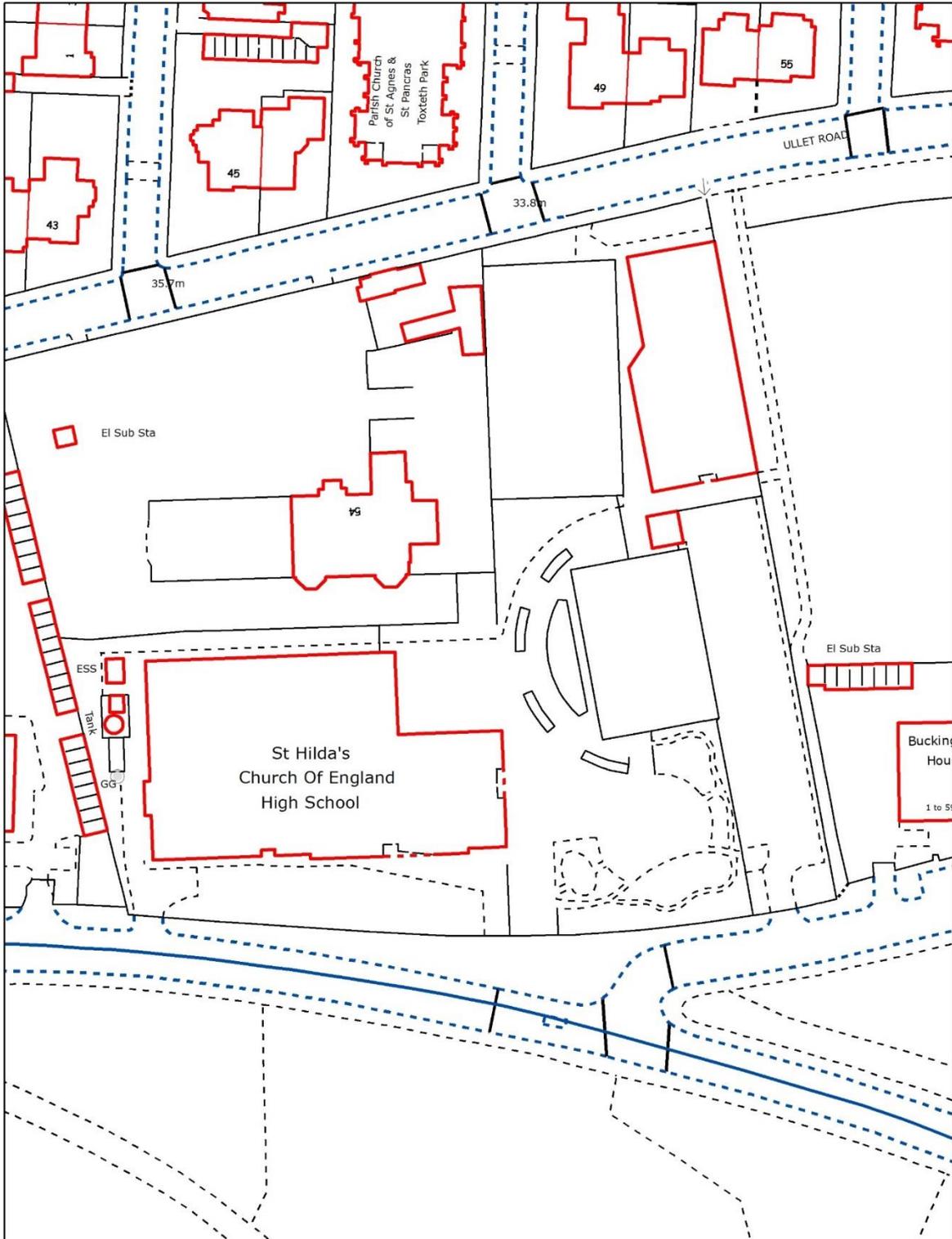
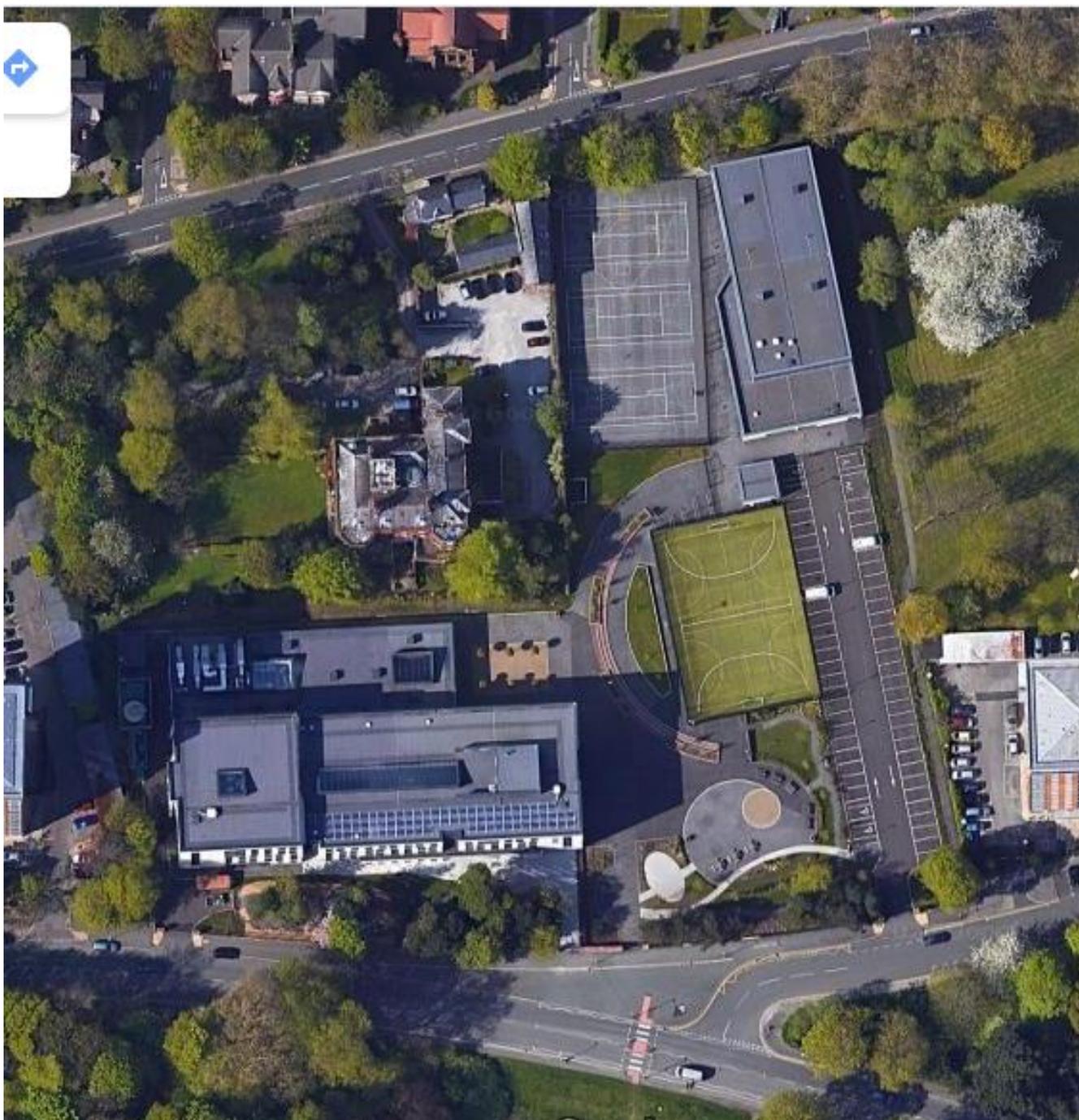


GEOGRAPHY ACTIVITIES



Key:



Activities

1. Use the photograph to identify any features on the map that are unmarked. Label them with words.

2. Now design map symbols for the following features

- | | |
|---------------------------|----------------------|
| a. Staff Car Park | <input type="text"/> |
| b. Astro Turf Pitch | <input type="text"/> |
| c. Hard Court pitch | <input type="text"/> |
| d. Plaza/Picnic area | <input type="text"/> |
| e. Flower Beds | <input type="text"/> |
| f. Sports Hall | <input type="text"/> |
| g. School building | <input type="text"/> |
| h. Sports equipment store | <input type="text"/> |

3. Why do we sometimes use symbols for maps and sometimes just write the words?

4. You will need to draw the key on your map as well.

5. On your first day in school, would you prefer a copy of the map, or the photo to help you find your way around? Why?

6. Now look at the map and photos of the wider areas around school. The activities I want you to do with these will be revealed on the tutorial video.