

Outdoor Adventurous Activities (OAA)

#MapMaking



WARRINGTON
SCHOOL
GAMES

Achieve the challenge

The aim is to create a map of your table/room/house/garden

Learning about orienteering map symbols

- Maps use symbols and colours to represent objects (also known as features) to help us understand them.
- Maps have a key, or legend, on the edge that has labels to show what the symbols mean. This replaces the need to use many labels in the map itself to show which features are which every time they appear.
- Orienteering map symbols are different to Ordnance Survey or other map symbols. Some commonly used symbols are shown on the next page.

If you haven't already, watch the Introduction to Orienteering video by clicking [here](#)

How to play: Part 1 Draw a map of a table

Note: *There is a link to some example maps on the website – take a look.*

1. Draw a map of the table you work on, and the objects on it. *Tip: start with the outside (edge) of the table*
2. The main difference between a map and a picture is that a picture is typically drawn from the side view, whereas a map is drawn from above. Imagine you are a plane or bird flying over the area.
3. Do not worry about colours for this map, instead focus on:
 - Size – are the objects the correct size in relation to each other?
 - Position – are the objects in the correct location, and relative to each other?
 - Shape – are they the correct shape?

Q: What details on the objects can you not see from above?

Q: Are the objects the same shape from above as the side?

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Equipment

Make sure you ask permission!!

Essential

- Space big enough for the game
- Paper, pencil(s), ruler, eraser

Optional

- Clipboard
- Coloured pencils/crayon
- Object(s) for hiding

Spirit of The Games



How much detail can you add in your map?
How accurate is it?

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How to play: Part 2 – Draw a map of your room/house

If you are feeling confident, draw your house, or if you need more practise draw a room first. If you want to go straight to Part 3 that is fine too.

1. Start with the outside shape of the house (or room). You may need to walk around it to get the sizes and shapes accurate.
2. Remember to include the windows and doors.
3. Try adding the detail of large objects like tables, sofa, television.
4. Avoid drawing objects which move around (like small toys, and pets).
5. Do not worry about the colours for this map, focus on the outline of objects.
6. Remember to focus on the size, location, and shape. You can make sure features are the right size in relation to each other by measuring them. Q: *What different methods of measuring can you think of?*
7. Remember to add labels for the objects

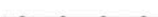








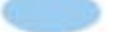



How to play: Part 3 – Draw a map of your garden/park/view from window

1. Start with the border or edge of the area. Walking around the area may help.
2. For this map use a key instead of labels. Look at the map symbols in the diagram. Try to use these whenever possible when creating your map, and try to use the colours that are shown in the diagram.
3. Remember the size, location, and shape of features and objects.
4. Leave enough room for a map key (or use a different sheet of paper). Include all of the symbols you used, and also any new ones you might have added.

Optional challenge - Treasure Hunt:

Hide an object in the area you have mapped (that is not in there normally in that place). Mark an "x" on the map in pencil where it is. Give someone your map and challenge them to find the object (maybe do not tell them what it is). Try more objects. This is not as easy as it sounds – have fun!!
p.s. Save your map as we may use it in another week.

Map Key

	Wall
	Fence
	Tree
	Tree stump
	Seat
	Play apparatus
	Steep slope
	Pit (or hole)
	Gate (in fence)
	Bushes
	Pond
	Stream
	Footpath
	Man made objects