

AN ANIMAL TREASURE MAP

Geography/literacy/cross-curricular—KS2

Resources: An open space, a clip board, paper and pencil or a whiteboard and pen.

PICK AN ANIMAL

Explain that each child is going to make a map of the school grounds (or a section of it), but from the perspective of an animal they choose.

They may choose a native animal; mouse, squirrel or sparrow or if you prefer they can choose an animal from another part of the world.

Ask them to make a map of the grounds showing what would be the dangers, obstacles, shelters and treasures for their chosen animal. What would be an obstacle for one animal may not be for another.

E.g. a tall tree would be treasure for a giraffe but not for a mouse!

Think about what animals need to survive; where will they take shelter? what will be their food source? where can they get water to drink?

Each map should include a key to show what each symbol represents.



AN EPIC JOURNEY

Ask the children to imagine a journey made across their map by their chosen animal.

They could first record this as a line map, before writing an account of this journey.

MICRO JOURNEYS

If you don't have much space in your grounds the activity works just as well (if not better) in miniature. Get down low to the ground and examine the 'route' from an ant's point of view.

