

# Connecticut

## Alliance Created State Giant Traveling Map Lesson

**Title:** *Where on the map?*

**Recommended Grades:** *4<sup>th</sup>-5<sup>th</sup>?*

**Time Needed:** *45 minutes*

**Objectives: Students will:**

- *Use cardinal directions to move around the map.*

**Materials:**

- Cards with landmarks.
- Directional Signs
- STOP Sign
- Small version of map
- Large manila envelopes

**Preparation:**

- Review North, East, South, and West.
- Make sure students can identify N,E,S, & W on the map.

**Rules:**

- Shoes are not allowed on the map. Please have students remove shoes before walking on the map.
- No writing utensils on the map.
- No running on the map.

**Directions:**

1. Locate your town on the map. Place a ring on it.
2. Ask students to identify what town, body of water, or state is to the N, E, S, & W.
3. Give students small versions of the map. Make sure they can see that everything on the large map is on the smaller map. If possible have a slightly larger copy of the small map available, or project the smaller map onto a whiteboard or SmartBoard.
4. Place students into groups. Explain that they are going to have to work as a team to direct a teammate to a location that he/she does not know. They will only be able to use signs, no words or hand gestures.
5. Take one student from each group and seat them in Long Island Sound. Seat the remaining students in Massachusetts.

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6. Give each team an envelope with location cards inside.
7. Give each group directional signs, a STOP card, and a small map.
8. When you are ready, tell the groups to remove one landmark card from the envelope without looking in the envelope or letting anyone else see the card.
9. Each group locates the landmark on the small map and decides what their teammate must do to reach that location.
10. When a team is ready, they all stand signaling to the teammate in Long Island Sound to stand.
11. Using the directional cards & stop card only, the team directs their teammate to the landmark.
12. When the teammate locates the landmark, the team places the landmark card on it.
13. A new student from the team goes to Long Island Sound and the process begins again.

### Extensions:

- Play the game like *Mother May I?* Instead of the cards, teammates give their Long Island Sound person directions such as take three giant steps North.
- Go down the row of teams with each team giving one set of directions at a time.

### Tips:

- You might want to assign one or two cards to each team member. Only one person at a time can hold up a card for their teammate.
- Have teams practice in different areas of the room holding up signs for a teammate so they can get used to giving directions without talking.
- Consider only two teams going at once instead of four teams.

### Vocabulary: