

Map Scale & Route Planning

Use simple scale, direction, landmarks and constraints to compare routes and justify a route choice.

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

Learning objective

Use simple scale, direction, landmarks and constraints to compare routes and justify a route choice.

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

1 Scale links map distance to real distance.

2 Routes can be compared using distance, direction, accessibility and purpose.

3 A justified route choice uses evidence rather than “I just like it”.

Talk about it

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

Use 1 cm = 250 m to convert 2 cm, 4 cm and 6 cm routes.

Compare two fictional routes: one shorter with steep steps, one longer with a ramp.

Add compass directions to a route description.

Identify which landmark would best confirm a turn.

Explain which route suits a wheelchair user in the fictional map and why.

Try it beyond the page

Real-world / hands-on connection

With an adult, compare two public routes on a trusted map without sharing a home address or precise private location.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Design a fictional town map with a scale statement, compass rose, key and two routes to the same destination.

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

CHALLENGE

Think deeper

1. If 1 cm represents 250 m, what does 4 cm represent?

2. Why can a longer route be the better route?

3. What makes a route justification strong?

Quick review

1. In one sentence, explain the big idea of “Map Scale & Route Planning”.

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

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

4. Write one question you still have.

Answer & discussion notes

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

1. Suggested response

1,000 m or 1 km.

2. Suggested response

Accessibility, safety, terrain, purpose or other constraints can matter.

3. Suggested response

It refers to map evidence and the stated need.

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

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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