

Map Makers: Symbols, Keys & Simple Plans

Use simple map symbols and keys to represent familiar places from above.

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 map symbols and keys to represent familiar places from above.

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 A plan is a simplified view of a place, often from above.

2 Symbols stand for real features.

3 A key explains the meaning of symbols.

Talk about it

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

Match five simple symbols to: tree, school, bridge, path, water.

Create a key with one symbol for each of four playground features.

Look at a simple room plan and identify what is beside the door.

Explain why a map cannot draw every real object in full detail.

Redesign a cluttered plan using simpler symbols.

Try it beyond the page

Real-world / hands-on connection

Place four objects on a table, look from above and sketch their positions as simple shapes.

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

Create a plan of an imaginary learning treehouse and include a clear key.

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

CHALLENGE

Think deeper

1. What is the job of a map key?

2. Why are symbols useful on a map?

3. What does a bird-eye view mean?

Quick review

1. In one sentence, explain the big idea of “Map Makers: Symbols, Keys & Simple Plans”.

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

It explains symbols.

2. Suggested response

They show information clearly in a small space.

3. Suggested response

Looking down from above.

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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