

What is a MAP CHALLENGE?

This **Map Challenge** is a special workshop, challenging you to learn more -- taking you through the labeling of this map in detail!

A **Map Challenge** helps you really get involved when completing our maps!



Wherever you see Earthworm, our mascot, at his computer, you will find some fun additional activities!

MAP CHALLENGE!

Expanded Map Workshops for Map of the Month's Individual maps

This PDF file of TREASURE MAP is

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P. O. Box 2484

Providence, RI 02906

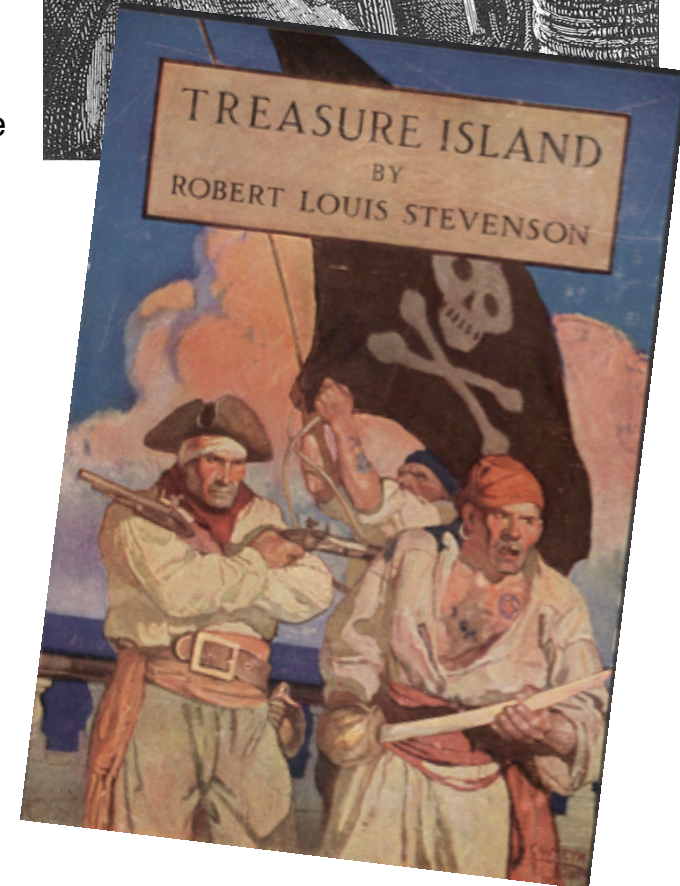
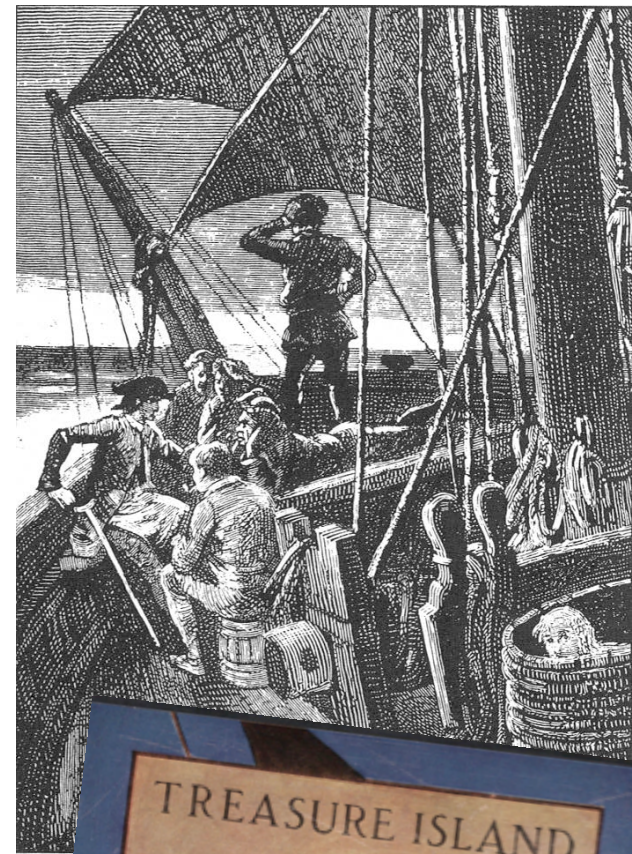
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OUR INSPIRATION for making a Treasure Map!

In 1883, Robert Lewis Stevenson's exciting book TREASURE ISLAND was published. Adventure! Pirates! Treasure and.... The dreaded BLACK SPOT!

Stevenson drew his own fictional island map when he was writing his book to help him envision the action of his novel. You can see his map at LEFT!



LET'S GET STARTED!

Use the basic
template of this
16" X 20"
Map of the Month
activity sheet to
design your own
TREASURE MAP.

This visual file will
take you step by step
through the making of
your map!

The Activities listed at
the left of the map
area will give you
directions as well!

It's great fun to make your own Treasure Map! This map gives you a head start because some details have already been drawn in. It's up to you to finish drawing, labeling and coloring your map. Lastly, you can write detailed directions on how to get to your hidden treasure!

Be sure to read through the following instructions before you begin. This way, you won't miss any suggestions that can add interest to your map. Be as neat as possible when creating your map. Use your imagination and add ideas of your own!

YOUR THEME
Decide first what your theme will be— is your map a pirate map, or an adventurer's guide? You can create a story of why the map was made. Or you can make a map to go along with a story you've read. What is your treasure, or your final destination— jewels, food, toys or mummy's tomb? It's up to you!

LABELING and ADDING COLOR
When drawing the outlines of your map, labeling place names or creating symbols, a regular pencil would be best. After labeling, you can add many colors to your map. Colored pencils are best, although crayons or markers would be fine. Remember to use appropriate colors, such as blue for water, green for forest.

GEOGRAPHIC DETAILS
What will the landforms on your map look like? What will the surrounding bodies of water be? When drawing in coastlines, use as much of the space as possible. If the land area is very small you won't be able to draw in details easily.

1. Your map can depict an island, surrounded by water. Your coastline won't touch any of the borders of the map.
2. You can draw a small section of a larger piece of land. To do this, extend the coastline to the border(s) of the map.
3. Your map can show several islands of varying sizes.
4. When drawing, include some waterways and geographic details to make your coastline more interesting. How about: peninsula lagoon cape gulf bay delta beach

If you are unsure of the meaning of these terms, look them up in a dictionary or encyclopedia.

MAP KEY
Some symbols have been shown in the Map Key, representing features of the land or water. Add these to your map. Invent new symbols for the Map Key, then draw them in on the map.

1. Some landforms that occur inland:
plain desert volcano valley bluff
2. Vegetation: forest coconut grove jungle swamp
3. Manmade features: railroad tracks house mine

NAMING PLACES
It is fun to think of creative place names to label your map. You can make the names funny, scary or mysterious sounding. Skullcap Cove Strait of Broken Ships Mysterious Cave

ILLUSTRATIONS
If you have some room, draw a picture to decorate your map. Here are some suggestions, or you can think of your own!
Pirate Treasure chest Boat Underwater creatures Mermaid Travelers' warning signs Quicksand! Man-eating Alligator!

WRITTEN DIRECTIONS
Write your directions to the treasure on the back of the map. Where do you begin and what path is taken? Describe any dangers or pitfalls to avoid along the way.

DECORATIVE AND USEFUL DETAILS
Create extra interest for your map by adding the following:
Title: Use block letters for whatever title you invent so that you can color the letters.
Compass Rose: Design a fancy direction indicator for north, south, east and west.
Scale: Add a simple scale, such as One inch equals one mile.
Grid: Letters along the top and numbers along the side are useful for pinpointing locations.
Antiquing Your Map: If you like, give your map an older look by wrinkling it or brushing it with weak tea. Test this first on the edges of this sheet before you alter your finished map!

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East Side Station, P. O. Box 2484
Providence, RI 02906-0484
Visit us at www.mapofthemonth.com

Draw your own

Treasure Map

Creating the shape of your island!

Using the lines already started on your map, draw a shape for your island.

Follow all these steps and try to fill up most of the paper.

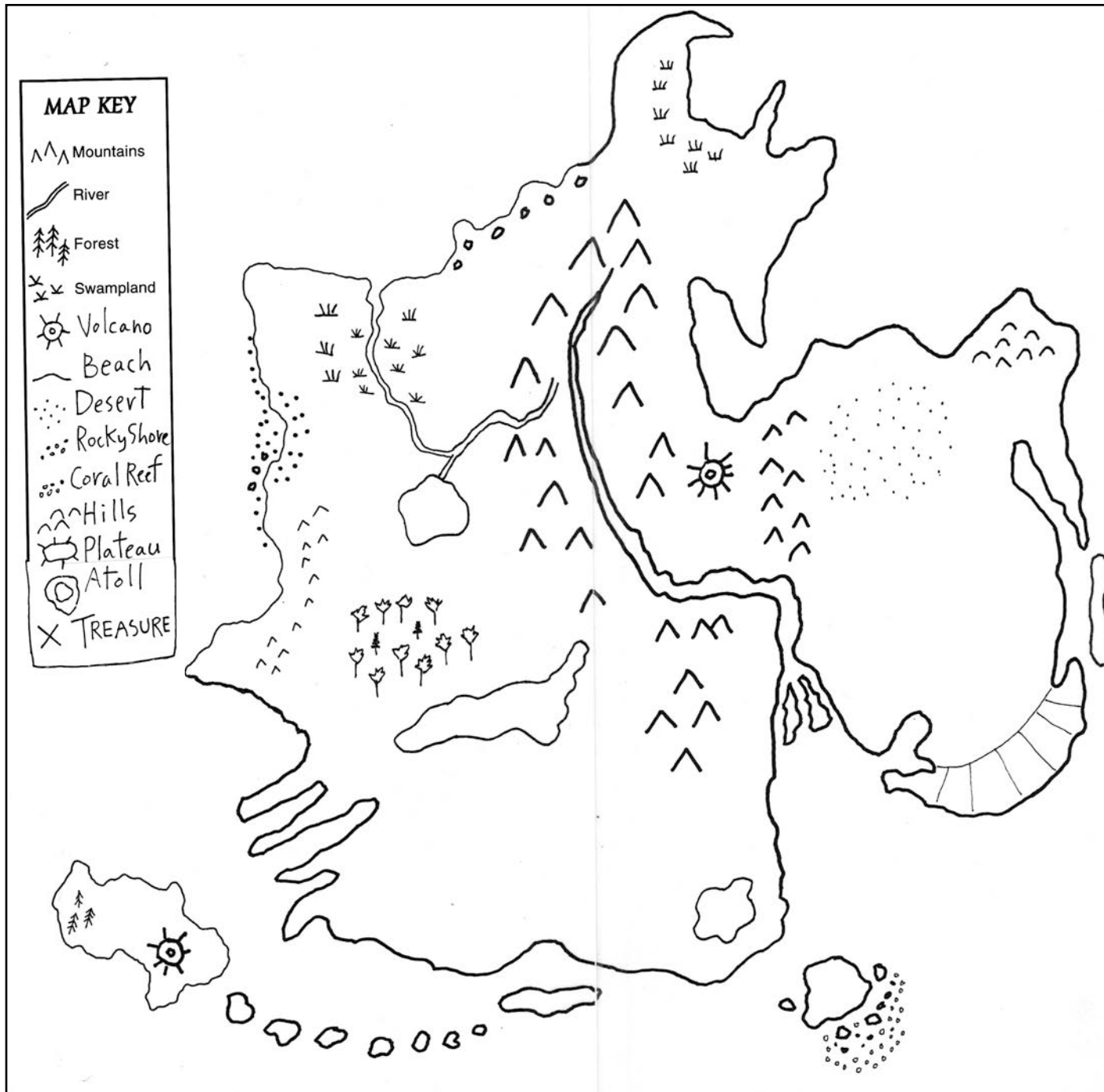
1. Start by connecting with some of the lines already drawn on the paper.
2. Draw irregular lines to create a varied and uneven coastline!
3. Leave some small openings where rivers, drawn inside the map, might open out into the ocean.

A landform is a natural feature of the earth's surface.

USING SYMBOLS FROM THE MAP KEY!

When you begin to label your map, some landforms can be identified by symbols in the MAP KEY.

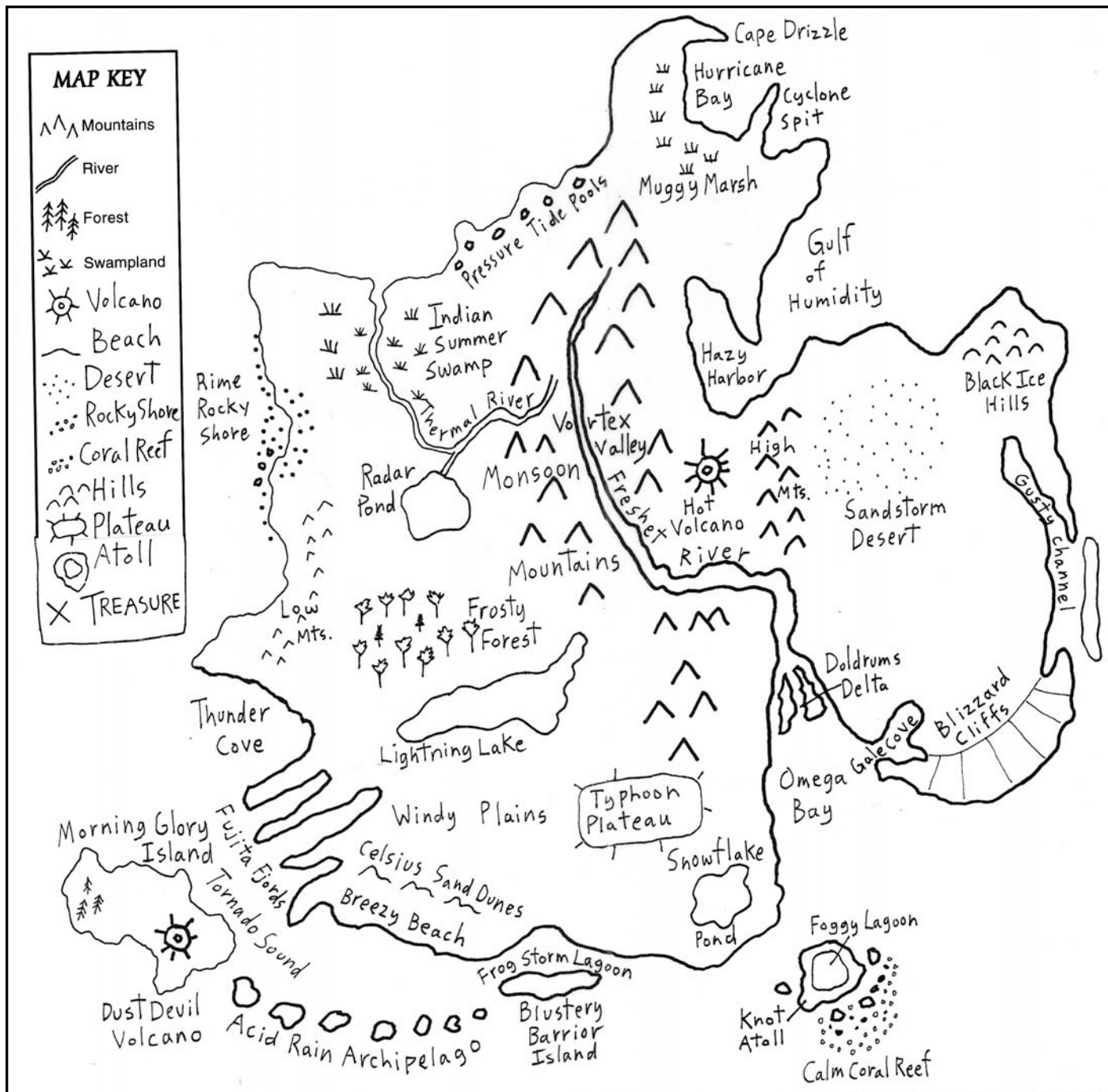
Draw some of these symbols on your map in appropriate places.



ADDING LANDFORMS

The next step is to include each landform on the list below even if it does not have a symbol in the MAP KEY.

When you name your landforms you can base them on a theme!



Plains	Archipelago
Desert	Rocky shore
Volcano	Cliffs
Valley	Coral reef
Forest	River
Swamp	Beach
Marsh	Cape
Bay	Fjords
Cove	Channel
Lagoon	Sound
Atoll	Pool
Harbor	Hills
Island	Spit
Pond	Gulf
	Delta
	Lake

We used weather-related words to create a theme!



HOW TO DRAW A COMPASS ROSE



ALMOST EVERY MAP HAS A COMPASS ROSE.

A COMPASS ROSE SHOWS DIRECTION.

THE CARDINAL DIRECTIONS ARE:

NORTH -- N

SOUTH -- S

EAST -- E

WEST -- W

THE INTERMEDIATE DIRECTIONS (OR THE "IN-BETWEEN" DIRECTIONS) ARE:

NORTHEAST -- NE

SOUTHEAST -- SE

NORTHWEST -- NW

SOUTHWEST -- SW

TO DRAW A COMPASS ROSE!

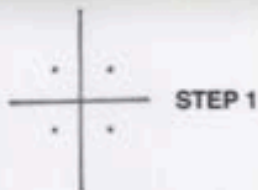
YOU'LL NEED:

A REGULAR LEAD PENCIL --AND ERASER!

A RULER

COLORLED PENCILS

FOLLOW THE EASY STEPS AT THE RIGHT.
AFTER YOU UNDERSTAND HOW A COMPASS ROSE IS FORMED, YOU CAN DESIGN YOUR OWN, MAKING MORE COMPLEX SHAPES AND DECORATIONS.



STEP 1



STEP 2



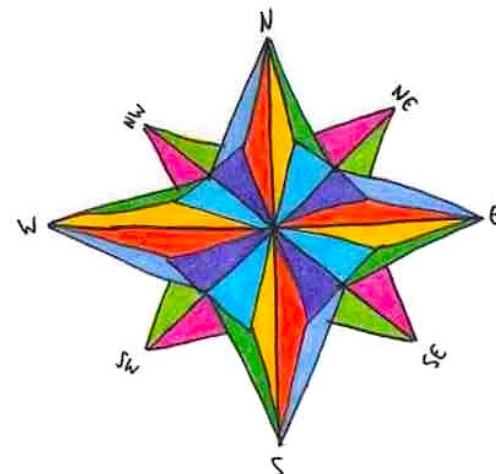
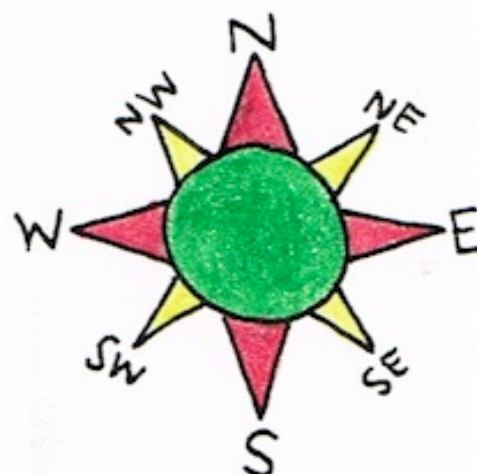
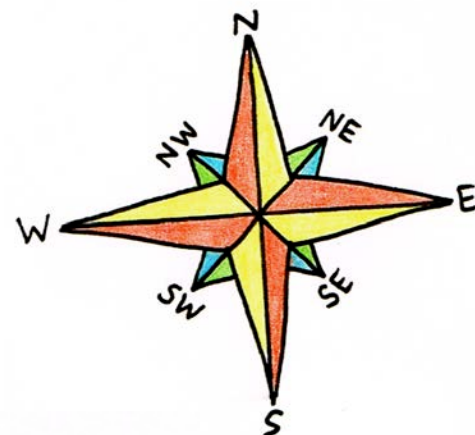
STEP 3



STEP 4



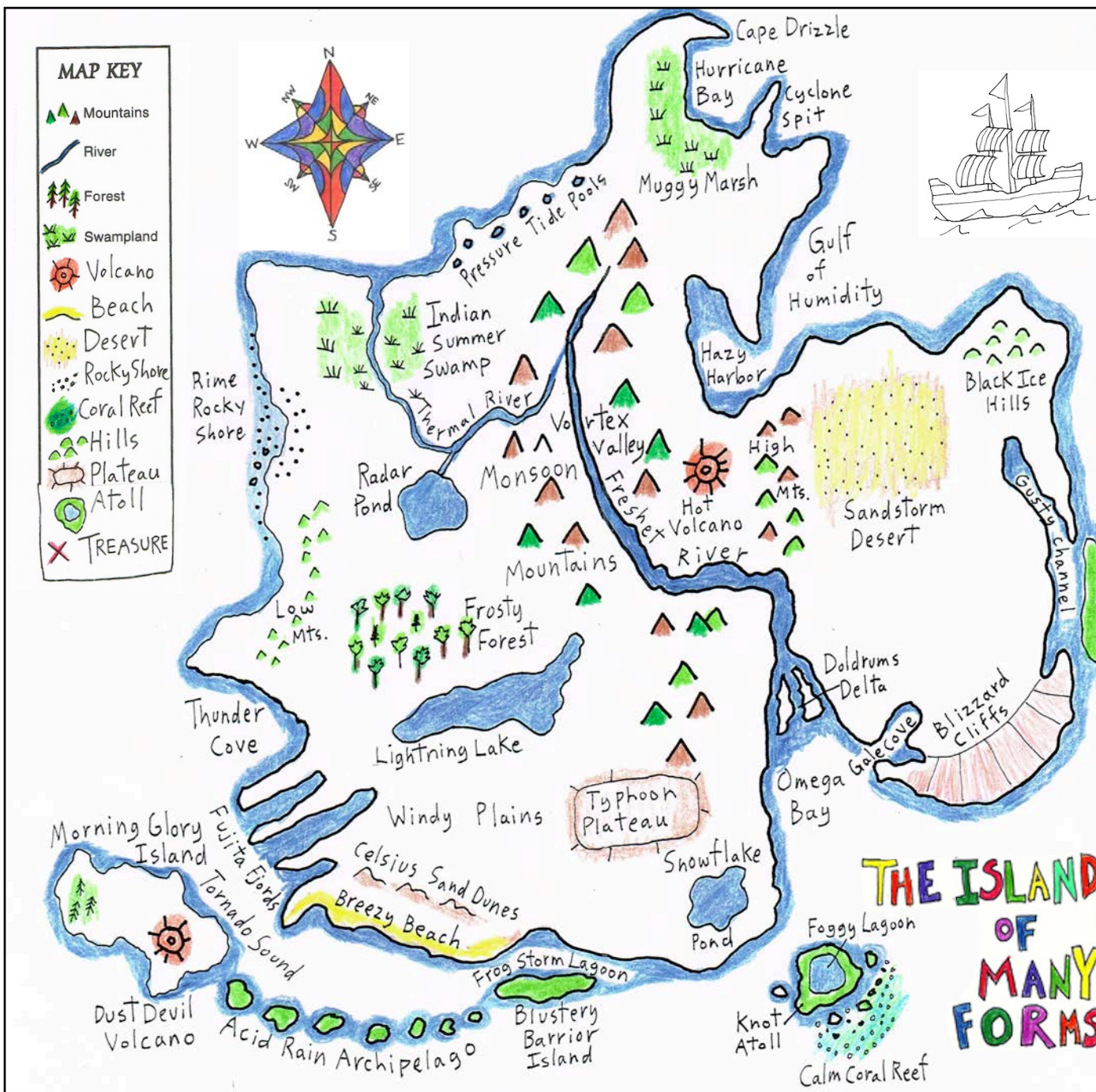
FINISHED!



WRITE YOUR OWN STORY!

Just as Robert Louis Stevenson did when he wrote his novel **TREASURE ISLAND**, you've designed your own fictional map!
Now write a story about it!
Here are some guidelines to help you!

1. Pick a character -- or two -- maybe you and a friend?
2. Describe your vehicle for getting around! What landforms will you encounter and how will you travel over or through them?
3. What is your path for moving around your island? Use the directions on the compass rose to describe your movement.
4. What is your final destination?
5. What do you discover? Was your trip a success?



On the next page is an example of a story inspired by our map: **ISLAND OF MANY FORMS!**

Here is an example of a story inspired by ISLAND OF MANY FORMS! Read it out loud in class! It was written by Paul D. Can you be inspired by his story to write one of your own?

When the Coast Guard ship dropped me off at Thunder Cove, on the Island of Many Forms, I knew I had a big job ahead of me. I would face many incredible adventures — and maybe even some desperate dangers! — on this strange island with its crazy and wonderful landmarks and features! But I had to complete my mission. On the far side of the island, in the Muggy Marsh on the edge of Hurricane Bay, was the one gadget that could save the world from the plague of super-hurricanes — the same plague that had stopped the Coast Guard from simply landing nearby and grabbing the device. The weather-control device had been invented by Professor Stratosphere and stored here for safe-keeping. But the Professor had never counted on these giant storms making it impossible to reach the hiding place by sea.

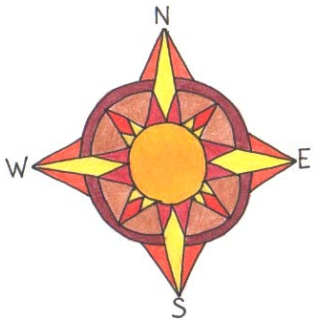
And now that he was gone from us, only I, as his son, knew how to reach it by land. I had grown up here, and knew the place better than anyone else. So even though I was only thirteen years old, I had inherited this crazy job!

If checked all my equipment — flashlight and shovel; food and water; ropes and grappling hooks; tent and sleeping bag; hatchet and knife; GPS and radio — and set out.

My first obstacle was the Frosty Forest. Boy, the icicles on those trees were as big as me, and always falling at the slightest nudge. But using all my skills, I got through the grove of cold trees with only a few snowberries falling on my helmet. And then I was at the Monsoon Mountains, where endless showers made every path into a muddy river. I slogged onward, glad that my path would not bring me east or south, to such fearful obstacles as the Sandstorm Desert, the Typhoon Plateau, the Doldrums Delta or the Blizzard Cliffs.

On and on I pushed forward! The Thermal River nearly burned up my raft. I almost got sucked into the Pressure Tide Pools. But my upbringing on the island provided all the skills I needed to survive! Somehow, over the course of three long days, I reached the edge of the Muggy Marsh. Braving the gators and snakes and bog-wolves, I used my GPS to zero in on the coordinates of the weather-control box. At last, I stood on a small wet grassy hill, holding the gadget aloft. It took just one simple push of a button to tame the hurricanes of Hurricane Bay, and soon I could see the Coast Guard ship approaching to take me home to my aunt and uncle.

That's when I could safely say, "The Island of Many Forms is a great place to visit, but I'd hate to live here again!"



Have fun
writing your
own story
based on your
finished map!

