

About *Follow That Map!*

Follow along as five friends go on an adventure to find a missing cat and dog. Using maps as their guide, they'll make their way through the neighborhood, into the city, across the country and around the world. They'll even find time to search for treasure, enjoy the rides at playland and learn about the weather — all before dinner time! Join in and follow that map!

This unique book uses fun, colorful maps to introduce children to essential mapping skills.

About the Author-Illustrator

Scot Ritchie is an award-winning illustrator whose books for Kids Can Press include *Eenie Meenie Manitoba*, *See Saw Saskatchewan* and the *Basics for Beginners* series. His illustrations have also appeared in *Maclean's*, the *Wall Street Journal* and *New York* magazine.



Getting Started

The following activities support the social studies curriculum and will introduce primary students ages 4–7 to basic mapping concepts. Before you begin working on the activities, ask your class to explain what they think a map is and what maps are used for. Next, introduce your class to the following mapping terms:

- compass rose
- landmark
- symbol
- legend or key
- route
- scale bar

Refer to the Getting Started spread on pages 4–5 for definitions and examples of each of these terms. Finally, read the book to your students and go through each of the maps together.

Now it's time for your students to create their own maps!



Discussion Questions and Activities

1. Create Your Own Route

With your class, discuss what the word “route” means. (Refer to pages 4–5 in *Follow That Map!* for a definition and pages 10–11 for an example to share with the class.) Then ask students to think of a route that they use on a regular basis, preferably one that is walking distance from their home. For example, from home to school, from home to the corner store, from home to the park, from home to a friend's house. Ask students to walk the route with the accompaniment of an adult and record all the details they see along the way. In class, have students draw a picture of their route and highlight the path from start to finish. Ask the students to share their route with a classmate, explaining where it leads.

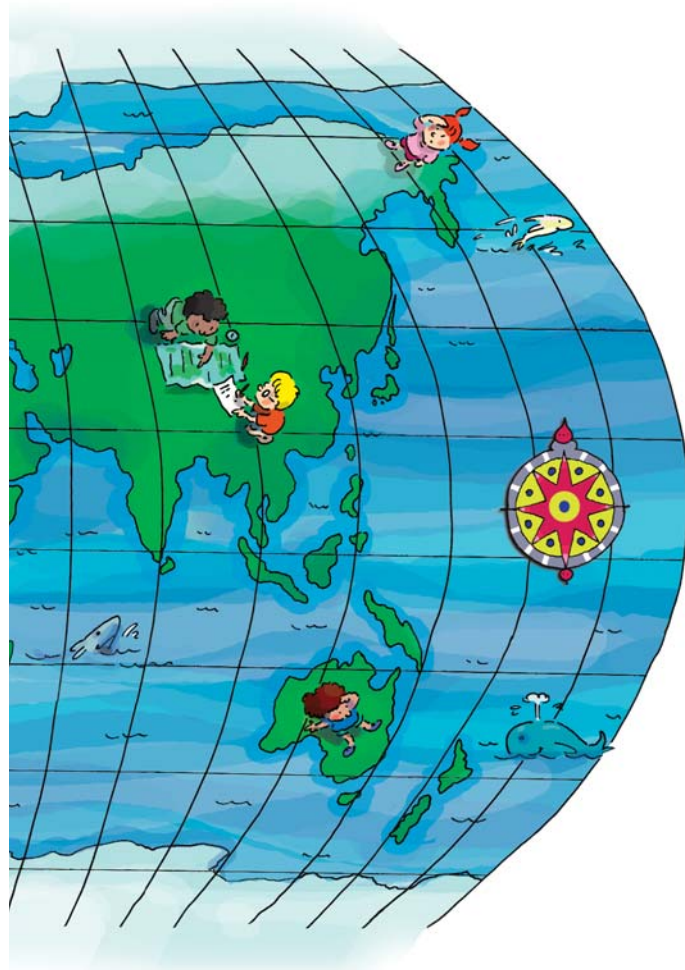


2. Picture Diary

In *Follow That Map!*, Sally and her friends go on an imaginary adventure to search for Max and Ollie. During their adventure they visit lots of places, such as the city, the country and playland — the children even go to outer space!

Ask students to think about all the different places they visit on weekends and create a picture diary

of their own weekend adventure. Students should include a drawing and a short description of each place they visited. Once they have completed their picture diaries, ask students to share their weekend adventures with the class.



3. Create Your Own Map

Take your class for a trip around the school. Start from your classroom and make your way to different parts of the school, such as other classrooms, the head office, the gym, etc. During your walk, ask students to record any landmarks they pass along the way, for example, a water fountain and a fire extinguisher.

Once you are back in the classroom, divide your students into groups of four and ask each group to create a map of the school that includes all the things they saw during their walk. Remind students to include any landmarks they noticed as well as symbols and a legend. Explain to your class that these maps should help a visitor find his/her way around the school. (For example, parents might use the maps when visiting on parent-teacher night.)

After each group has finished drawing and coloring their map, ask them to highlight a specific route. Ask one group to highlight a path from the school's main entrance to the classroom. Ask another group to highlight a path from the classroom to the gym. And ask another group to highlight a path from the classroom to the head office. On parent-teacher night, make copies of each of the maps your class created and hand them out to parents. Explain who created them, and ask them to use the maps to see if they can find their way around the school.



4. North! South! East! West!

Here's a game that you can play with your class to help teach them the cardinal directions on a compass rose. Choose an open area in the school, such as the gym or schoolyard, and

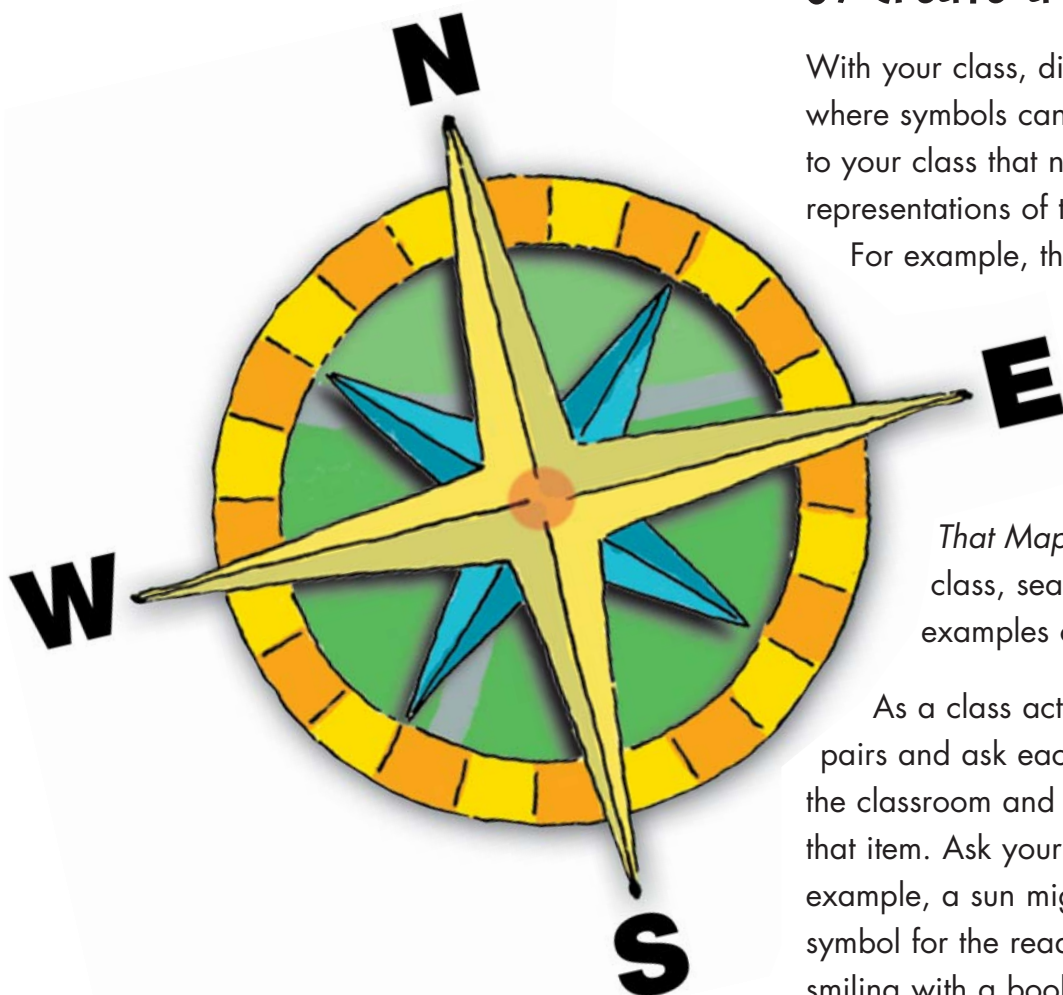
5. Create a Symbol

With your class, discuss what a symbol is and where symbols can be found on a map. Explain to your class that not all symbols are exact representations of the item that they represent.

For example, the symbol for a restaurant isn't a drawing of the building; instead, it's a picture of a knife and fork (see the legend and symbol on pages 22–23 of *Follow That Map!* for a reference). With your class, search through the book for other examples of symbols.

As a class activity, divide your students into pairs and ask each pair to choose an item in the classroom and create a symbol to represent that item. Ask your students to get creative. For example, a sun might represent a window or the symbol for the reading corner can be of a child smiling with a book in hand.

Create a poster-sized legend for the classroom and have each pair place their symbol on the legend and explain to the class what their symbol represents. Throughout the year, encourage students to continue to create symbols for other items in the classroom and add them to the legend. You may need to create a second or third legend if you run out of room.



divide the space into four cardinal directions: north, south, east and west. Mark each spot with a large letter representing each cardinal direction, and post the letters so that all the kids can see. To start the game, have your class get into a circle in the middle of the room. Explain that you will shout out one of the four directions and they will have to run to that spot. The first person to make it there can be the one to shout out the next command, and so on. Once your class is comfortable with the four cardinal directions, make the game a bit more challenging by adding other directions, like southeast, southwest, etc.

