Map Reading Activities

from a collection by Alison Whitehead



Board Game

On a piece of cardboard, draw a track

divided into sections, each one about the size of a bottletop. On each section, draw a symbol which is used in legends on a map. Use dice and markers. Guides move along the track. If the Guide can tell the meaning of the symbol on which she lands, she may stay there. If not, she goes back three spaces. The first player to reach the end wins the game.

Story

Each Patrol is given a set of cards. On each card is drawn a symbol used in legends. The cards are spread out in front of the Patrol members, face up. The Leader tells a story, e.g., "The Koala Patrol is going on a hike. They first cross a bridge." The Leader pauses. Each Patrol finds the card showing the correct symbol for 'bridge'. A Guide runs this card to the Leader. First Guide with the correct card to the Leader gets a point. The story continues.

Make a Map

Give the Guides a picture that includes trees, a lake, etc. and a beautiful sunset behind a hill far away. Ask them to reproduce the picture using mapping signs with the correct directions marked. Will they see the clue that the sun sets in the West?

Map Treasure Hunt

Each Patrol draws a sketch map to show where they have hidden a treasure. Exchange maps with another Patrol and look for the treasure.

Cut-up Compass

A cardboard circle cut into 16 'pie' pieces, each labelled with one of the compass points can have many uses (e.g., individual competition between two Guides to see who can put it together first, relay games in Patrols, etc.)

Compass Kim's Game

Draw a large compass on a sheet of paper. Label the points. Place an object at each point. Play Kim's Game, asking such questions as "Where was the flower?"

WHY NOT:

Visit *dragon.sleepdeprived.ca/games/compass/compass.htm* for more great compass games and ideas.

Use these activities to build girls up to an overnight hike or an orienteering day/weekend.