schools project, funded by the Heritage Lottery Fund through their 'Young Roots' scheme. Groups of students from Cromer Academy and Framingham Earl High School researched the history and wildlife that can be discovered on their local Trail, and developed activities that would teach younger children about it whilst having fun.

Advice and support was available from a number of organisations that have expertise in heritage interpretation to young people, such as Norfolk Museum Service and the Norfolk Wildlife Trust.

During the project, the young people involved came up with some great ideas, which they tried out on classes from their local primary schools. The Cromer Academy students ran four different activities close to the Norfolk Coast Path in Cromer (near the lighthouse), while the Framingham Earl High School group developed a new circular walk and activity booklet to go with it for the Boudicca Way at Shotesham.

Download step by step guidance notes for group leaders - the activities are designed for groups of young people of about nine to eleven years old. Parents can also try out the activities with their families - a walk on a trail can be even more fun finding out about its wildlife and history.

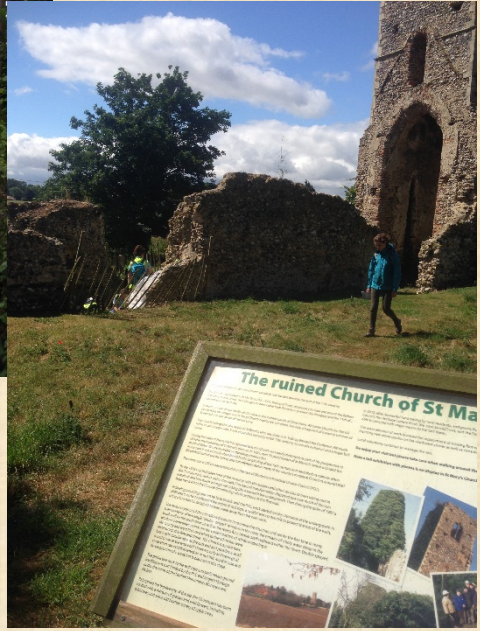
Have fun trying out the activities with your school group or families.



Example: Older students planning a circular walk for younger peers

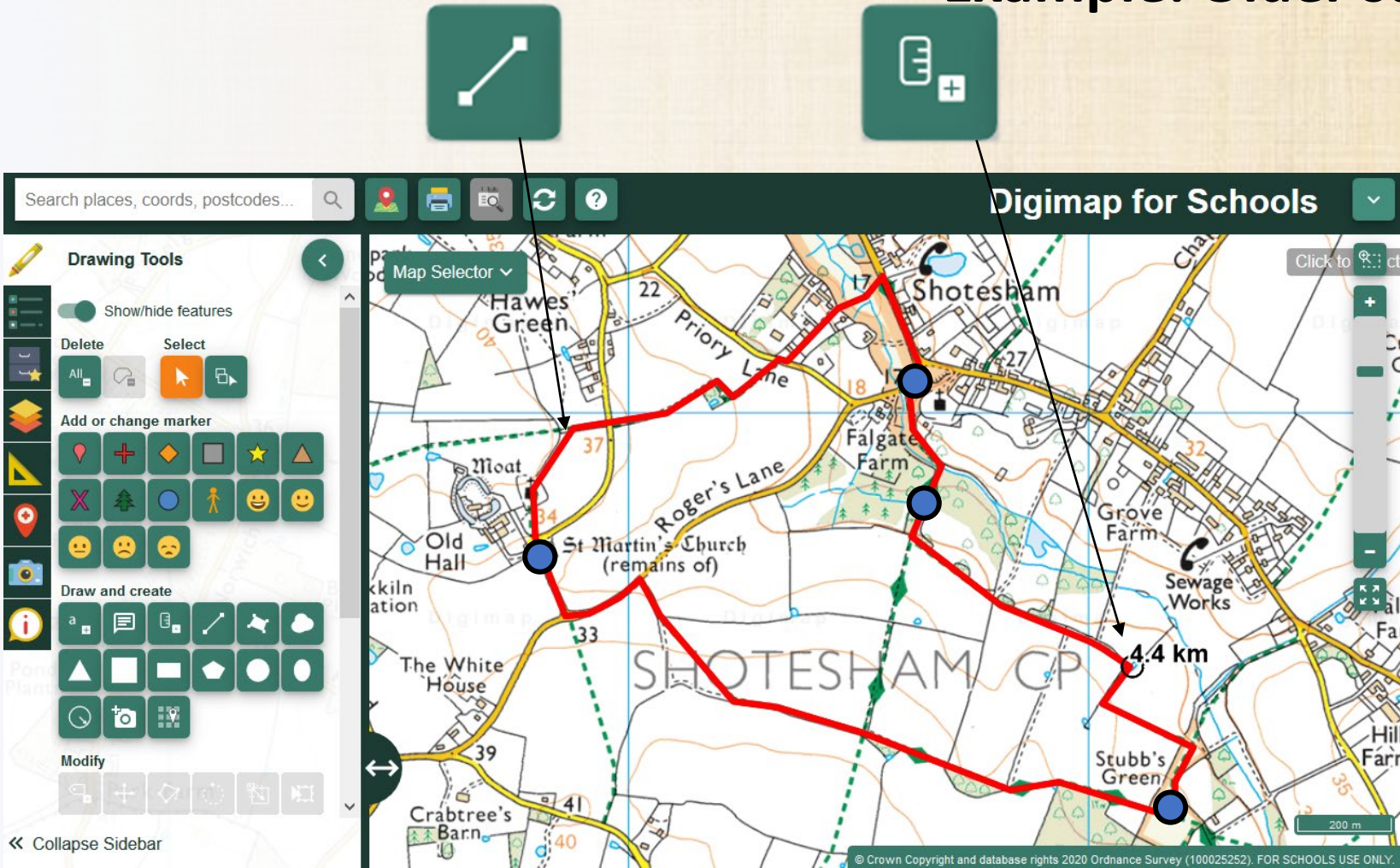


Digimap for Schools



1. Use of local knowledge

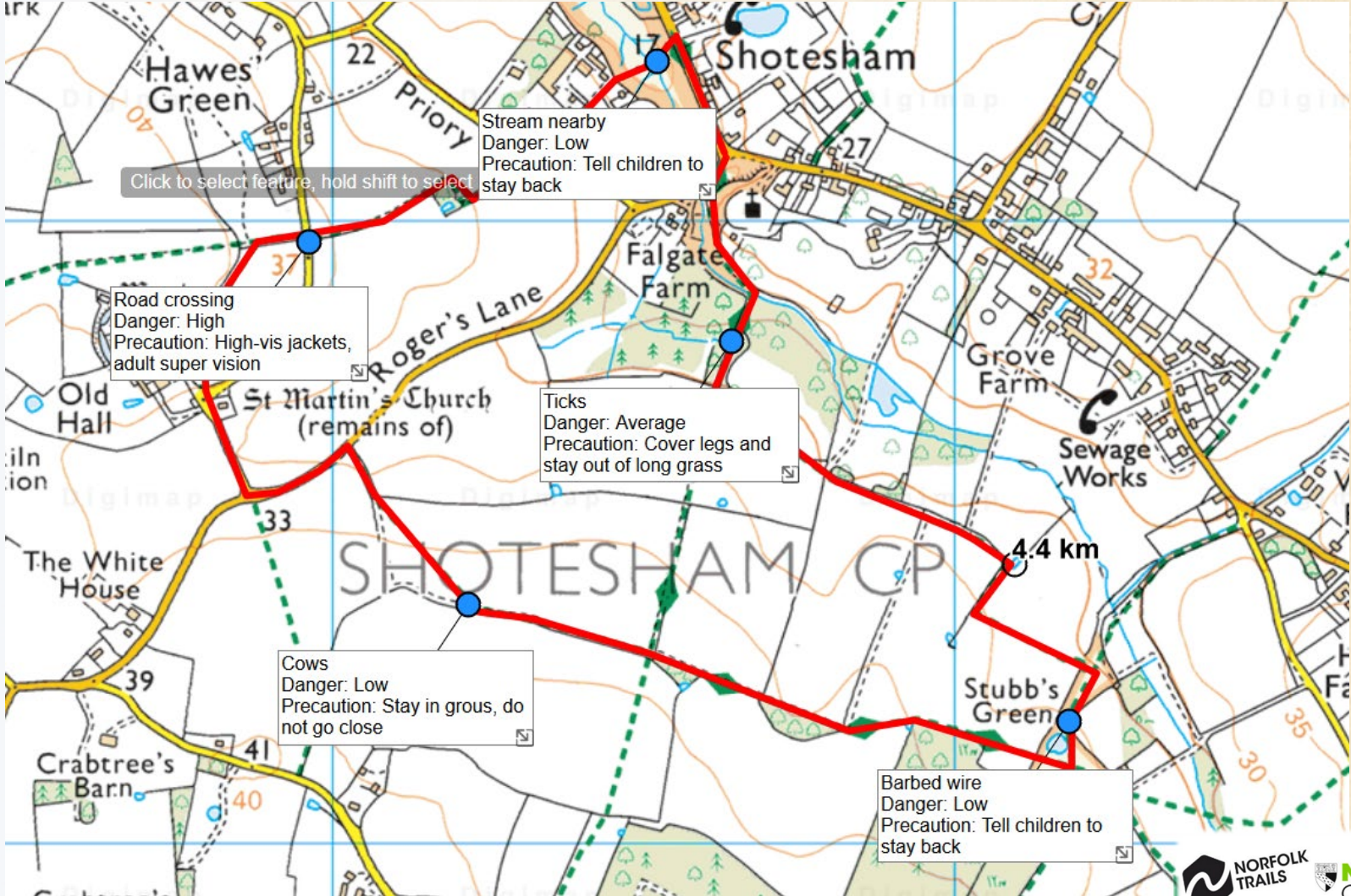
Example: Older students planning a circular walk for younger peers



2. Plot the walk & calculate distance

1. Use of local knowledge

Example: Older students planning a circular walk for younger peers



3. Assess and record risk



2. Plot the walk & calculate distance



1. Use of local knowledge

WOODLAND WALK!

Complete the fun activities inside as we go on our walk! :)

Name: _____
Date: _____



How old is St Martin's church?

.....
.....

What religion uses the church?

.....
.....

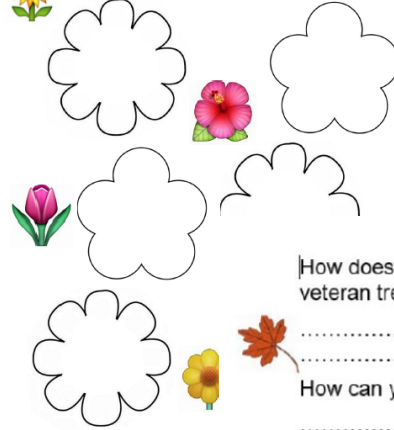
How was St Martin's church ruined?

.....
.....



Stamps Page

☀️ Collect a stamp here once you have seen a flower ☀️



How does a tree become a veteran tree?



Take a rubbing of some tree bark here:

How can you tell how old it is?

How old is this tree?



Why is it important to preserve them?



Did you know? I was around when most of the chalk in East Anglia was formed!



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Planning expeditions

Example: Older students planning a circular walk for younger peers



4. Create resources/guide etc



3. Assess and record risk



2. Plot the walk & calculate distance



1. Use of local knowledge



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Planning expeditions

Example: Older students planning a circular walk for younger peers



5. Go for a walk!



4. Create resources/guide etc



3. Assess and record risk



2. Plot the walk & calculate distance



1. Use of local knowledge



Geogramblings
The Life Geographic

Summary



Through planning a walk,
Digimap for Schools can help
you:

- Discover your local area (and help others to do so!)
- Appreciate scale and distance
- Practise planning and ‘logistics’
- Identify risk
- Learn what is meant by ‘geolocation’
- Document your walk through pictures and labels

Mapping A Walk

with **Digimap for Schools**



Digimap for Schools v2 (accessed 30/3/20 - 25/4/20)



Kit Rackley (Geogramblings.com) featuring Theo!



Geogramblings
The Life Geographic