

# Map Makers : Geography : Year 2

	Learning Objective	Overview	Assessment Questions	Resources
<b>Lesson 1</b>	To be able to use compass points to navigate around a map.	Children will find out what maps are and some of the different ways they are used. They will learn about the four compass points and use these to navigate around maps.	<ul style="list-style-type: none"> <li>Can the children explain what a direction is?</li> <li>Can the children explain why using directional language is important?</li> <li>Can the children use directional language to guide a partner?</li> </ul>	<ul style="list-style-type: none"> <li>Slides</li> <li>Treasure Map 1A/1B/1C</li> <li>Pirate Game Sheet 1B</li> <li>Treasure Chest Sheet</li> <li>Big Pirate Game (FSD? Only)</li> <li>Compass Sheet (FSD? Only)</li> </ul>
<b>Lesson 2</b>	To use aerial photographs and plan perspectives to recognise and create landmarks	Children will explore what aerial views are and identify some different locations based on an aerial photograph. They will then be introduced to plan perspectives and be challenged to draw a plan perspective of their classroom or another familiar room.	<ul style="list-style-type: none"> <li>Can the children explain what is meant by an aerial view or perspective?</li> <li>Can the children draw the classroom as an aerial view to help another pupil?</li> <li>Can the children draw an aerial view or perspective of a familiar room?</li> </ul>	<ul style="list-style-type: none"> <li>Slides</li> <li>Plan View Example Sheet</li> <li>Shape Sheet</li> <li>Worksheet 2A/2B/2C</li> </ul>
<b>Lesson 3</b>	Use simple fieldwork and observational skills to study the geography of their school and surroundings.	Children will look at some maps of towns and cities, describing what they can see and finding out why symbols and keys are useful when using maps. They will then go on to use symbols and keys of their own as they explore their local area, taking notes and photos of what they see along the way.	<ul style="list-style-type: none"> <li>Can the children read the information on the town map examples?</li> <li>Can the children explain what the use of a key is?</li> <li>Can the children draw their own key for their maps?</li> </ul>	<ul style="list-style-type: none"> <li>Slides</li> <li>Map Research Sheet 3A/3B</li> <li>Symbols Sheet</li> <li>Challenge Card A/B/C</li> </ul>
<b>Lesson 4</b>	To devise a simple map and use and construct basic symbols in a key.	Children will recap the main features of maps. They will then go on to create their own map with symbols in a key, using the information they gathered in the previous lesson or using a digital map to help them.	<ul style="list-style-type: none"> <li>Can the children recall the key features seen on their walk?</li> <li>Can the children show how to draw a simple map?</li> <li>Can the children draw a key to aid with reading their map?</li> </ul>	<ul style="list-style-type: none"> <li>Slides</li> <li>Map Checklist</li> <li>Map Template Sheet</li> </ul>
<b>Lesson 5</b>	To design a map, referring to key human features.	Children will think about some of the human and physical features that are found in a town. They will also consider the importance of the placement of different features when town planning before using what they have learnt to design a town of their own on a map.	<ul style="list-style-type: none"> <li>Can the children read the map of Spring Town?</li> <li>Can the children explain why Spring Town is not designed very well?</li> <li>Can the children design a new town with human features?</li> </ul>	<ul style="list-style-type: none"> <li>Slides</li> <li>Town Design Sheet 5A/5B/5C</li> <li>Key Features Sheet</li> <li>Spring Town Map (FSD? activity only)</li> <li>Blank Spring Town Map (FSD? activity only)</li> </ul>
<b>Lesson 6</b>	To create a 3D map using their town designs.	Children will recap what they have found out about maps and their features. They will then translate this by creating 3D maps. They will consolidate what they have learnt by guiding each other around the 3D maps they have created.	<ul style="list-style-type: none"> <li>Can the children recall key features of a map?</li> <li>Can the children complete their 3D maps using the checklist?</li> <li>Can children talk through their designs using geographical vocabulary?</li> </ul>	<ul style="list-style-type: none"> <li>Slides</li> <li>3D Map Example Sheet</li> <li>Paper Lantern Instruction Sheet (FSD? Only)</li> <li>Map Checklist (FSD? Only)</li> <li>Paper lanterns</li> </ul>