



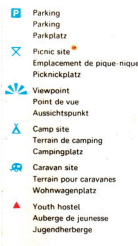
# Quicklook at 'Mapwork'

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.

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 mapwork 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

If there is an open pit in an adjacent square, go there, break and leg and go to the nearest hospital.

Go to the nearest electricity transmission line.

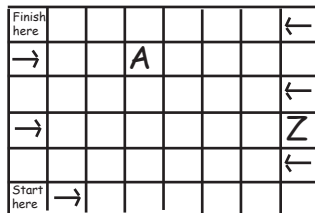
We have provided a sample set of cards for your game, but depending on the maps you use, you may have to add or subtract some cards. We have provided an empty set for you or your pupils to fill.

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.



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 player stays 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 North.

Move four grid squares to the West.

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

Move three grid squares to the North.

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 Southwards to the next square.

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

Move four grid squares to the North.