Make a Map for a Story Adventure

Create a place, a key and a journey that belong together.

1. Invent four landmarks. Use an imaginary place.

1. _____ 2. _____

3. _____ 4. _____

2. Make a key: draw three symbols and say what they mean.

☐ _____ ☐ _____ ☐ _____

3. Draw your map. Mark START and GOAL. Add one route.

Make the route pass one chosen landmark. Use each key symbol consistently.

My Map Adventure: Tell the Story

Use your map. Draw or write, or ask an adult to record your words.

Beginning

Where does the traveller start?

A choice along the way

Which way will the traveller go, and why?

Ending

How does the traveller reach the goal?

Check: same landmarks, same route, a clear choice and ending.

Tell your story aloud and point to the places on your map.