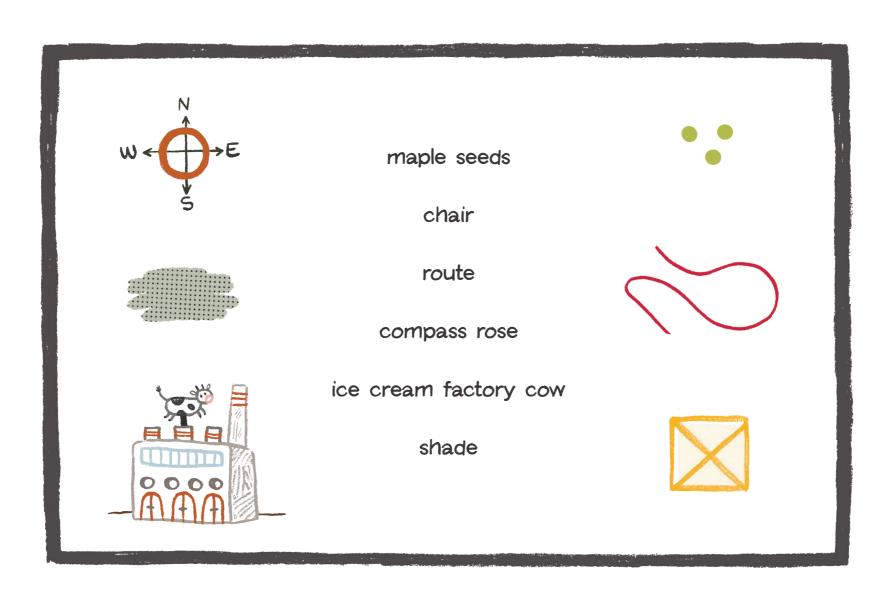


## Draw Your Own Map!

Use the space below to draw a map. It could be a map of your house, your room, your school or classroom, your favorite playground, or another special place. Can you tell a story with your map?

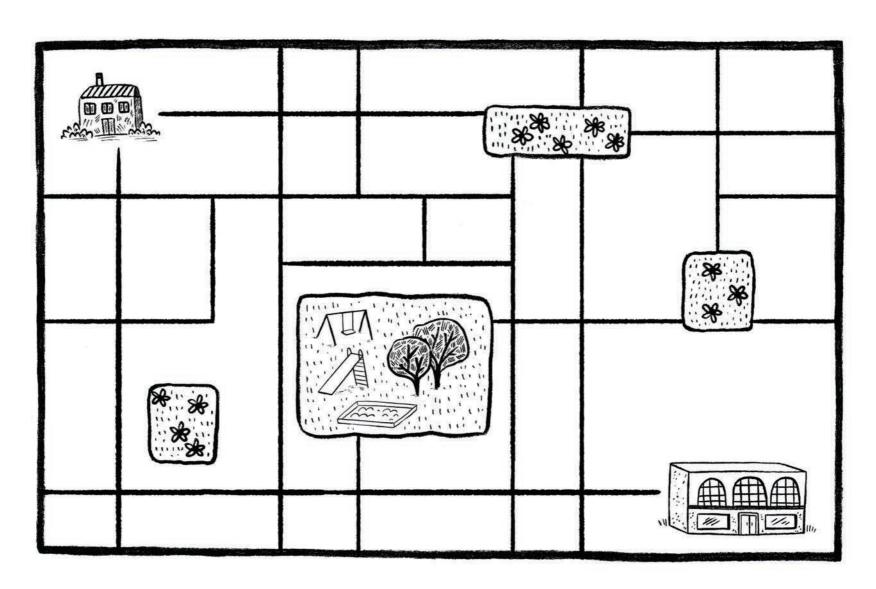
## Map Legend Mix-Up

This legend is all mixed up! Sort it out by matching up the symbols from the story with the words that mean the same thing. Draw a line between the pairs that match.



## Trace the Route

Help Flora get to the library by tracing a route on the map. The lines represent sidewalks, and you can make up any route you want to get her there. If she wants to stop at the playground on the way home, how should she go?



## Compare Distances

Make a map like Flora did to compare distances between things. Each square is one unit of measurement, which can be one step, five steps, the length of a meter stick, or anything else you decide. What would be fun to measure and compare? One idea is, if there are different ways to get to a place in your house or yard, figure out which way takes fewer steps.

