

GRADE 2 LEARNING PACK

# Map Art: Design a Visual World

Combine map conventions with imaginative visual design while keeping symbols understandable.

**LEARN • PRACTISE • CREATE • REFLECT**

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

**Print. Learn. Grow.**

# Grown-up guide

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## Learning objective

Combine map conventions with imaginative visual design while keeping symbols understandable.

## Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

## Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

# Learn the idea

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**1** maps can be functional and visually designed

**2** a symbol should stay consistent if it carries meaning

**3** decorative elements should not obscure important information

## Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Invent five map symbols and make a key.

Use line style to distinguish road, river and boundary in a fictional map.

Add a compass rose that is readable.

Identify decoration that blocks information and revise it.

Choose a focal landmark and use scale/colour contrast to emphasise it.

## Try it beyond the page

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### Real-world / hands-on connection

Try one process with real art materials or the BrightPencil Creative Studio. Focus on exploration rather than copying a finished example.

### Before you finish

What did you notice?

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What evidence, object or example helped you?

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What would you change if you tried again?

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# Create something

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## Your project

Create an illustrated fictional island map with a key, route and three named regions.

Use this space for planning, drawing, mapping, designing or notes.



CHALLENGE

# Think deeper

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1. Which artistic choice was most deliberate?

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2. What changed after you looked again or tested the work?

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3. How could another artist solve the same brief differently?

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# Quick review

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1. In one sentence, explain the big idea of “Map Art: Design a Visual World”.

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2. Draw or write one example that shows you understand.

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3. Choose one activity from this pack and explain the strategy you used.

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4. Write one question you still have.

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# Answer & discussion notes

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Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

## 1. Suggested response

Name a specific choice involving line, shape, colour, texture, space or form.

## 2. Suggested response

Describe a revision based on observation/testing.

## 3. Suggested response

Many different solutions can be successful when they communicate the intended idea.

## Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

# My learning reflection

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**I finished this BrightPencil learning pack.**

**One thing I understand better now:**

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**A strategy that helped me:**

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**Something I created or noticed:**

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**My next small question or goal:**

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