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Mapping Skills Curriculum Map

Provide in-depth coverage of the skills needed in map reading. Students make maps of their classroom, school, and Neighborhood. They will learn to locate places on a map, to find countries using coordinates, and locate themselves on a map. The 22 hands-on mapping activities give students a wide variety of knowledge and challenges.

Introduction and Teacher Planning Information:

- At A Glance – list of skills covered
- Teacher Assessment Rubric
- Student Self-Assessment Rubric
- Preliminary Preparations
- Introduction Ideas
- Bulletin Board Ideas
- Teacher Input Suggestions
- Glossary of Geographic Terms
- Teacher Information
- Answer Key

Student Activities:

Mapping Skills Student Booklet

Learning Expectations Covered:

- Become familiar with the types of maps used to identify different aspects of a country
- Identify the four hemispheres and locate them on a globe or map
- Understand the causes and effects of day and night, and the seasons
- Have a good understanding of, and use meridians of longitude and parallels of latitude to describe location
- Use maps and the globe to locate countries, places, and physical features
- Use appropriate vocabulary and terms while reading and making maps

Basic Mapping Skills Activity Cards 1 – 20

Learning Expectations Covered:

- Locate and identify objects, and give directions in their environment using the cardinal and intermediate directions
- Locate and identify features on a map using the cardinal and intermediate directions
- Read maps by using the symbols listed in a legend or key
- Create sketch maps of familiar places, using symbols for places and routes
- Use number and letter grids to locate places
- Measure distances using a scale
- Use appropriate vocabulary and terms while reading and making maps

World Mapping Skills Activity Cards 1-10

Learning Expectations Covered:

- Have a good understanding of, and use meridians of longitude and parallels of latitude to describe location
- Locate and identify features on a map using the cardinal and intermediate directions
- Use maps and the globe to locate countries, places, and physical features
- Read maps by using the symbols listed in a legend or key
- Use number and letter grids to locate places
- Use appropriate vocabulary and terms while reading and making maps

Mapping Word Study Activities with Answer Key

Learning Expectations Covered:

- Use appropriate vocabulary and terms while reading and making maps

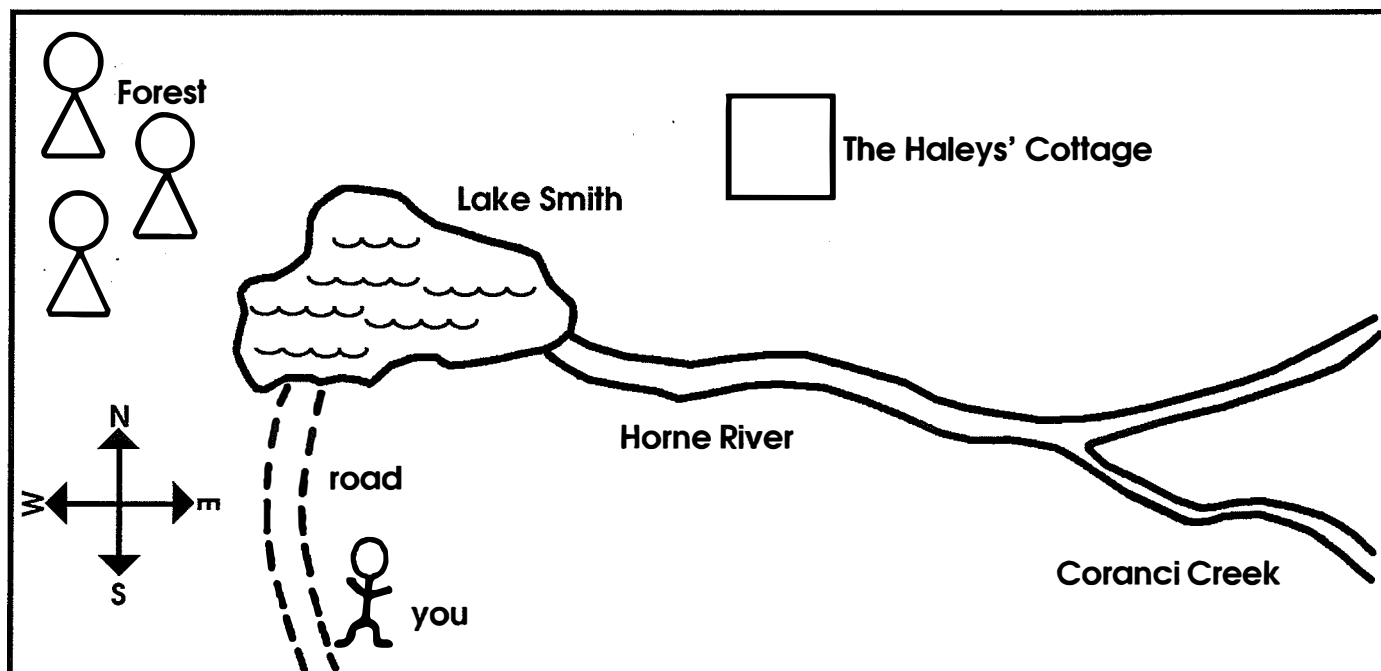


Mapping Skills



Basic Mapping Skills Card #1

Using a Directional Indicator



Maps give you a lot of information.

On this map there is a special symbol **N**. It is called a **directional indicator**. This symbol shows us where **north** is.

If **you** walk along the road, you are heading **north** and will soon be at Lake Smith.

Color Lake Smith, Horne River and Coranci Creek **blue**.

Color the road **brown**.

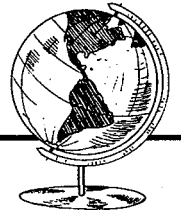
Color the Haleys' Cottage **yellow**.

Color the forest **green**.

Go over the directional indicator in **red**.

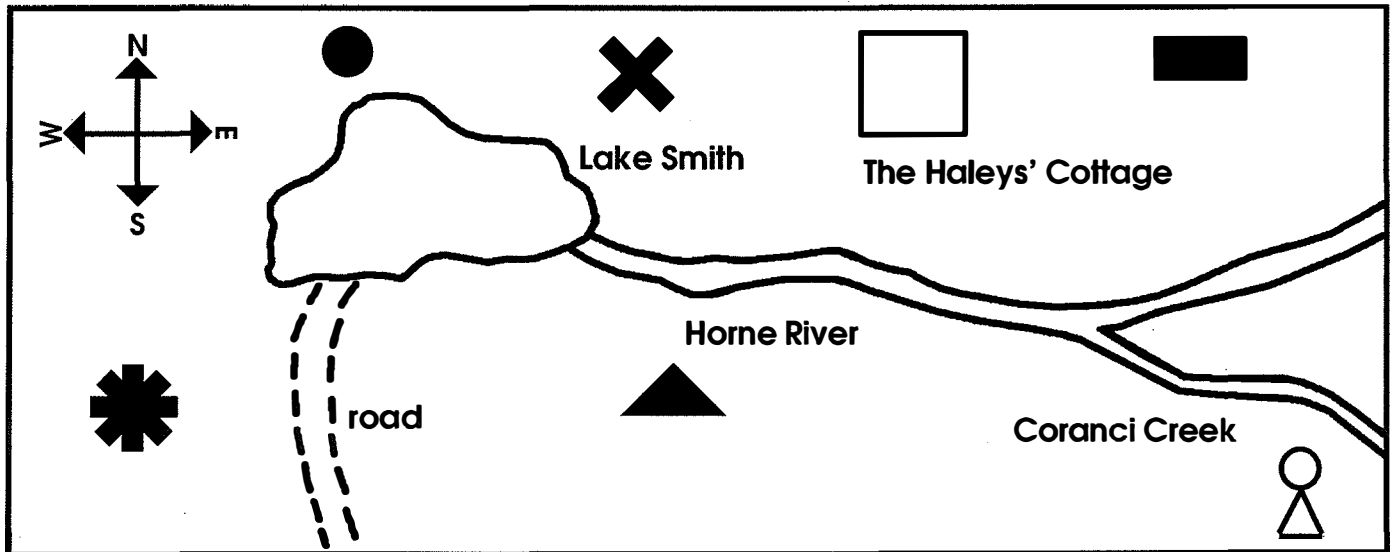


Mapping Skills



Basic Mapping Skills Card #2

Using a Directional Indicator



Some maps give a directional indicator showing north, south, east and west. This will help you to locate a place on the map and it will also tell someone else how to find it.

Example: "The Haleys' cottage is north of Horne River."
"The road is south of Lake Smith."

On the map are some symbols:



Complete these sentences using the words **north**, **south**, **west** or **east**.

1. The  is _____ of the Haleys' cottage.
2. The  is _____ of the HALEY'S cottage.
3. The  is _____ of Horne River.
4. The  is _____ of Coranci River.
5. The  is _____ of Smith Lake.
6. The  is _____ of the _____.

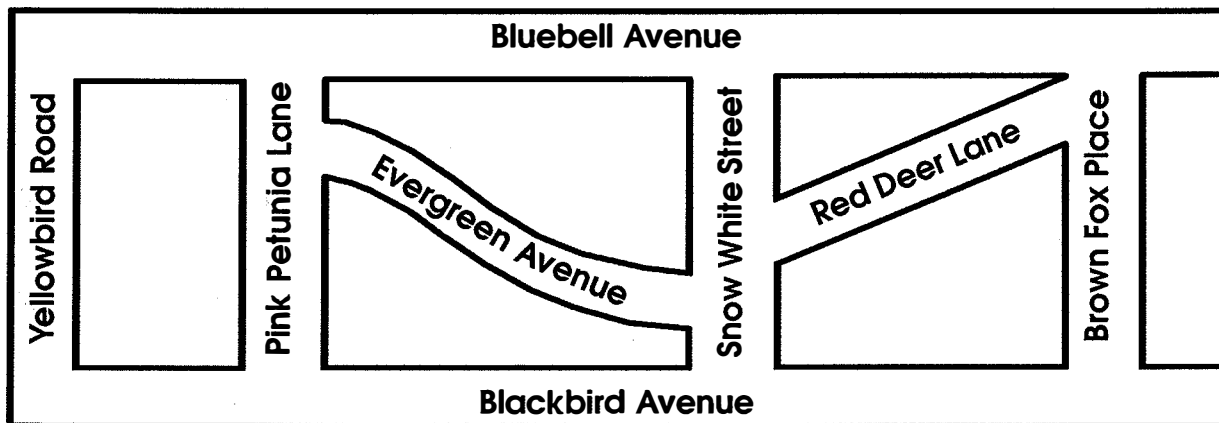


Mapping Skills



Basic Mapping Skills Card #3

Reading a Map



Color each street the color that is part of its name.

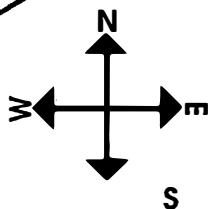


Mapping Skills



Basic Mapping Skills Card #4

Reading a Map



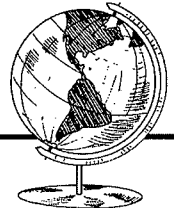
Fill in the right direction.

North, South, East, West

1. Spirit Town is _____ of Ghost Town.
2. Dragon City is _____ of Ghost Town.
3. Monster Village is _____ of _____ and _____.
4. Gremlin City is _____ of Spirit Town.
5. Spirit Town is _____ of Gremlin City.

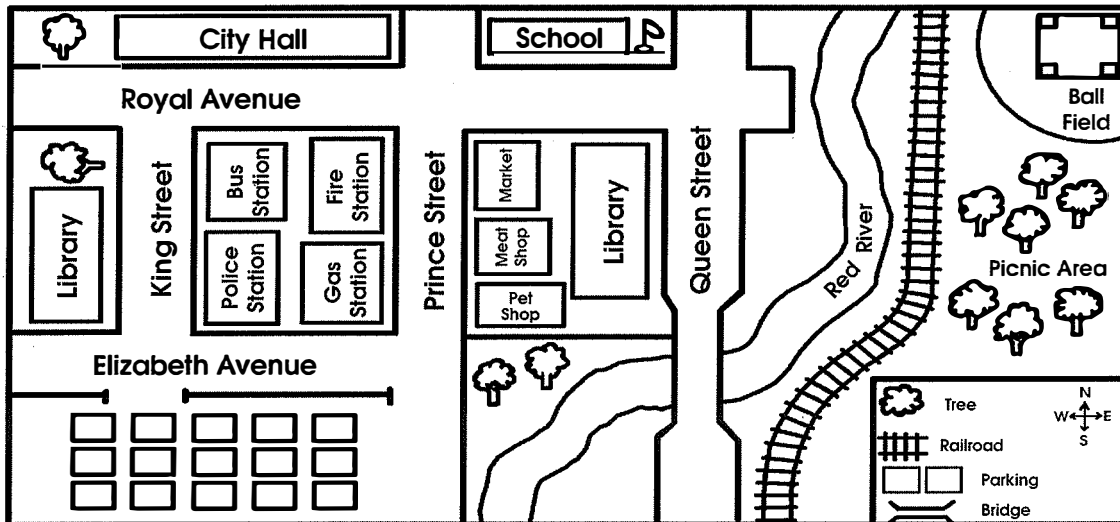


Mapping Skills



Basic Mapping Skills Card #5

Reading a Map

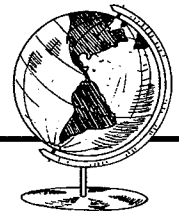


Complete each sentence below with the correct answer.

1. The ball field is _____ of the picnic area.
2. The school is found at the corner of _____ Street and _____ Street.
3. City Hall is located on _____.
4. Parking is available south of _____.
5. The railroad runs _____ and _____ and is located _____ of the Red River.
6. The _____ is found on Queen Street.
7. The Library is located on _____.
8. Royal Avenue runs _____ and _____.
9. On Prince Street, you can shop for food at the _____ and the _____.
10. You can catch a bus at the corner of _____ Street and _____ Avenue.

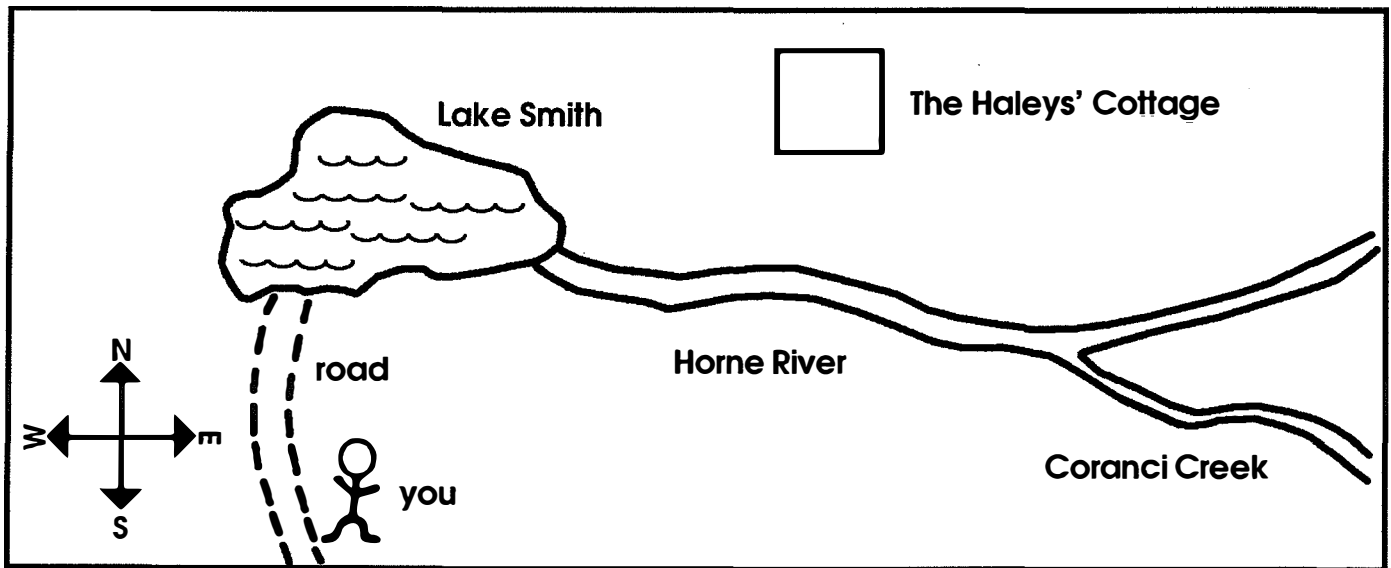


Mapping Skills



Basic Mapping Skills Card #6

Map Symbols



On the map above there are symbols that represent different features on it. What does each symbol represent?

1.  means _____
2.  means _____
3.  means _____
4.  means _____

On the map above draw three trees west of the Haleys' cottage.

On the map above draw two trees south of the Horne River.

This symbol oooooooooooooooooo will represent a path.

Make a path from the Haleys' cottage to the lake.

Color your map.



Mapping Skills

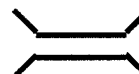


Basic Mapping Skills Card #7

Recognizing Map Symbols

Draw a line from the word to its map symbol.

1. bridge
2. mountains
3. lake
4. boundary line
5. river
6. railroad
7. highway
8. city



Mapping Skills



Basic Mapping Skills Card #8

Using Map Symbols to Make a Map

On a large sheet of paper draw a map using these symbols.

Remember to put on a directional indicator.



lake



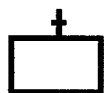
forest



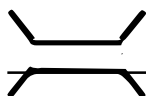
house



river



church



bridge



road



railroad

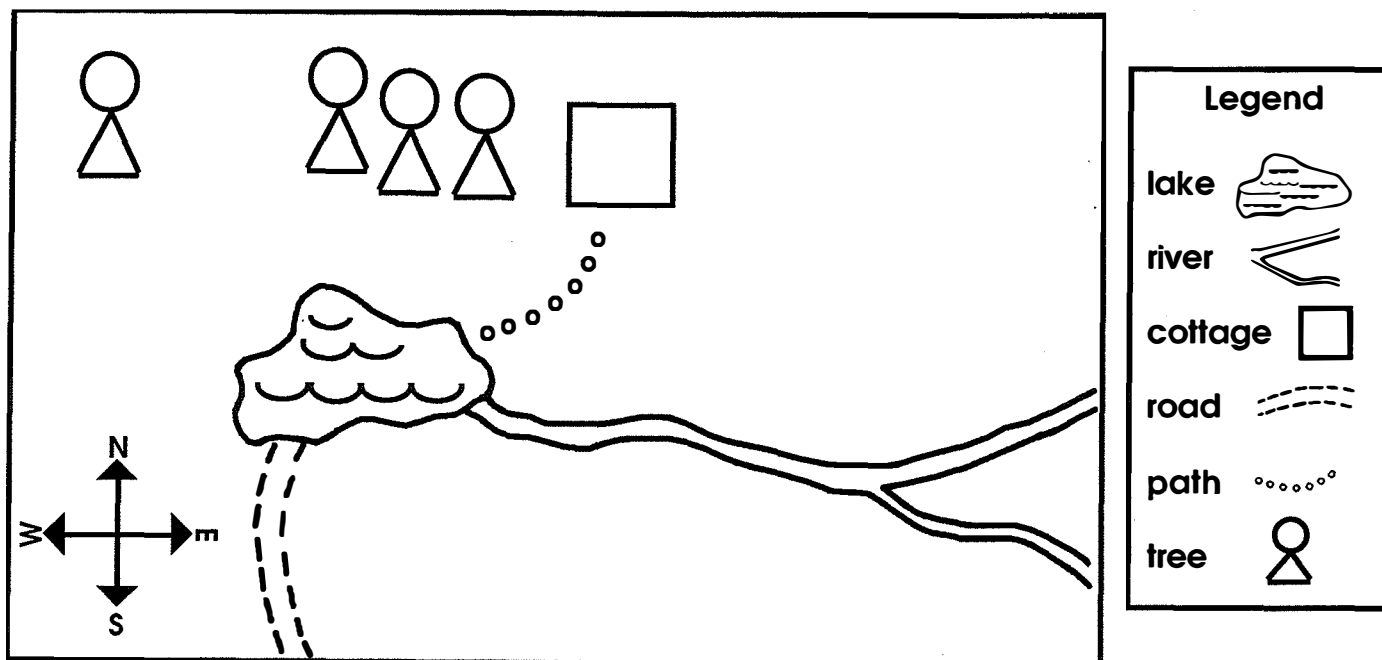


Mapping Skills



Basic Mapping Skills Card #9

The Legend or Key



Most maps have a legend or key that helps you to read the map correctly.

Since the space on a map is limited, symbols are used instead of words.

The symbols are listed in a "legend" or "key".

The legend or key unlocks the code and tells you what the symbols represent.

Each symbol in a legend must match the color and shape of the symbol used on a map.

Color the legend's symbols.

Then color the same symbols on the map to match.

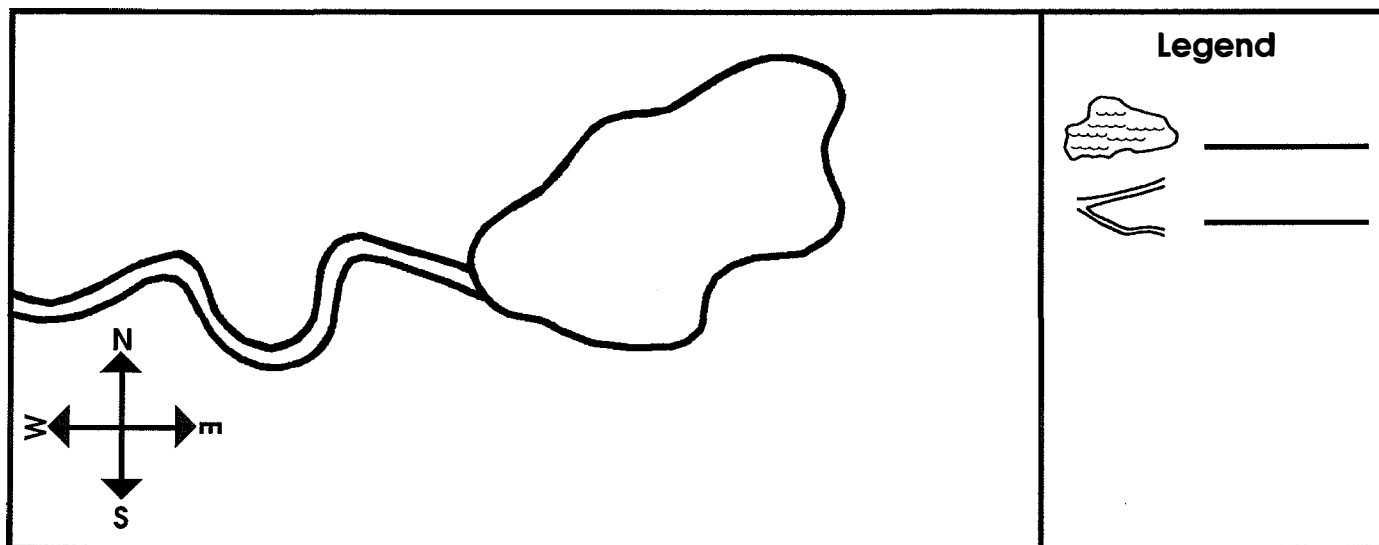


Mapping Skills



Basic Mapping Skills Card #10

Making a Map



Above is a picture of Marty's Lake. Karen Creek runs into Marty's Lake.

Follow the directions below and complete the map and the legend.

1. Be sure to print in pencil.
2. Make symbols to match the underlined words in the information below. Put the symbols on the legend. Color each symbol.
 - Beth and Sandra live south of Marty's Lake in a house.
 - Bruce and Mike live in a house south of Karen Creek but right by the creek.
 - There is a road from Beth and Sandra's house to Bruce and Mike's house.
 - South of Beth and Sandra's house is a school.
 - North of the lake is a store.
 - There are two trees east of Bruce and Mike's house.
3. Place the symbols on the map to match the information given in the legend.
4. Color the symbols on the map to match those on the legend.



Mapping Skills



Basic Mapping Skills Card #11

Mapping Your Class!

List the things that you must remember to show when you make a map.

1. _____
2. _____
3. _____
4. _____

In the rectangle below, make a map of your classroom area. Don't forget to make a legend to show what each symbol means. **Color** your map carefully and **print** very neatly.

Map of My Classroom

	Legend
--	----------------------



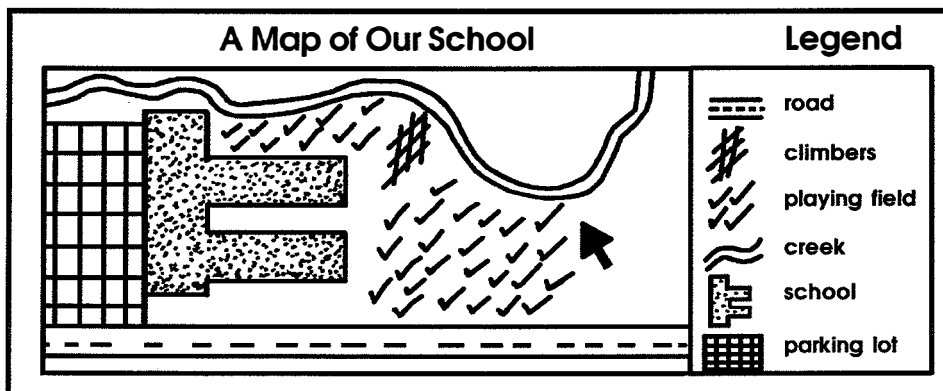
Mapping Skills



Basic Mapping Skills Card #12

Mapping My School Grounds

This is a map of Owain and Erich's school grounds. It shows us where the road, the playing field, the creek and the "climbers" are.



Make a map of your school grounds. Be sure to show the shape of your school.

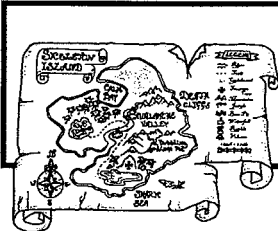
Use symbols to represent things such as swings, playground equipment, the baseball diamond, climbers, basketball hoops, parking lot, playing field, etc.

Remember to:

1. Include a directional indicator and a legend.
2. Color your legend symbols and map symbols the same colors.
3. Use a pencil to draw your map and label it.

My School Grounds

	Legend
--	---------------

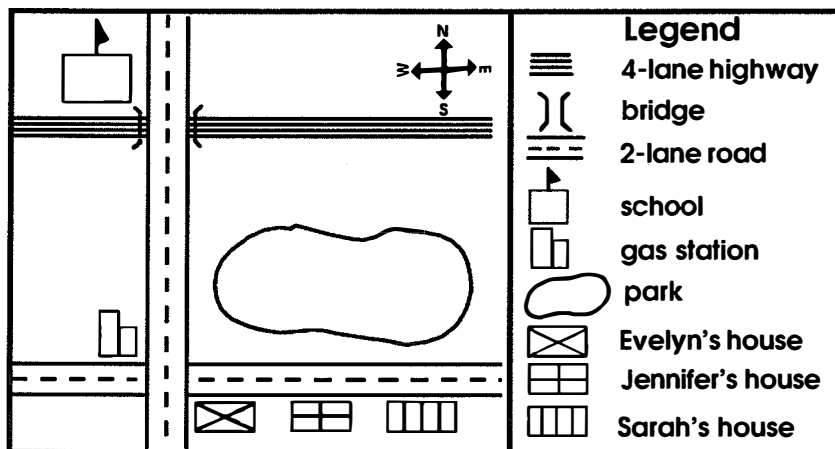


Mapping Skills



Basic Mapping Skills Card #13

Mapping Your Route to School



Evelyn, Jennifer and Sarah made a map of the route their bus takes to school each day.

They showed landmarks that would help someone to find his or her way and not get lost!

Landmarks are usually big buildings, parks, etc. that are easily noticed.

The girls only used a few symbols because they did not want to put too much information on the map. They showed only their homes.

Draw a map showing the best way to get from your house to the school. Only put on meaningful symbols.

- Remember:**
1. directional indicator
 2. legend
 3. use a pencil
 4. symbols must match in color

My Route to School

	Legend
--	----------------------



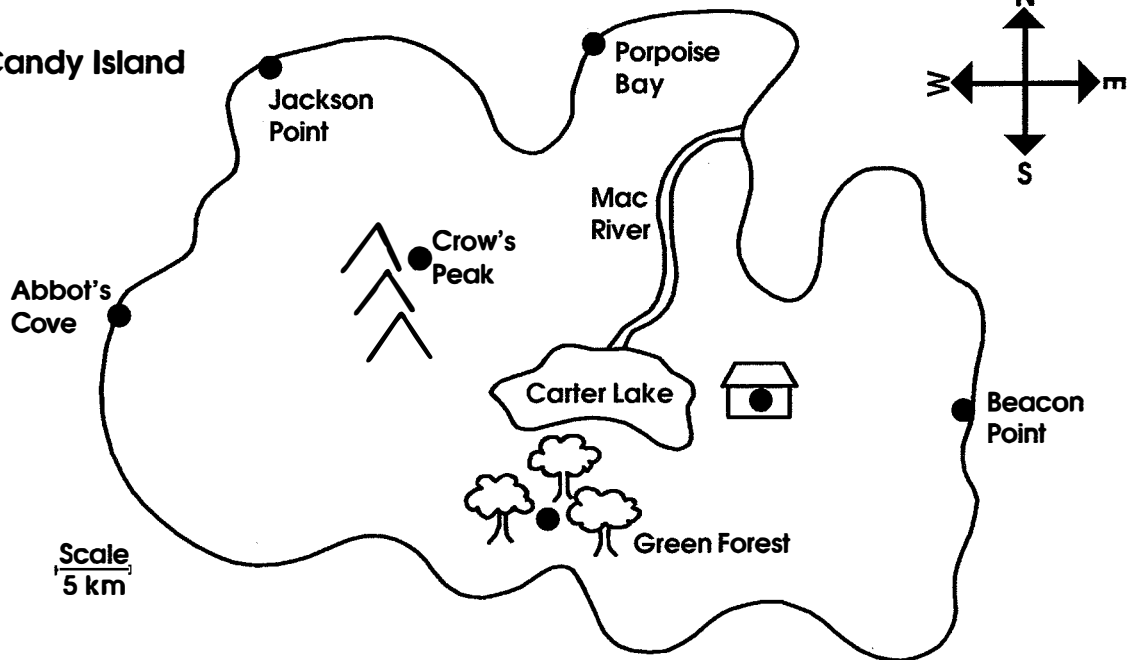
Mapping Skills



Basic Mapping Skills Card #14

Using a Scale to Find Distance

Map of Candy Island



- The map of Candy Island has been “drawn to scale”.
- On this map, drawing to scale means that one centimeter (cm) on the map equals five real kilometers (km).
- With a ruler, measure the distance from Abbot’s Cove to Beacon Point. It is ____ cm long. Now multiply by five to find its distance in kilometers. The distance from Abbot’s Cove to Beacon Point is ____ km.

Measure to find out the distances in kilometers

1. The distance from Crow’s Peak to the house on Carter Lake is approximately ____ km.
2. From Porpoise Bay to Beacon Point is ____ km.
3. From Jackson Point to Porpoise Bay and then to the Green Forest is a total of ____ km.
4. To get from the Green Forest to Abbot’s Cove by way of Crow’s Peak is ____ km.
5. Using string, find the approximate distance all around Candy Island: ____ km.



Mapping Skills



Basic Mapping Skills Card #15

Using Scale to Find Distance

Use the scale to find the distance in kilometers.



1. Bubble City to Candyville ____ km
2. Candyville to Toffee Town ____ km
3. Bubble City to Peppermint City ____ km
4. Popcorn Town to Peppermint City ____ km
5. Toffee Town to Chocolate City ____ km
6. Candyville to Licorice Town ____ km

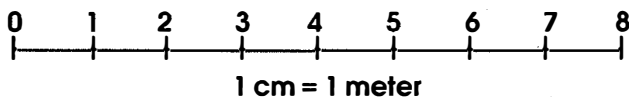


Basic Mapping Skills Card #16

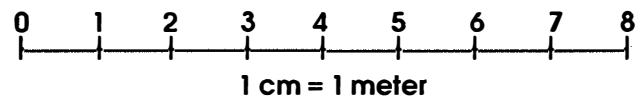
Drawing to Scale



Draw a rectangle that is six meters long and four meters wide using the scale below.



Draw a square that is six meters on each side using the scale below.



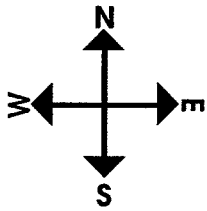


Mapping Skills



Basic Mapping Skills Card #17

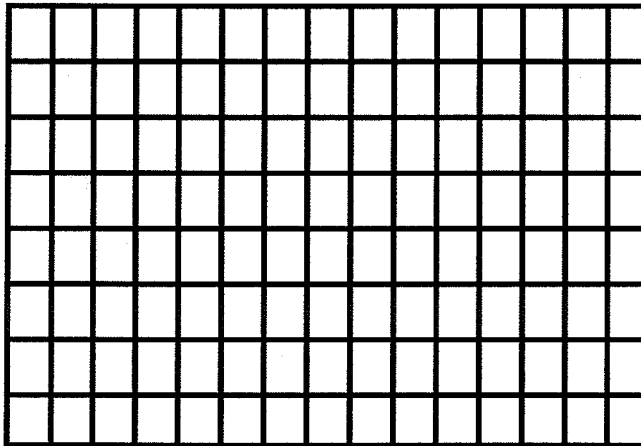
Using a Grid



N-North
E-East
S-South
W-West

Follow the instructions carefully.

1. From point A, draw a line north five spaces.
2. Travel east four spaces.
3. Go north three spaces.
4. Head east seven spaces.
5. Turn south three spaces.
6. Travel east four spaces.
7. Go south five spaces.
8. Travel west fifteen spaces.



A

Make a funny face out of your shape.

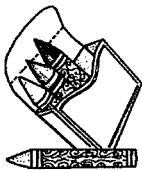


Mapping Skills



Basic Mapping Skills Card #18

Using Coordinates



Color the boxes:

A1 - Red
B2 - Black
D2 - Orange
C2 - Purple
A2 - Brown
C1 - Green
D1 - Yellow
B1 - Blue

	A	B	C	D
1				
2				



Mapping Skills



Basic Mapping Skills Card #19

Using Coordinates on a Grid

Draw a line between these points:

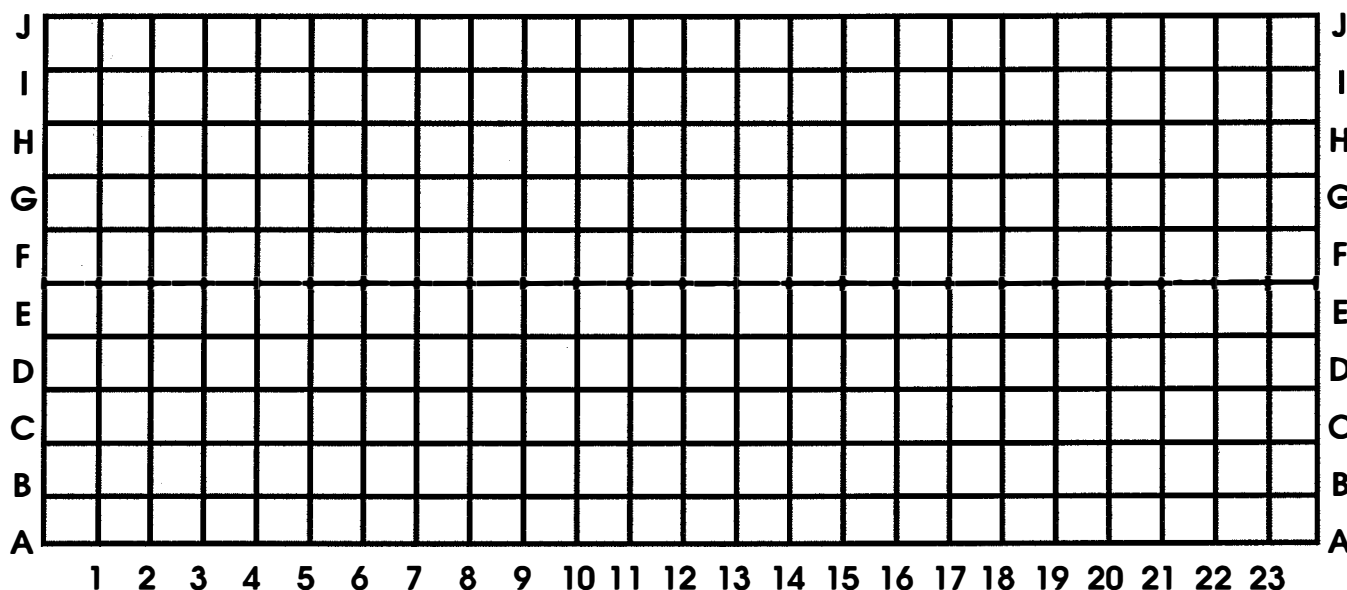
J 1 - B1
B 1 - B10
B10 - J10

J1 - J10
J1 - B10
B1 - J10

H15 - H23
H15 - D15
D15 - D23

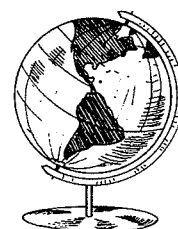
D23 - H23
D15 - H23
D15 - A18

A18 - 120
A20 - D23
D15 - H23
H15 - D23



Basic Mapping Skills Card #20

Mapping to Scale



Carefully measure your classroom in meters or feet.

You are going to map your classroom to scale. You will work with a classmate.

Decide what your scale will be.

Example: 1 centimeter (cm) = 1 meter (m) or 1 inch (in) = 1 foot (ft)

Use one-centimeter or one-inch graph paper to help you plan the map. Show as many pieces of furniture (in scale) as you can.

Remember to measure carefully and do your map in pencil so it can be easily erased if you make a mistake.

Don't forget your legend, the symbols and the title.