



Primary Geography Year 4 Assignment 01

SUBJECT	Primary Geography Year 4
ASSIGNMENT	01
STUDENT NAME	

INSTRUCTIONS FOR MAKING A TREASURE MAP

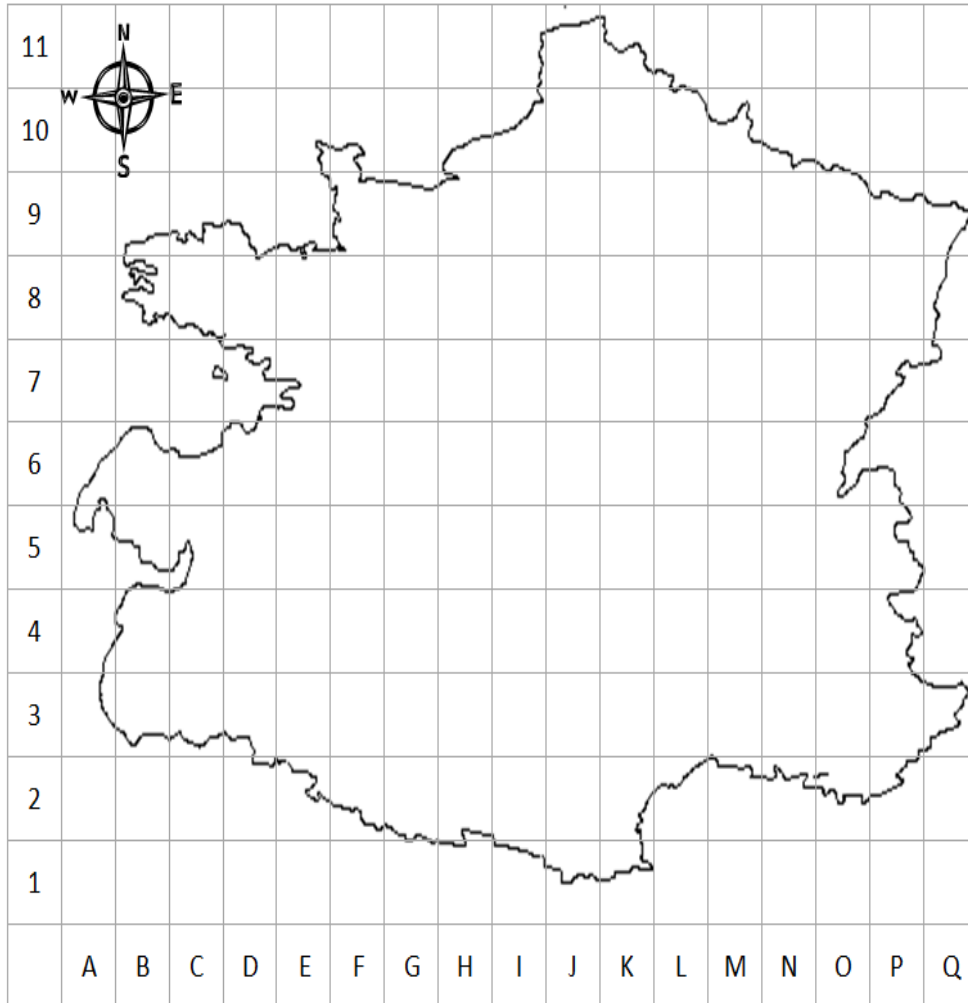
Today you are going to design a treasure map! Follow the instructions below carefully.

1. First of all you will need to give your island a name. It could be funny, beautiful or scary!
2. Your island will need at least one of each of the following features. Before you put them on the map, design a symbol for each one in the key. Remember, you can use letters, lines, coloured areas, and so on.
 - a river
 - a mountain
 - some woods
 - a village
 - a cave
 - a swamp
 - a jetty or harbour (where boats can land)
 - some paths or roads.
3. Now add the features to your map. Think about all the things we have learnt in this unit, and try to put them in sensible places and using appropriate scales (for example, don't make the cave bigger than the mountain!)
4. If you have extra time, you can add any other features you can think of, such as a lake or a sunken ship. Don't forget to add them to your key.
5. Finally, you must decide where your treasure will be hidden. Mark this in light pencil with an X on the back of your map, **but don't let anyone else see where it is!**



TOTAL FOR ASSIGNMENT 25 MARKS





Island Name:

Key:

Scale:
0 ____ 1=1 kilometre

