







Mapwork

-  Parking
Parking
Parkplatz
-  Picnic site
Emplacement de piquet
Picknickplatz
-  Viewpoint
Point de vue
Aussichtspunkt
-  Camp site
Terrain de camping
Campingplatz
-  Caravan site
Terrain pour caravane
Wohnwagenplatz
-  Youth hostel
Auberge de jeunesse
Jugendherberge



Snakes and Ladders Games from old maps.

If a motorway passes through your grid square travel Northwards to the next

Move three grid squares to the North.

If a trunk road passes through your grid square travel Southwards to the next

Is there a village in your grid square. Stop for a drink and miss a go.

If a trunk road passes through your grid square travel Northwards to the next

Move four grid squares to the West.

Mapwork

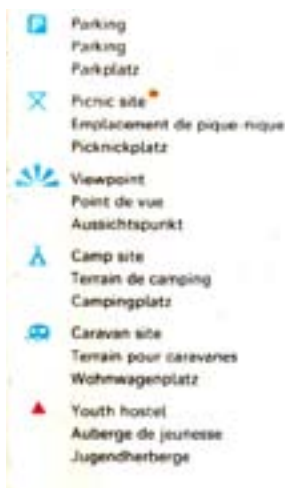
This activity was first produced by Toni Johnson in Cambridge in 1995. Every school usually has a collection of oldish and maybe falling apart 1:50,000 Ordnance survey maps. This activity turns these old maps into snakes and ladders type games to help children read and interpret map signs and symbols.

The webaddress for this activity is:

<http://www.collaborativelearning.org/mapwork.pdf>

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You can use whole maps or you can cut out part of old torn maps and make them into game boards by mounting and/or laminating.



The kilometre squares on the map are the 'squares' on the map-work games board. Depending on the age range of children you may want to go over the pale blue lines in black to make it easier to count them off.

You can either cut out the key to symbols and features. You may want to reduce the number for instance, or you can use the maps themselves

We have provided a sample set of cards for your game, but depending on the maps you use, you may have to add or subtract some cards.

Collaborative Learning = Oracy in Context

makes challenging curriculum accessible.

improves social relations in the classroom.

provides scaffolding for exploratory talk.

Good for all pupils!

Vital for EAL pupils!

Basic principles:

1. Build on prior knowledge.
2. Move from concrete to abstract.
3. Ensure everyone works with everyone else.
4. Extend social language into curriculum language.
5. Provide motivating ways to go over the same knowledge more than once.

If you can't talk it, you won't be able to write it!

COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals to develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

17, Barford Street, Islington, London N1 0QB UK Phone: 0044 (0)20 7226 8885

Website: <http://www.collaborativelearning.org>

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Mapwork

How to play:

Pair work or two pairs playing each other.

Each pair/group has a map or prepared map board, a set of cards and two small counters.

The counters are placed in the normal snakes and ladders position i.e. in the bottom left hand corner.

Finish here							←
→			A				
							←
→							Z
							←
Start here	→						

Players take turns. Each turn consists of moving five squares, picking a card from the pack, which has been shuffled and placed between the players and responding to the instructions on the card. It is important that all the players read and understand the card so they agree on the response. If the instruction is not possible then the players stay in the same place. The object of the game is to reach the finish point at the top of the map/mapboard.

N.B. Some of the cards use the word **adjacent**. This word means 'next to' in every direction. For example square A on the sample board has 8 adjacent squares, square Z has 5 adjacent squares.

Move one grid square to the east.

Move two grid squares to the East.

Move five grid squares to the North.

Move two grid squares to the South.

Move three grid squares to the East.

Move three grid squares to the South.

Move four grid squares to the East.

Move four grid squares to the South.

Move five grid squares to the East.

Move one grid square to the North.

Move two grid squares to the West.

Move one grid square to the South.

Move four grid squares to the West.

Move one grid square to the West.

Move five grid squares to the West.

Move three grid squares to the North.

Move four grid squares to the North.

If a motorway passes through your grid square travel Southwards to the next junction.

If a motorway passes through your grid square travel Northwards to the next junction.

If a trunk road passes through your grid square travel Northwards to the next square.

If a trunk road passes through your grid square travel Southwards to the next square.

