Make a Map for a Story Adventure

The map, route and story are checked together, not against one answer.

An open-ended map and story

Many maps and stories are possible. Check that the child has four recognisable landmarks, a clearly marked start and goal, and three symbols whose meanings are written or explained in the key. The same symbol should keep the same meaning on the map.

Follow the drawn route with a finger. It should lead from start to goal and pass one chosen landmark. The story should name places on this map, include a decision and reach an ending that fits the goal.

Invite the child to tell the story before writing. An adult may scribe the child’s words. If a route or symbol is unclear, ask the child to improve it rather than supplying a different story. Do not grade artistic style or spelling as the main objective.

Useful questions

What does this symbol mean? Where do we begin? Which landmark do we pass? What choice does the traveller make? How does the map show where the story finishes?