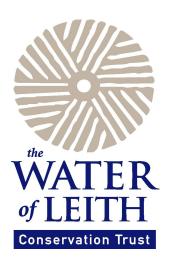
# Wild at Art—Make a Ribbon Map

All great adventures begin with a map. A map shows you where you're going and helps you, when you get lost, to find your way back home.

Have you ever tried making your own map?

Ribbon maps are wonderful maps. They are long narrow strips of paper. They were used by North American explorers who wound the paper around a spool and kept the map in their pockets. Every time they wanted to add a feature they would unspool the map a little further. The maps themselves are straight but the explorers drew in little compasses to mark when they changed direction. I absolutely love dogs and I saw a lot of them on my walk along the river, so my ribbon map is also a map of dogs. What would you put on your map? You might choose to draw trees or wildflowers or people you see as you walk, it's totally up to you, the *cartographer* (fancy word for map maker).

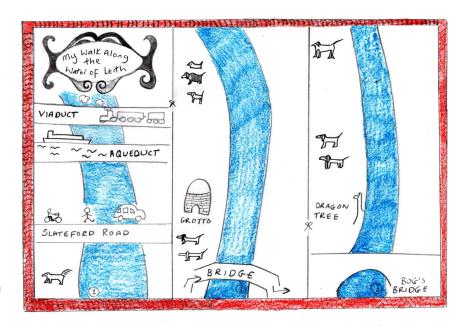


## Making Your Map Before You Go

Print out the template overleaf. If you don't have a printer then copy the template onto a piece of paper. Bring something to lean against like a clipboard or a hardback book. Pack a bag with pencils and a rubber and a compass if you have one. Find an adult with a *great* sense of adventure

#### On Your Walk

Decide your route and mark the beginning and the end on your map. Next you will need to decide what part of the walk goes on each section of the map. If you know the route well then you can



probably decide before you go but, if not, you may need to do the walk twice. The first time to decide what goes where and the second time to draw in the details of what you want to record.

Remember to add compass points if you change direction. If you have a compass that will make life easier but you can also use the position of the sun or a map on a phone to figure out your direction.

#### When You Return

Add details or colour to drawings as you wish.

Cut along the lines and then tape the sections of the map together so you have one long map. Display proudly, or roll it up and put it in a secret place.

### **Curricular Links to the Curriculum for Excellence**

I can use exploration and imagination to solve design problems related to real-life situations. (EX 1-06a)

I can create and present work that shows developing skills in using the visual elements and concepts. (EX A 2-03a)

Within and beyond my place of learning I am enjoying daily opportunities to participate in physical activities and sport, making use of available indoor and outdoor space. (HWB 1-25a)

