

# Aim

- I can use a key on a map to show how land is used.

# Success Criteria

- I can tell you the reason for using symbols on a map.
- I can identify landmarks using a key.
- I can use symbols and a key to annotate a map.
- I can choose symbols to use for a key.



# Where we live

Last lesson, you designed your own map of your area. Today We are going to learn how to use a key to identify key areas on your map. Edit your map with your key.

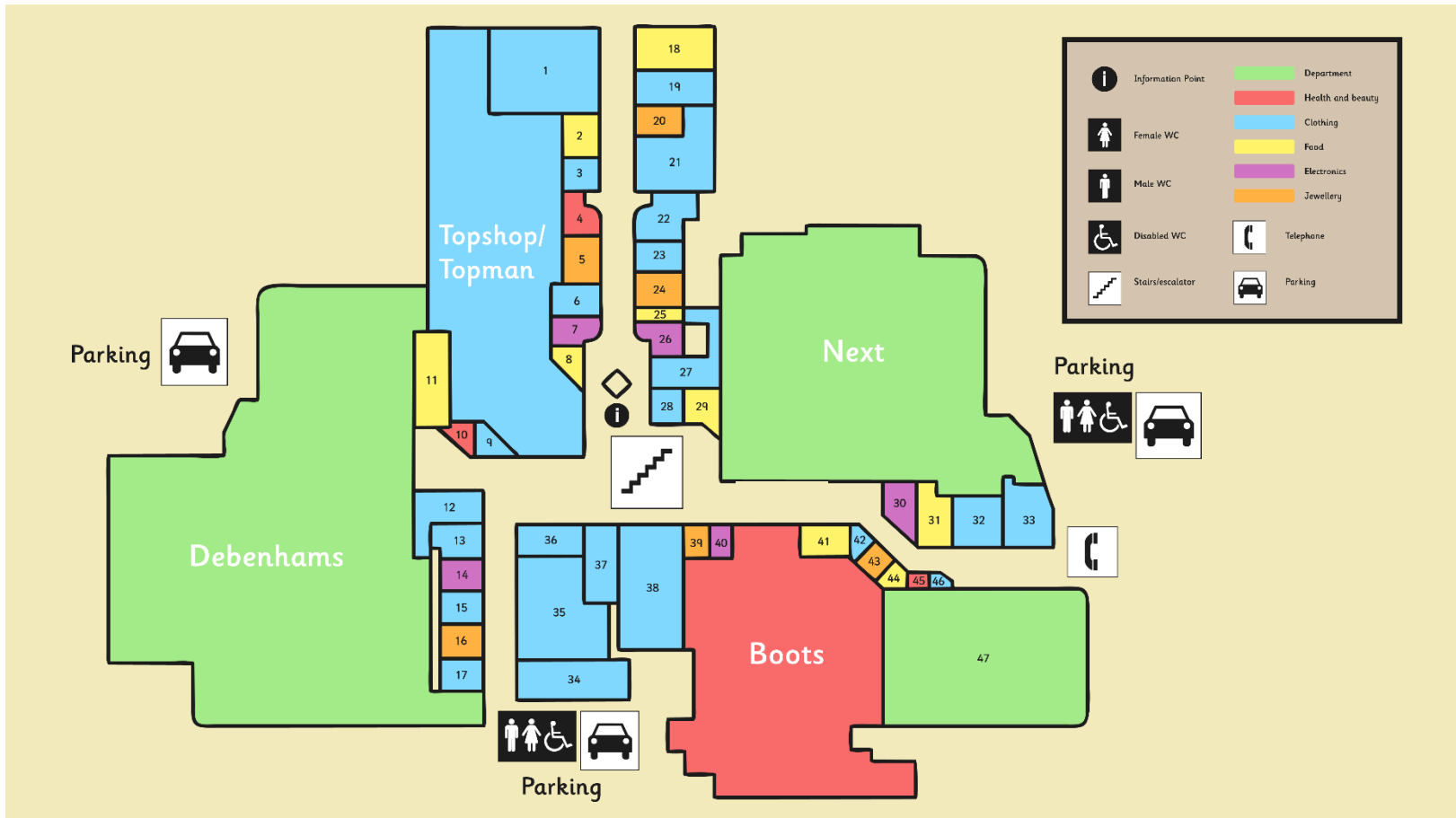
# Using a Key



# What Does a Key Do?



# What Does a Key on a Map Do?

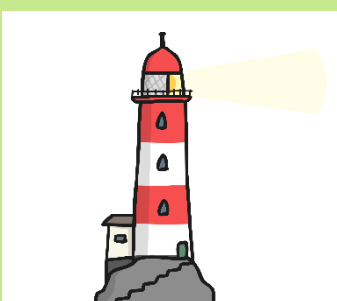
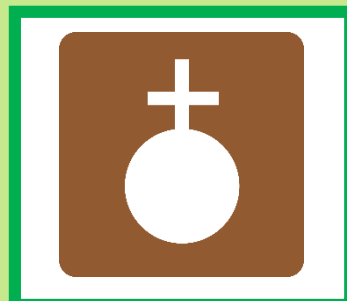
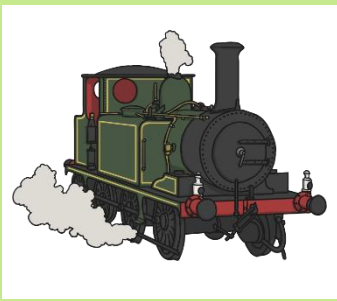


# What Makes a Good Symbol?

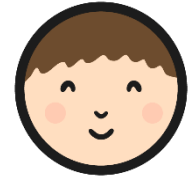
Which is the map symbol?

How can you tell?

Why is the symbol better for use on a map?



# Making a Key



## Map Symbols

Use the symbols and key to create a visitors' map for your school.  
Shade the blank boxes to match your map.

	Boys' toilets		Dining Area
	Girls' toilets		Storage Area
	Disabled toilets		Classroom
	Staff toilets		Offices
	Staff room		Toilets

## Map Symbols

Use the symbols and key to create a visitors' map for your school.  
Shade the blank boxes to match your map.

	Boys' toilets		Sports area
	Girls' toilets		Dining area
	Disabled toilets		Parking
	Staff toilets		Stairs
	Staff room		Storage area
	First aid point		Classroom
	Drinking water		Offices
	Telephone		Toilets

## Map Symbols

What symbols would you use for a visitors' map for your school?  
Fill in the key below and then add the symbols to your school map.  
Remember to make your symbols simple enough that you can draw them several times,  
and easily distinguished from each other.

	Boys' toilets		Sports area
	Girls' toilets		Dining area
	Disabled toilets		Parking
	Staff toilets		Stairs
	Staff room		Storage area
	First aid point		Classroom
	Drinking water		Offices
	Telephone		Toilets

# What Makes a Good Sketch Map?



A title.

Labels and annotations where needed.

Simple lines.

Enough detail to give a rough idea. Don't show every house and tree!

A note to say that it is not to scale.

A North arrow.

A key to explain symbols.



