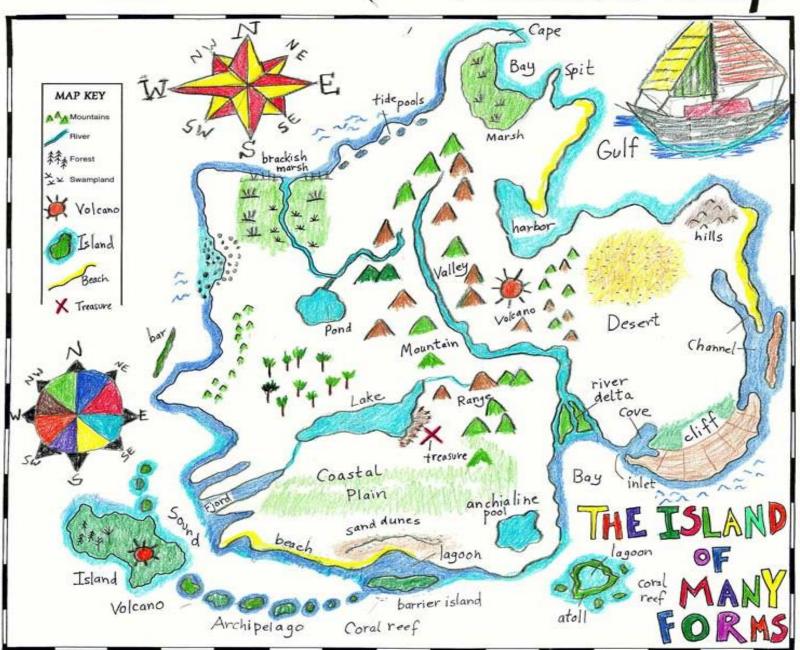


# TREASURE Map



Have a look – what do you think of this map?

### I'm feeling a bit critical.

At first glance, the map looks great **BUT** 

there is too much writing in the middle!

There is a **key** – which tells me what certain symbols mean, but there isn't a symbol for everything.

## The key only gives me symbols for 8 features of this island

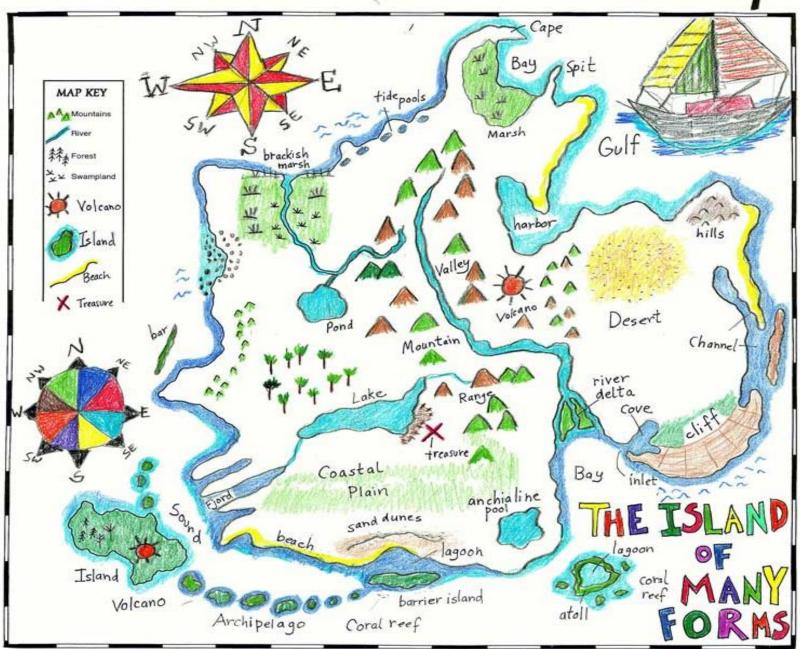
#### **FOR EXAMPLE:**

- there's no symbol for the cliffs
- there's no symbol for the desert
- there's no symbol for the coastline

and the list could go on!



# TREASURE Map



I'd like you to design your own treasure map. Base it on this one if you like

You are **NOT** allowed any writing in the middle of your map, as this one has.

Every feature you include has to be explained by a **key**.

The next slide has an outline of a blank island.

Print it off if you can – otherwise, try to copy its shape.

The slide after it has a list of features you need to include on your own imaginary island and create a **key** for.



mountains	rivers	swamps	volcanos
coastline	villages	dangerous places to land your ship	desert
friendly villages	good places to hunt	forests	grassland
shark infested waters	lakes and tarns	unexplored places	haunted places
sinking sand	beaches	sinking sand	places not to go!