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Table of Contents	
Presentation: Marvellous Mapping - Year 3	
Classroom Display: Marvellous Mapping Anchor Chart	
Classroom Display: Direction and Position Word Wall Cards	
Activity: Bird's-Eye View and Map Symbols Cards	
Activity: Route Builder Task Cards	
Game: Grid Reference Battleships	
Worksheet: Position Words in the Pantry	
Worksheet: Turns Around Town	
Worksheet: Follow the Street Directions	
Worksheet: Treasure Island Grid References	
Worksheet: Mark the Map	
Worksheet: Map It! My Bedroom Map	
Worksheet: Radical Routes	
Quiz: Marvellous Mapping - Year 3	
Assessment: Marvellous Mapping Check	
Rubric: Marvellous Mapping - Year 3 Rubric	



Marvellous Mapping



A map is a drawing of a place from above.

Maps can show features such as roads, buildings, paths, water, gardens and playgrounds.



LEGEND

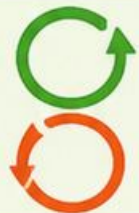


Symbols stand for real things. A legend explains what each symbol means.



Position words help us describe where things are: above, below, beside, between, near, left and right.

Direction words help us describe a route: across, through, around, past, towards, clockwise and anticlockwise.



Grid references use letters and numbers to locate places. Read the letter first, then the number.

Example:

B1



A good map shows important landmarks in the right position compared with each other.



Direction and Position Word Wall - Set 1

above



below



beside



between



near



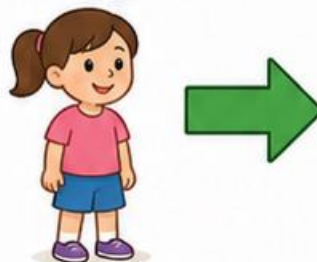
next to



left



right



under



over



inside



outside



Direction and Position Word Wall - Set 2

North



South



East



West



across



through



around



past



towards



clockwise



anticlockwise



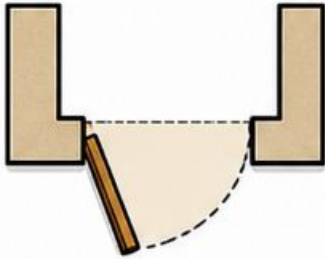
quarter turn



Bird's-Eye View and Map Symbols Cards



Cut out the cards. Match each symbol to a real feature you might show on a map. Explain where each feature could be placed.



doorway



desk



window



bookshelf



path



garden



water



playground



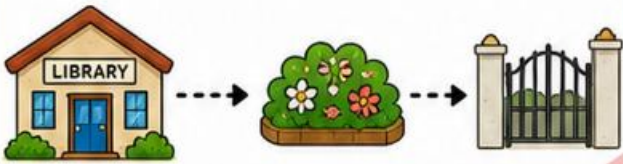
Route Builder Task Cards



Choose a card. Build or draw a tiny map, then describe the route using position and direction words.



1. Start at the library.
Go past the garden to the gate.



2. Start at the classroom.
Turn left at the path and stop beside the tree.



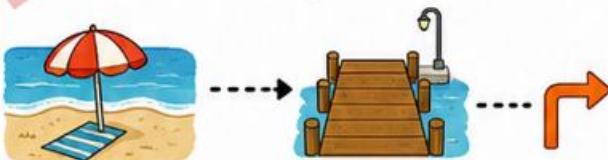
3. Start at the office.
Walk across the oval to the playground.



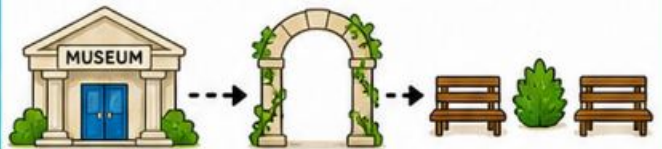
4. Start at the shop.
Go around the fountain and finish near the bus stop.



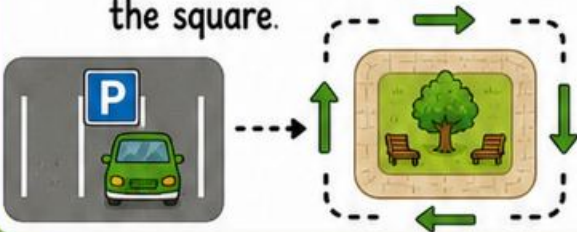
5. Start at the beach.
Walk towards the pier, then turn right.



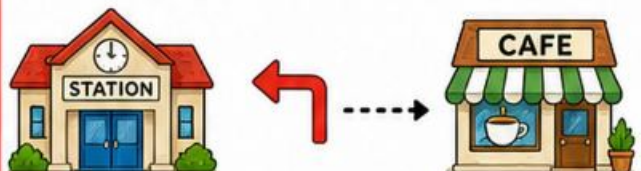
6. Start at the museum.
Go through the arch and stop between the seats.



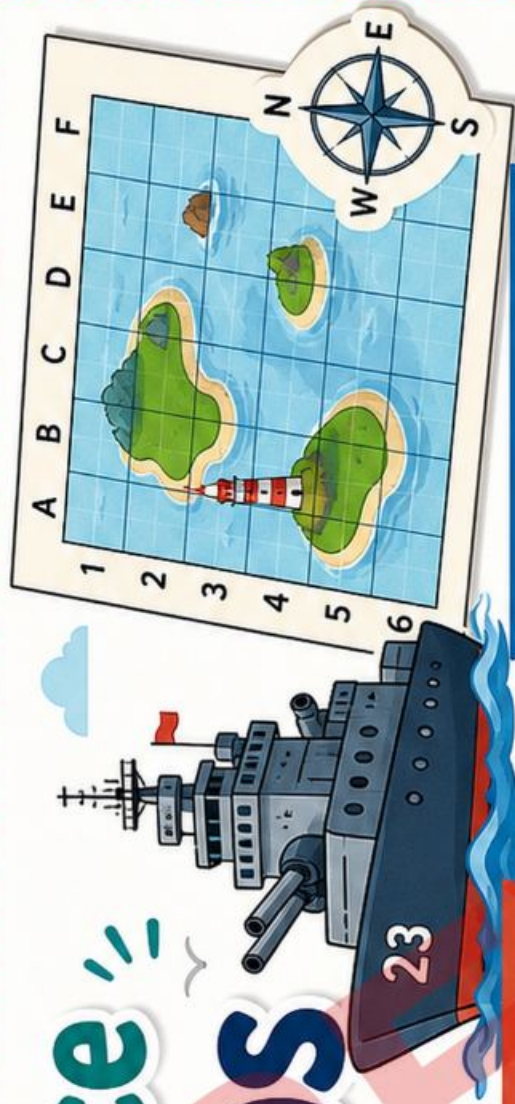
7. Start at the car park.
Move clockwise around the square.



8. Start at the station.
Make a quarter turn left and walk to the cafe.

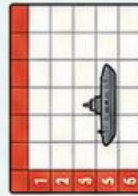
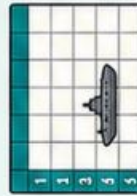


Grid Reference Battleships



You need

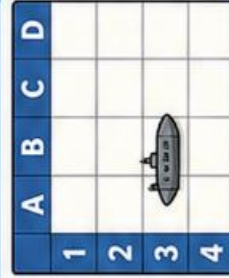
- one My Fleet board for each player
- one Opponent's Fleet board for each player
- a pencil and a folder or screen for privacy



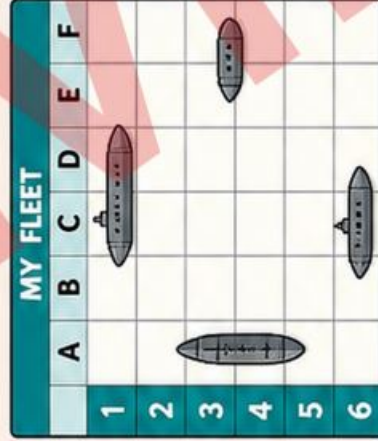
Example

The ship is at B3.

The grid reference is B3.



Set up



Place your ships on your My Fleet board. Do not let your partner see them.

How to play

- 1 Take turns calling a grid reference, such as C4.
- 2 Your partner says hit or miss.
- 3 Mark hits with a tick and misses with a cross.
- 4 Sink all of your partner's ships to win.

Grid references:
letter first, then number.



Grid Reference Battleships - Level 1



Place 5 ships. Call the letter first, then the number.

Ships: 2, 3, 3, 4, 5



My Fleet

1	2	3	4	5	6	7	8	9	10	A	B	C	D	E	F	G	H	I	J

Opponent's Fleet

1	2	3	4	5	6	7	8	9	10	A	B	C	D	E	F	G	H	I	J

Grid Reference Battleships - Level 2



Place 5 ships. Call the letter first, then the number.

Ships: 2, 3, 3, 4, 5

2



3



3



4



5



My Fleet

[illegible]

Opponent's Fleet

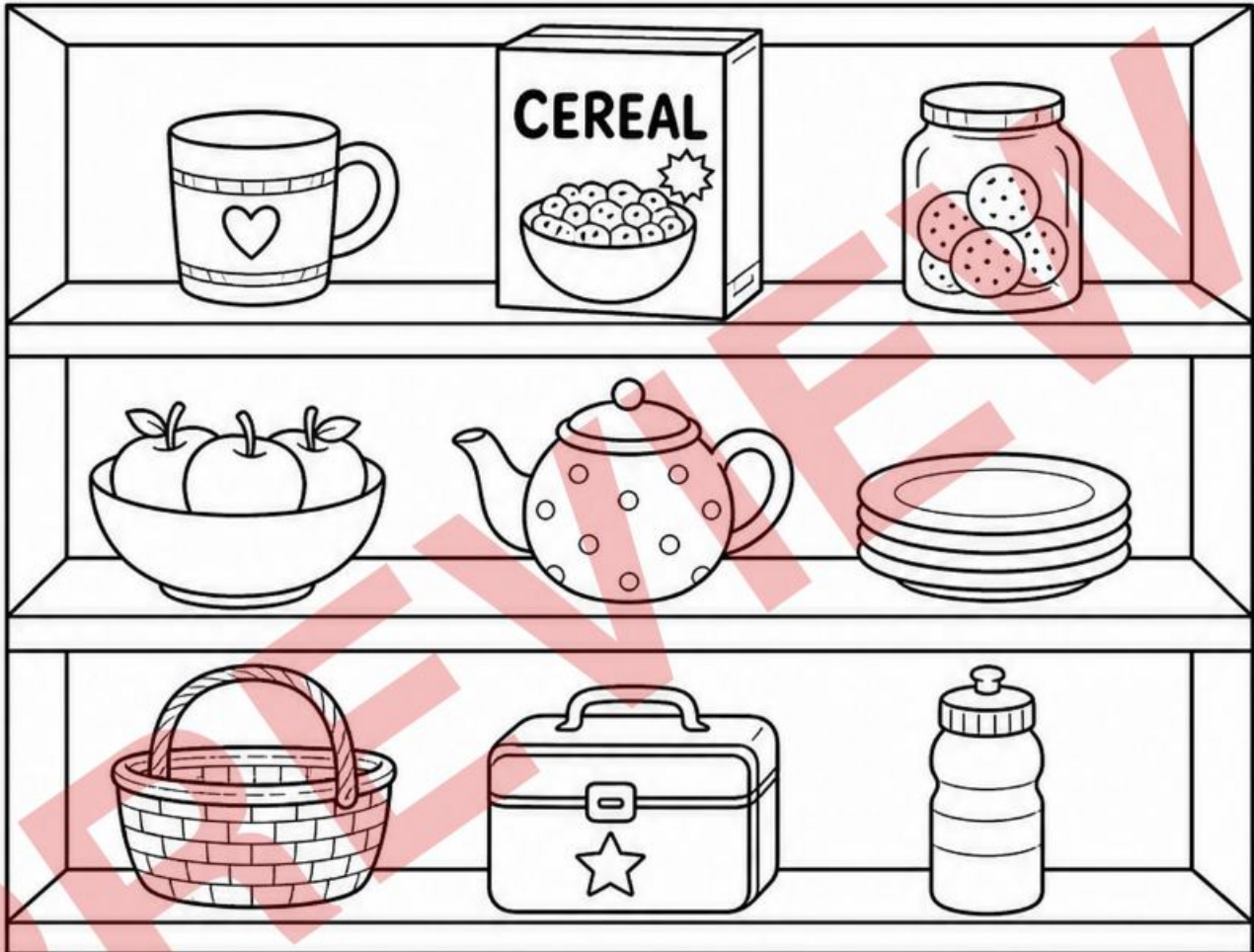
[illegible]

Position Words in the Pantry

Name: _____

Use the pantry picture and the word bank to complete each sentence.

Word bank: above below beside between under on top of



1. The cereal box is _____ the mug and the jar.
2. The teapot is _____ the cereal box.
3. The basket is _____ the bowl of apples.
4. The plates are _____ the teapot.
5. The jar is _____ the bottle.
6. The lunch box is _____ the bottle.

Challenge: Write two of your own position sentences about the pantry.

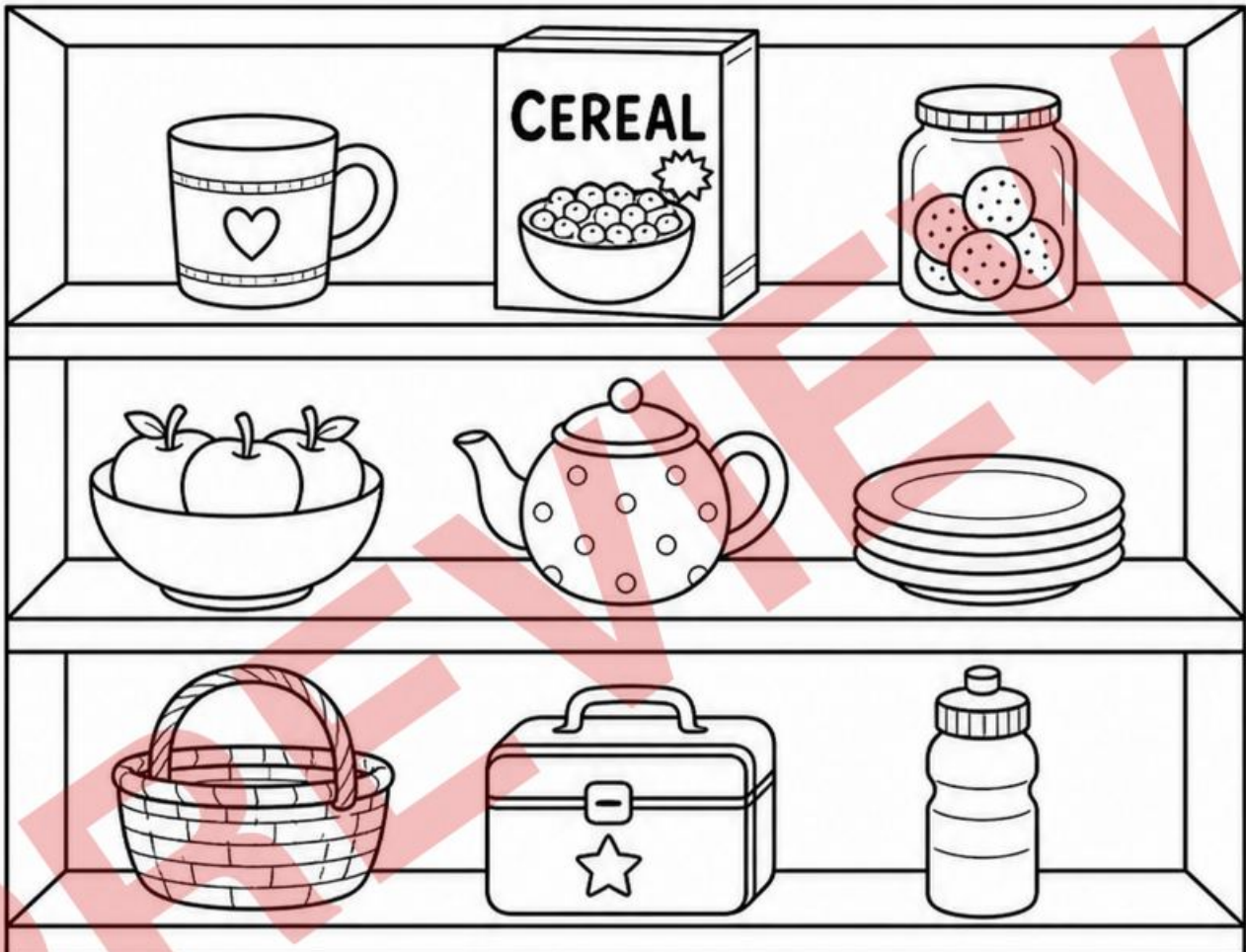
1. _____
2. _____

Position Words in the Pantry

Name: **ANSWERS**

Use the pantry picture and the word bank to complete each sentence.

Word bank: above below beside between under on top of



1. The cereal box is **between** the mug and the jar.
2. The teapot is **below** the cereal box.
3. The basket is **under** the bowl of apples.
4. The plates are **beside** the teapot.
5. The jar is **above** the bottle.
6. The lunch box is **beside** the bottle.

Challenge: Write two of your own position sentences about the pantry.

1. **The teapot is beside the plates.**
2. **The bottle is below the jar.**

Turns Around Town

Name: _____

Part A: Write the direction you face after each turn.

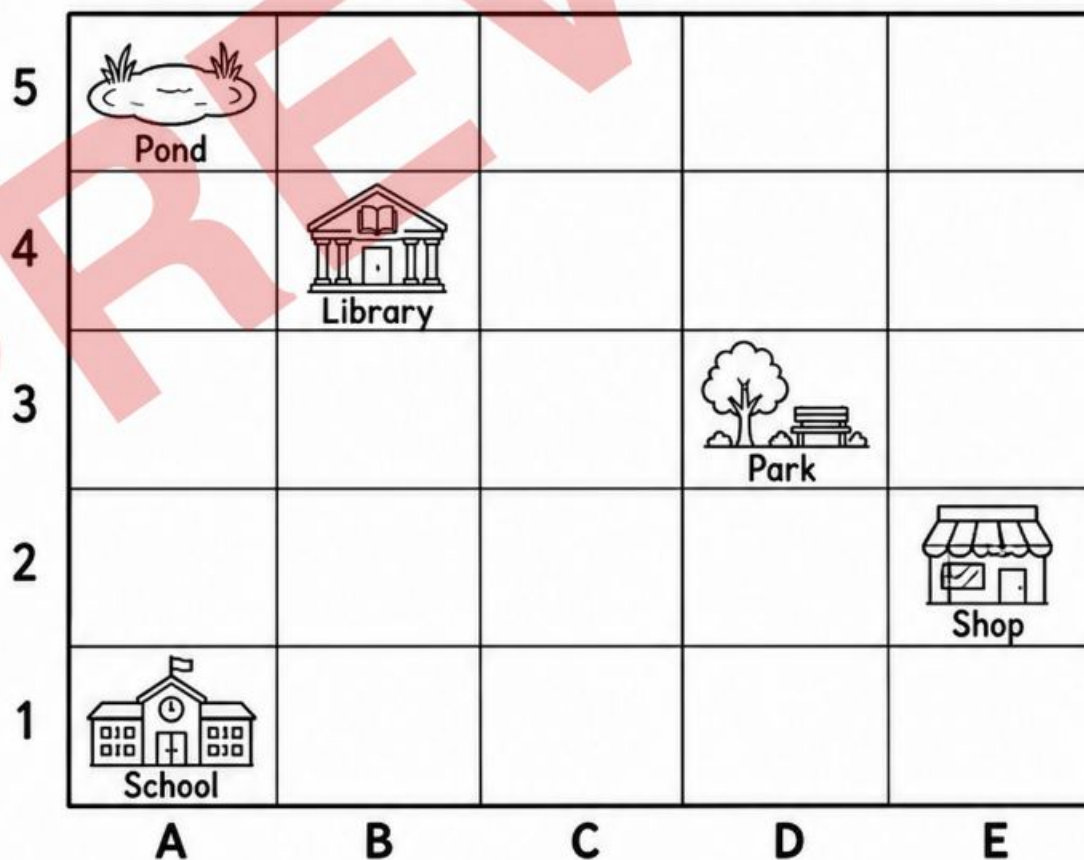


1. Face North. Make a quarter turn right. You face _____.
2. Face West. Make a quarter turn left. You face _____.
3. Face East. Make a half turn. You face _____.
4. Face South. Make a full turn. You face _____.

Part B: Draw the route on the town grid.

Start at the School. Move 3 squares east.

Make a quarter turn left. Move 2 squares north. Stop at the Park.



Describe the route in your own words:

Turns Around Town

Name: ANSWERS

Part A: Write the direction you face after each turn.

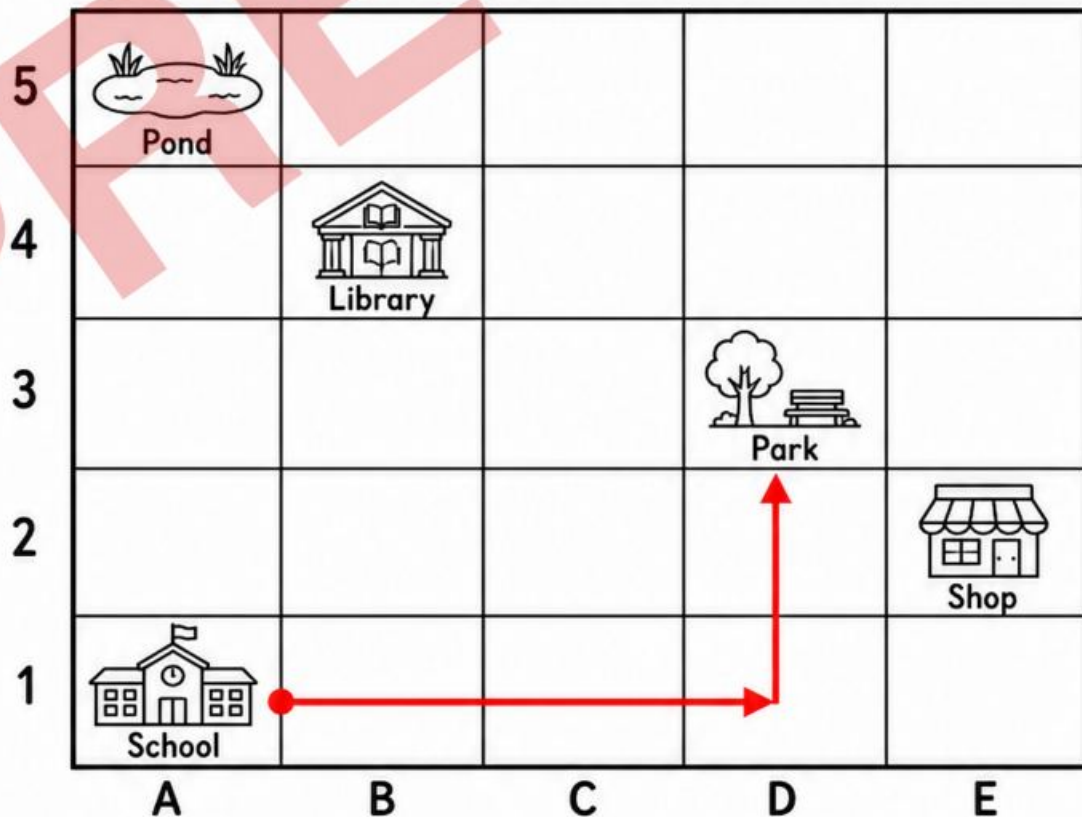
1. Face North. Make a quarter turn right.
You face East.
2. Face West. Make a quarter turn left.
You face South.
3. Face East. Make a half turn.
You face West.
4. Face South. Make a full turn.
You face South.



Part B: Draw the route on the town grid.

Start at the School. Move 3 squares east.

Make a quarter turn left. Move 2 squares north. Stop at the Park.



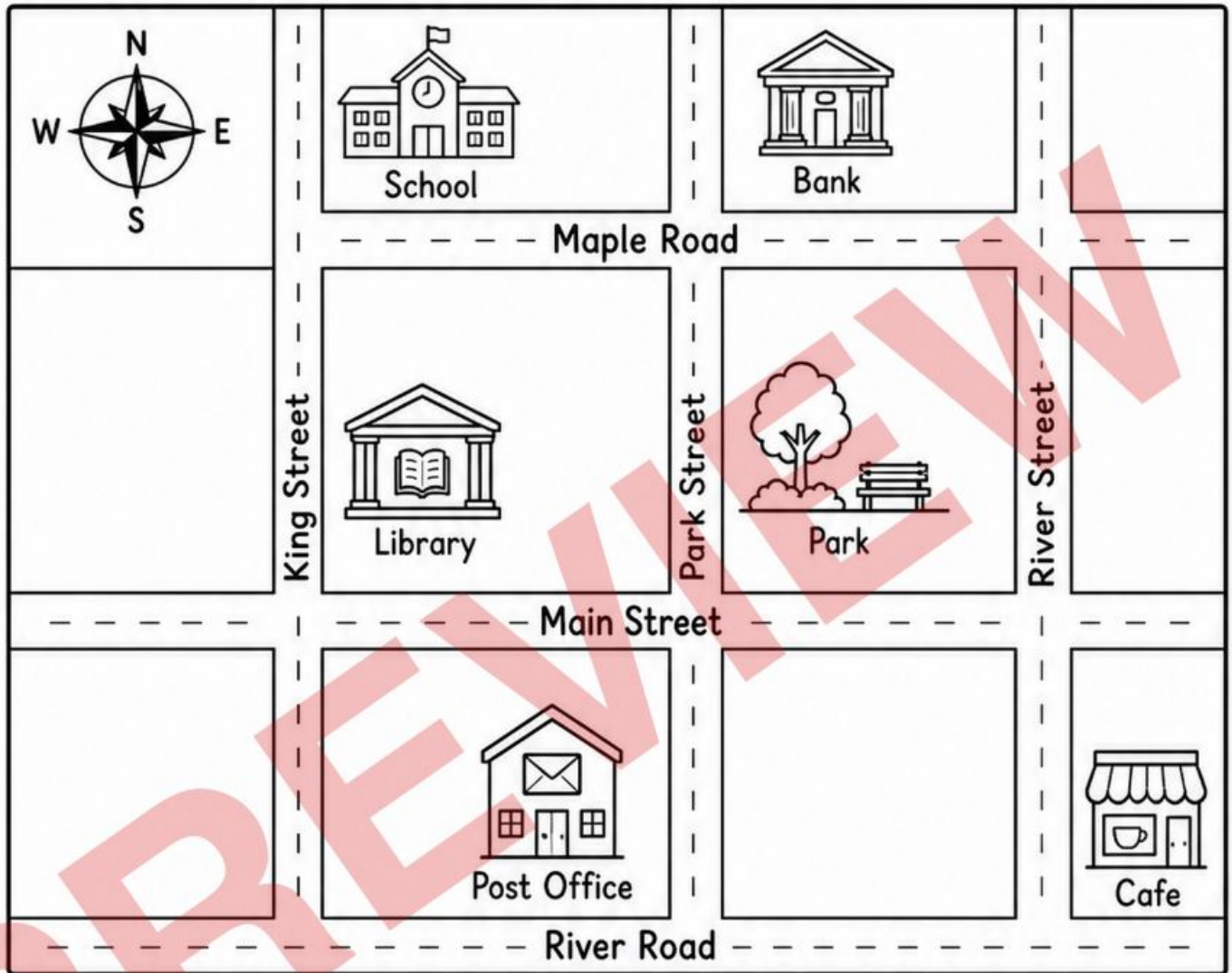
Describe the route in your own words:

Go 3 squares east, turn left, then go 2 squares north to the Park.

Follow the Street Directions

Use the street map to answer each question.

Name: _____



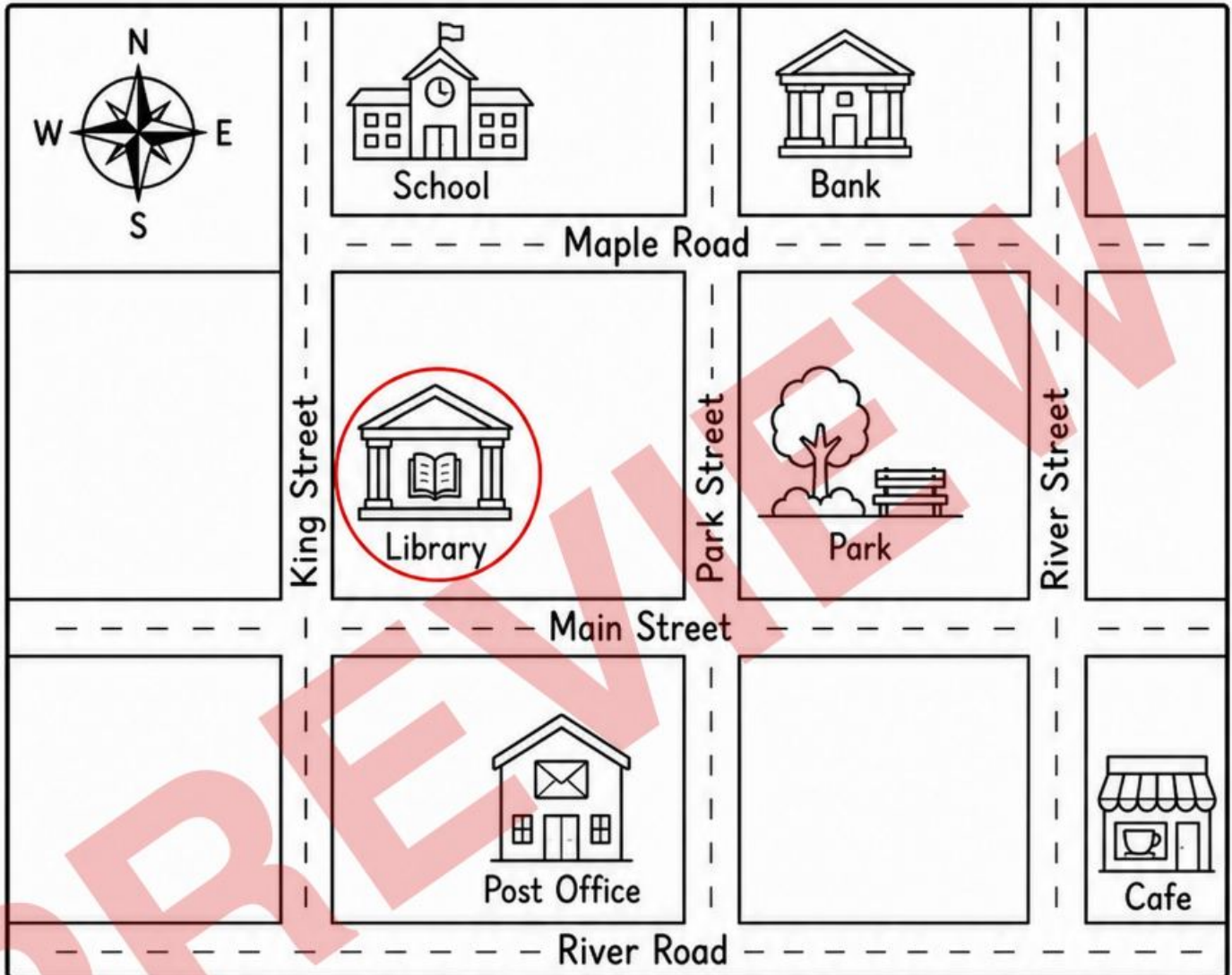
1. Circle the Library on the map.
2. The Bank is _____ of the Park.
3. Start at the School. Travel east along Maple Road to the Bank. Turn right and travel south on Park Street. Where do you stop?

4. Start at the Cafe. Travel north on River Street, then west on Main Street. Where do you stop? _____
5. Write one route from the Library to the Cafe.

Follow the Street Directions

Use the street map to answer each question.

Name: **ANSWERS**

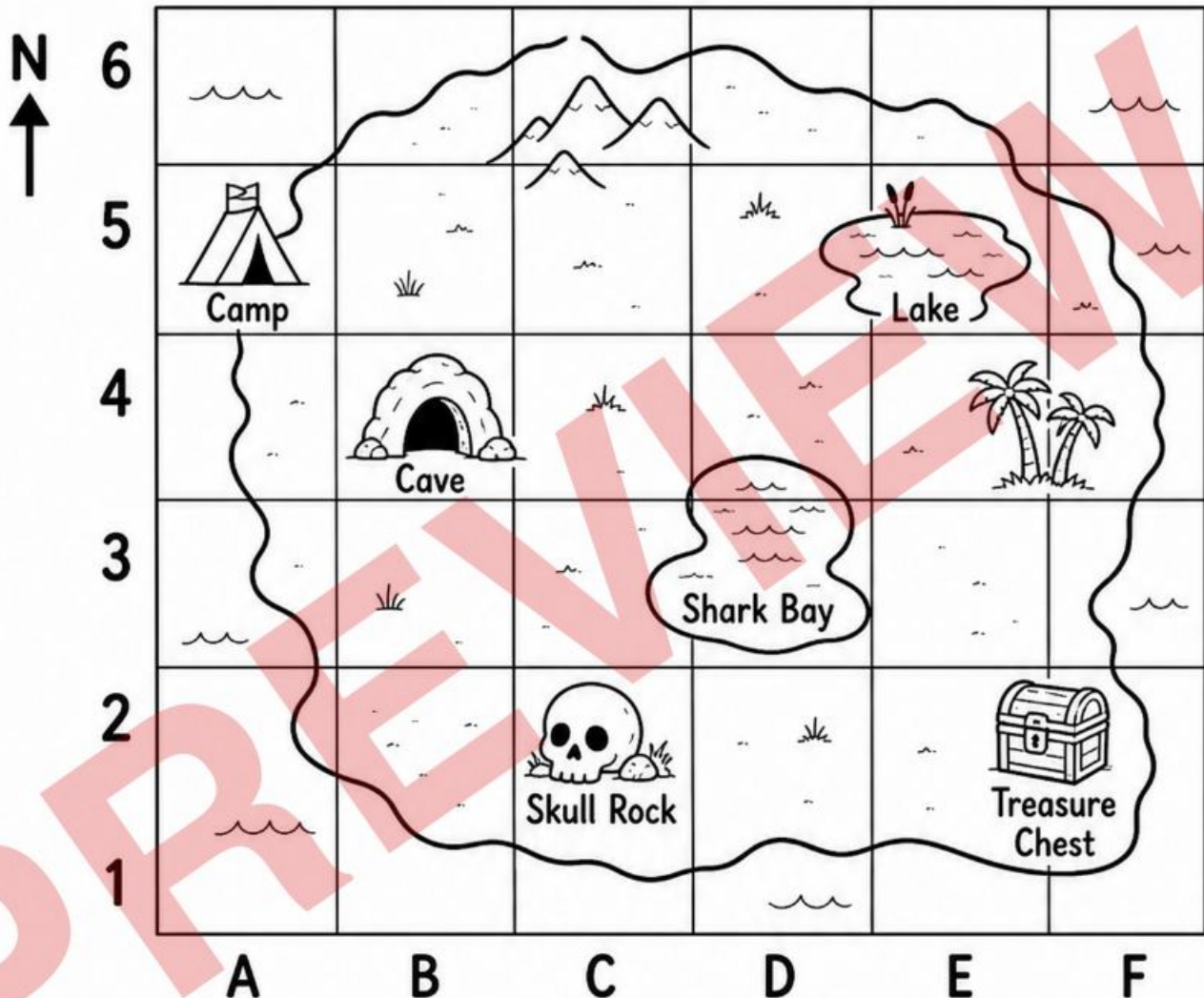


1. Circle the Library on the map.
2. The Bank is **north** of the Park.
3. Start at the School. Travel east along Maple Road to the Bank. Turn right and travel south on Park Street. Where do you stop?
Park
4. Start at the Cafe. Travel north on River Street, then west on Main Street. Where do you stop? **Park**
5. Write one route from the Library to the Cafe.
Travel east on Main Street to Park Street. Turn right and travel south to River Road, then east to the Cafe.

Treasure Island Grid References

Name: _____

Remember: read the letter first, then the number.



1. The Lake is at _____.
2. Skull Rock is at _____.
3. What is at B4? _____
4. What is at F2? _____
5. Draw a star at D6.

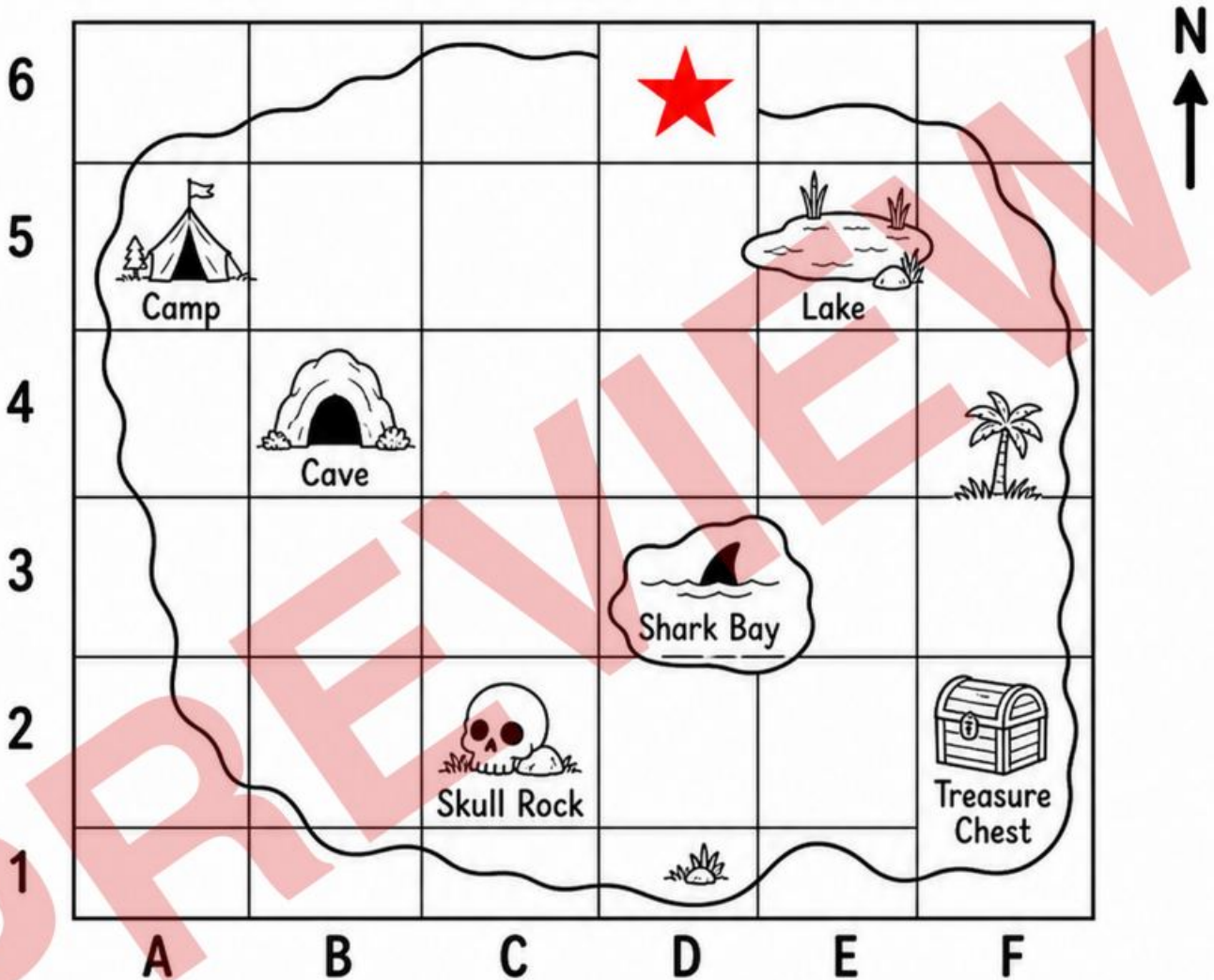
Challenge: Write two clues using grid references.

1. _____
2. _____

Treasure Island Grid References

Name: ANSWERS

Remember: read the letter first, then the number.



1. The Lake is at E5.
2. Skull Rock is at C2.
3. What is at B4? Cave
4. What is at F2? Treasure Chest
5. Draw a star at D6.

Challenge: Write two clues using grid references.

1. The Camp is at A5.
2. Shark Bay is at D3.

Mark the Map

Name: _____

Part A: Label the grid.

Write A, B, C, D, E, F along the bottom.

Write 1, 2, 3, 4, 5, 6 up the left side.

☐						
☐						
☐						
☐						
☐						
☐						
	☐	☐	☐	☐	☐	☐

Part B: Draw each symbol in the correct grid square.

1. tree at B5
2. pond at E4
3. tent at C2
4. star at D6

Part C: Follow the route.

Start at the tent.

Move 1 square east,

2 squares north,

then 1 square west.

Mark the stopping square
with an X.

Legend

☐☐☐☐

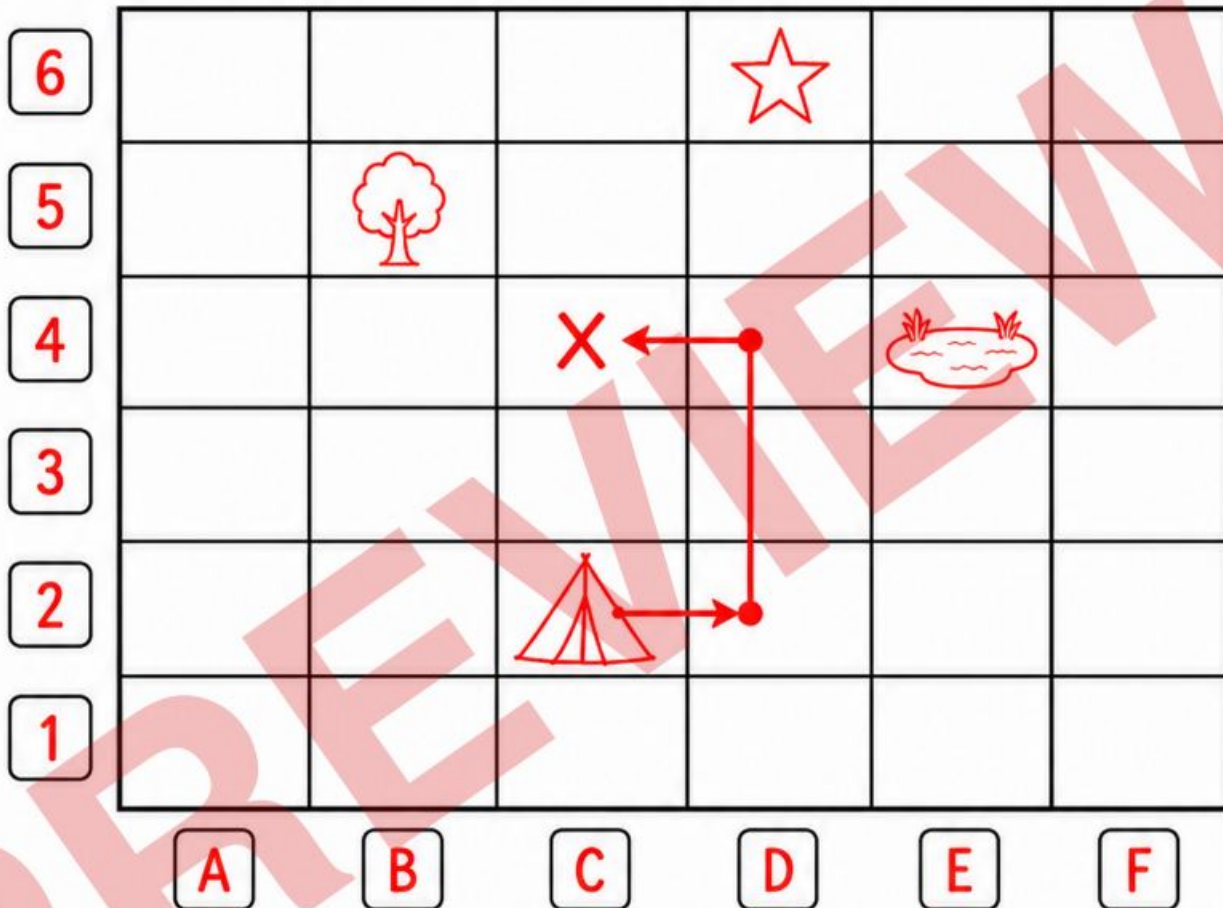
What grid reference did you stop at? _____

Mark the Map

Name: ANSWERS

Part A: Label the grid.

Write A, B, C, D, E, F along the bottom.
Write 1, 2, 3, 4, 5, 6 up the left side.



Part B: Draw each symbol in the correct grid square.

1. tree at B5
2. pond at E4
3. tent at C2
4. star at D6

Part C: Follow the route.

Start at the tent.
Move 1 square east,
2 squares north,
then 1 square west.
Mark the stopping square
with an X.

Legend	
🌳	☐
🌿	☐
🏕️	☐
★	☐

What grid reference did you stop at? C4

Map It! My Bedroom Map

Name: _____

Your task: Create a bird's-eye-view map of your bedroom.

1. Give your map a title.
2. Label the grid using letters and numbers.
3. Use symbols for at least five bedroom features.
4. Complete the legend so another person can read your map.

Map title: _____

☐								
☐								
☐								
☐								
☐								
☐								
☐								
☐								

☐	☐	☐	☐	☐	☐	☐	☐	☐
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Legend: Features in my bedroom

☐

bed

☐

window

☐

cupboard

☐

door

☐

desk

☐

other

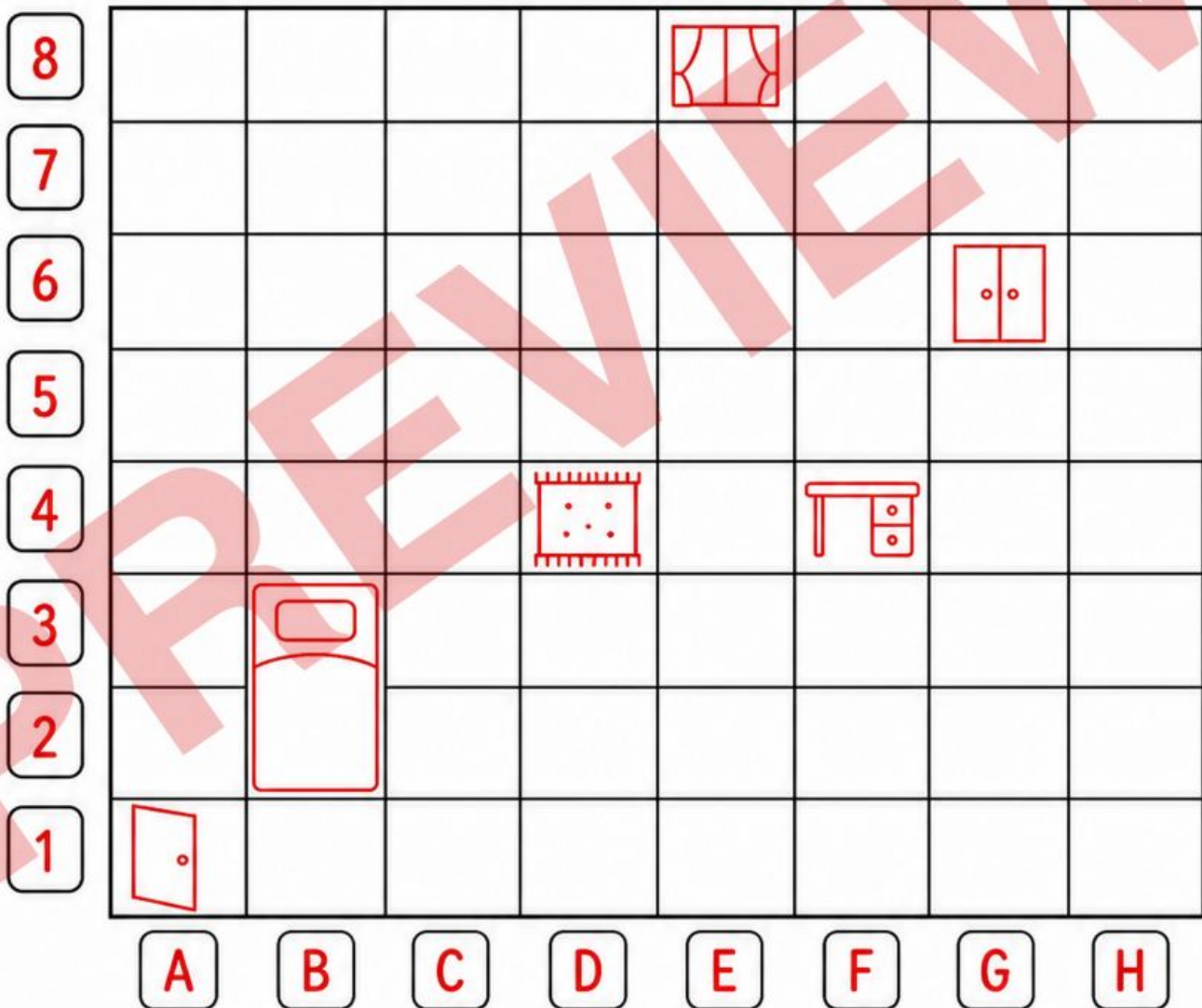
Map It! My Bedroom Map

Name: **ANSWERS**

Your task: Create a bird's-eye-view map of your bedroom.

1. Give your map a title.
2. Label the grid using letters and numbers.
3. Use symbols for at least five bedroom features.
4. Complete the legend so another person can read your map.

Map title: **Sample Bedroom Map**



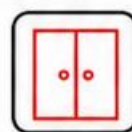
Legend: Features in my bedroom



bed



window



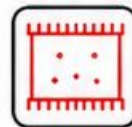
cupboard



door



desk

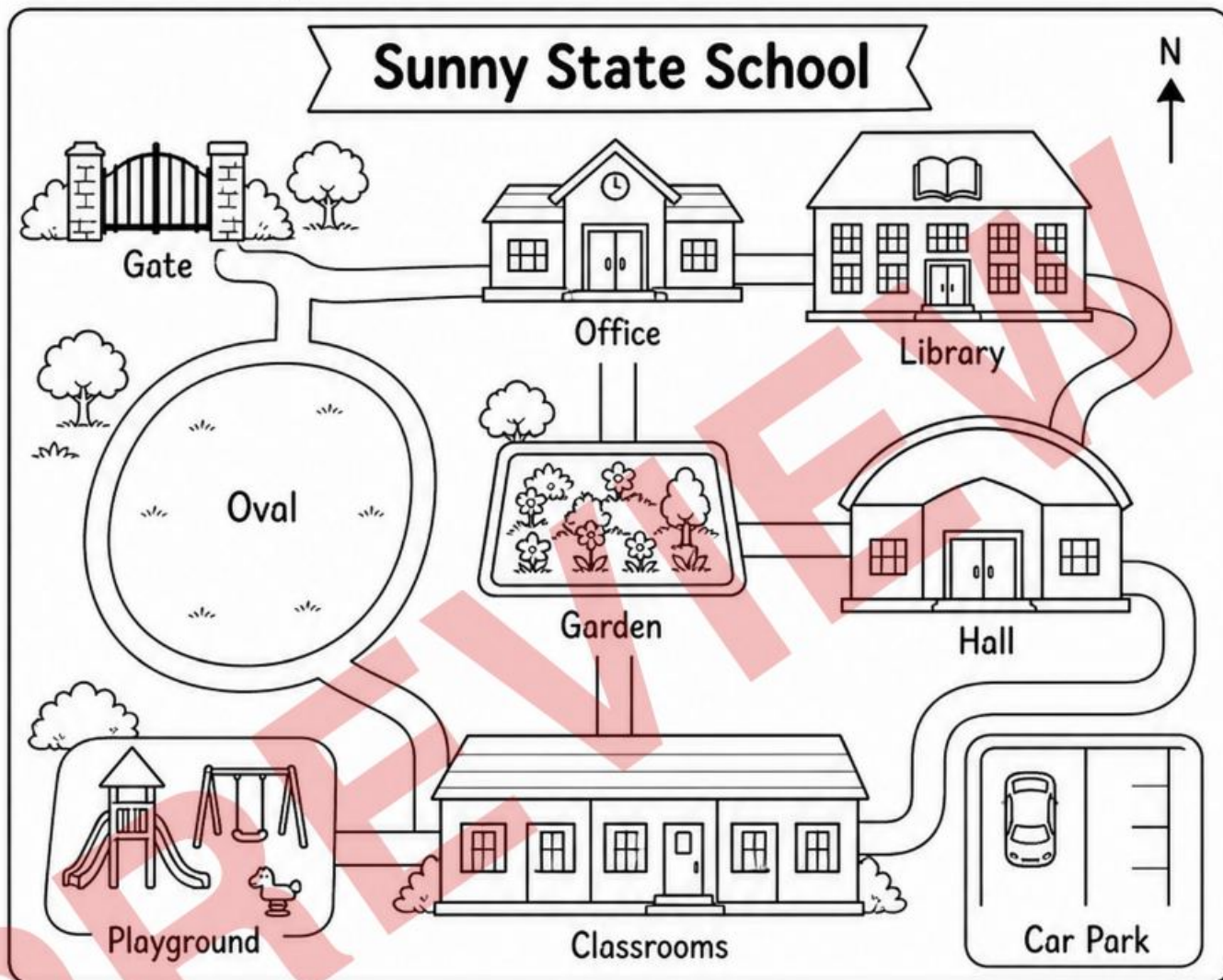


other

Radical Routes

Name: _____

Use the school map to write clear route directions.



Your task: Start at the Gate and write directions to the Oval.

Use at least four direction or position words, such as across, past, through, around, left, right, beside or towards.

Number your steps and keep them brief and clear.

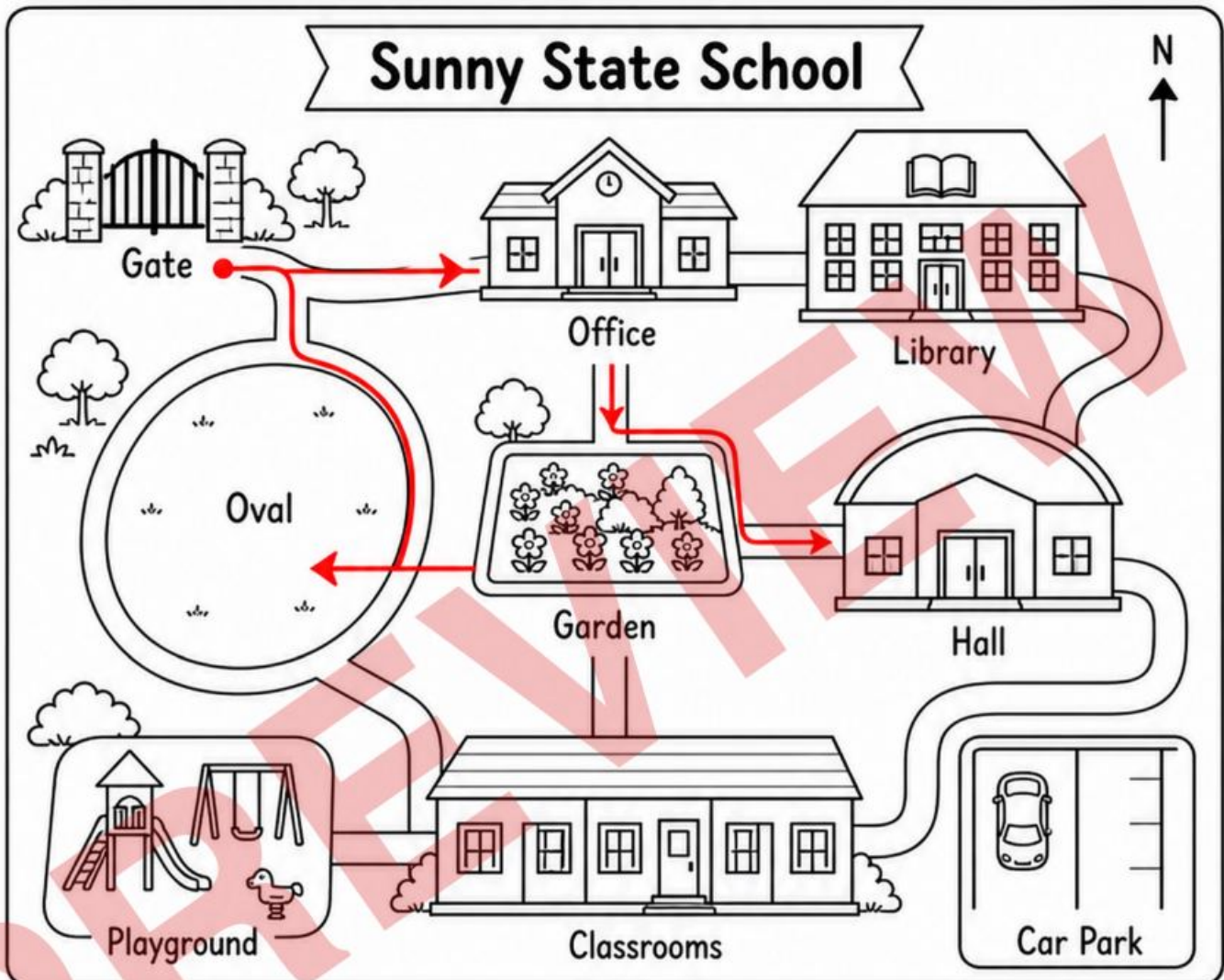
1. _____
2. _____
3. _____
4. _____
5. _____

Check: Did your route include landmarks and direction words?

Radical Routes

Name: **ANSWERS**

Use the school map to write clear route directions.



Your task: Start at the Gate and write directions to the Oval.

Use at least four direction or position words, such as across, past, through, around, left, right, beside or towards.

Number your steps and keep them brief and clear.

1. Start at the Gate and walk through the main path.
2. Go past the Office and towards the Garden.
3. Turn right and walk beside the Garden.
4. Continue across the path towards the Oval.
5. Stop at the Oval entrance.

Check: Did your route include landmarks and direction words?

Marvellous Mapping Check - Page 1

Name: _____

Use the Adventure Camp map to answer the questions.

Adventure Camp Map



4	 Canoe Shed		 Lookout		
3	 Picnic Area	 Lake		 First Aid	
2		 Cabins	 Campfire Circle		
1	 Gate				
	A	B	C	D	E

1. The Canoe Shed is at _____.

/1

2. What is at D2? _____.

/1

3. First Aid is at _____.

/1

4. Draw a star at C1 on the map.

/1

5. Which feature is at B2? _____.

/1

Total: ____ /5

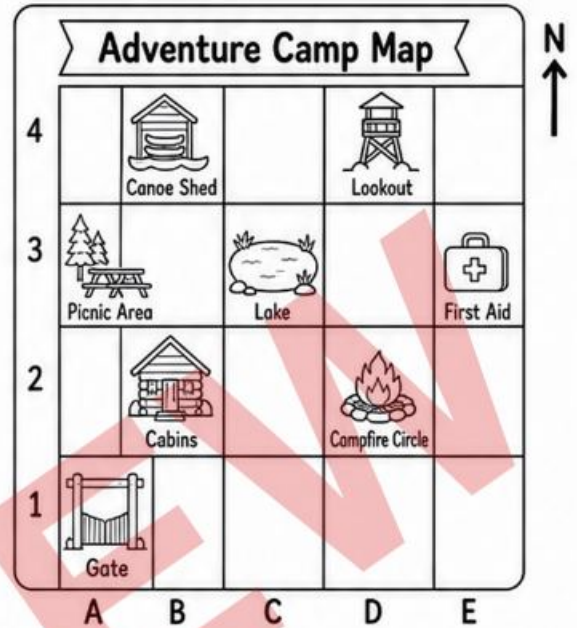
Marvellous Mapping Check - Page 2

Name: _____

6. Write directions from the Gate to the Canoe Shed. Include landmarks and direction words.

/4

1. _____
2. _____
3. _____
4. _____



7. Create a symbol for a tent in the legend. Then draw the tent at C1 on the map.

/2

Legend symbol:



8. Why do maps use symbols?

/2

9. Why do grid references use a letter and a number?

/2

Total: ____ /10

Marvellous Mapping Check - Page 1

Name: ANSWERS

Use the Adventure Camp map to answer the questions.

Adventure Camp Map



4	 Canoe Shed		 Lookout		
3	 Picnic Area	 Lake		 First Aid	
2	 Cabins		 Campfire Circle		
1	 Gate				
	A	B	C	D	E

1. The Canoe Shed is at B4.

/1

2. What is at D2? Campfire Circle.

/1

3. First Aid is at E3.

/1

4. Draw a star at C1 on the map.

/1

5. Which feature is at B2? Cabins.

/1

Total: 5 /5

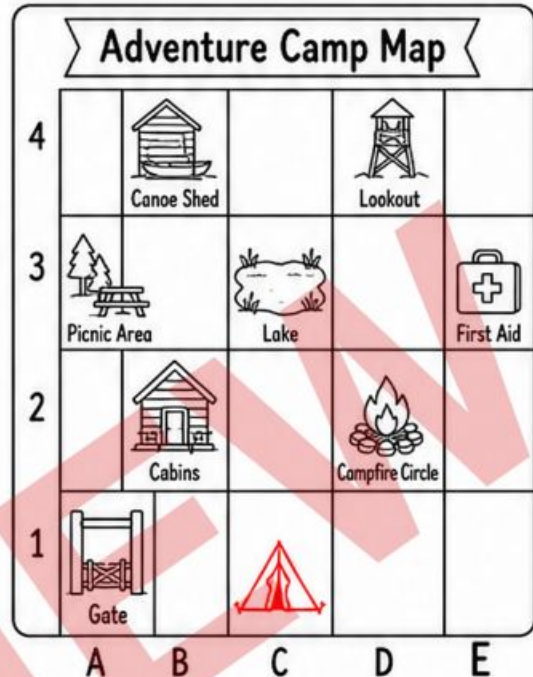
Marvellous Mapping Check - Page 2

Name: ANSWERS

6. Write directions from the Gate to the Canoe Shed. Include landmarks and direction words.

/4

1. Start at the Gate at A1.
2. Walk north past the Picnic Area.
3. Turn right and move east towards the Cabins.
4. Continue north to the Canoe Shed at B4.



7. Create a symbol for a tent in the legend. Then draw the tent at C1 on the map.

/2

Legend symbol:



8. Why do maps use symbols?

/2

Symbols show real features in a simple way and
the legend explains them.

9. Why do grid references use a letter and a number?

/2

The letter gives the column and the number gives the row,
so a place can be found exactly.

Total: 10 /10

Marvellous Mapping - Year 3 Rubric

Criteria	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Maps and symbols	Needs support to recognise map features.	Recognises some features and symbols.	Uses symbols to represent familiar features.	Creates clear symbols and a useful legend.	Creates accurate, well-organised maps and legends.
Position and direction language	Uses few position words accurately.	Uses simple words such as left, right and near.	Uses position and direction words correctly.	Writes clear route steps with landmarks.	Writes precise, efficient routes using varied language.
Grid references	Needs support to read grid labels.	Reads some letter-number references.	Locates places using letter then number.	Marks and describes locations accurately.	Uses grid references flexibly to solve mapping tasks.
Reasoning and explanation	Gives limited explanations.	Explains some choices with prompts.	Explains mapping choices using familiar terms.	Explains routes, symbols and locations clearly.	Justifies mapping choices with precise mathematical language.

Marvellous Mapping Year 3



What Is a Map?

A map is a drawing of a place from above.

Maps help us understand where features and landmarks are.



Bird's-Eye View

Maps use a bird's-eye view.

This means we imagine looking down from above.



Map Features

Maps can show roads, paths, buildings, water, gardens, playgrounds and other important features.



Symbols and Legends

A symbol is a simple picture or mark.

A legend explains what each symbol means.



Permanent Features

Maps usually show features that stay in place.

A building, road or lake is more useful on a map than a moving person.



Position Words

Position words tell where something is.

Use words such as above, below, beside, between, near, left and right.



Direction Words

Direction words tell how to move.

Use words such as across, through, around, past, towards, clockwise and anticlockwise.



Describing Routes

A route is the path you take from one place to another.
Clear route directions include landmarks and direction words.



Turns on Maps

A quarter turn changes direction by one right angle.

A half turn faces the opposite direction.

A full turn returns to the same direction.



Compass Directions

North, South, East and West help us describe direction.

A north arrow shows how the map is turned.



What Is a Grid?

A grid is a set of lines that makes rows and columns.

Grids help us find exact places on maps.



Reading Grid References

Read the letter first, then the number.

For example, C4 means column C and row 4.



Using Grid References

Place one finger on the letter and one finger on the number.

Move along the column and row until they meet.



Creating Your Own Map

Choose important features.

Draw them from above.

Use symbols and a legend so someone else can read your map.



Writing Clear Directions

Number your steps.

Mention landmarks.

Use position and direction words.

Check that another person can follow your route.



This Week

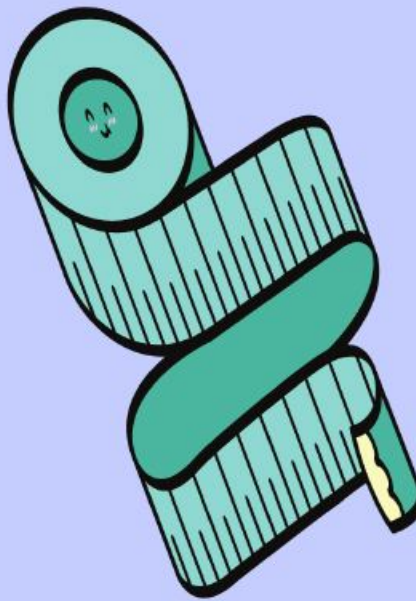
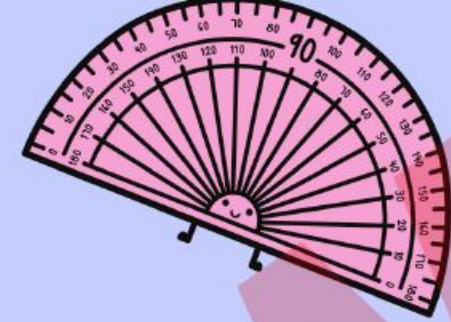
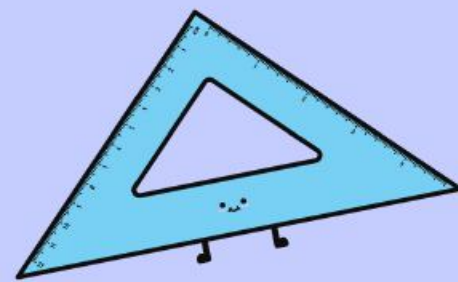
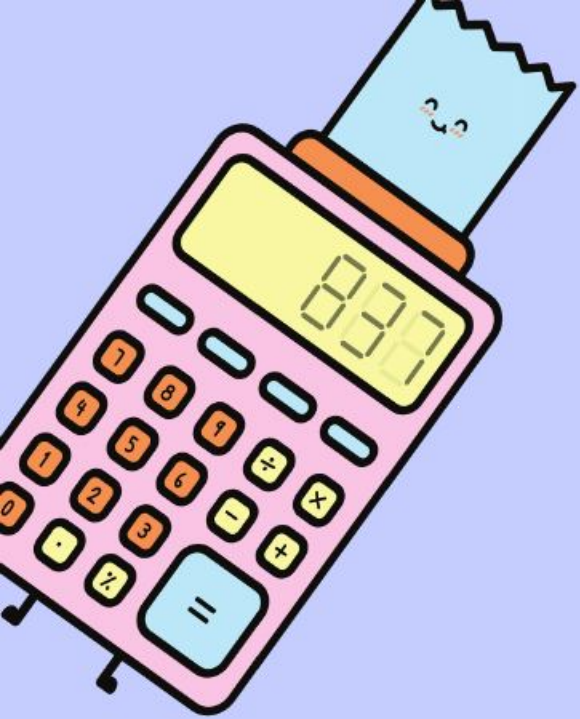
Interpret maps.

Use position and direction language.

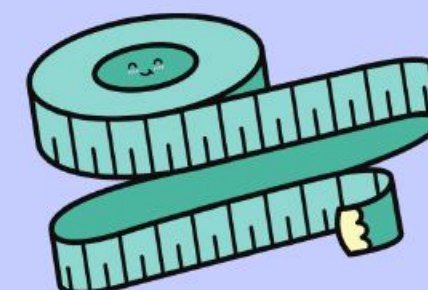
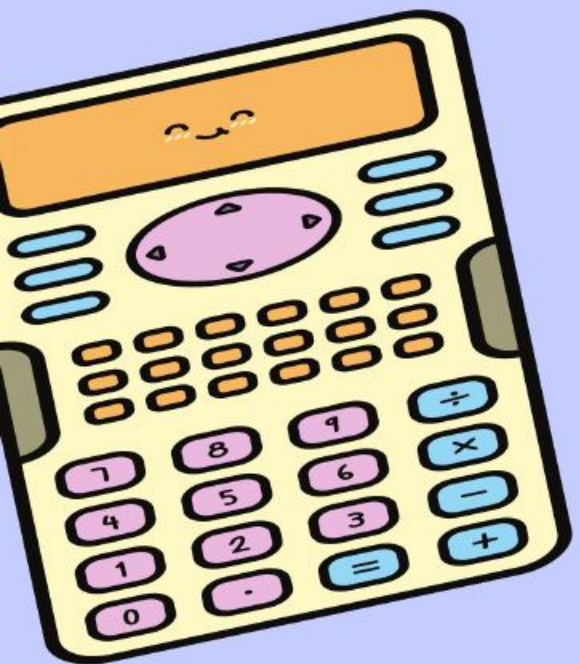
Read and mark grid references.

Create maps and explain routes.





Well Done!



Marvellous Mapping Year 3 Quiz



Question 1

What does a map usually show?

- A. a place from above
- B. a place from underground
- C. a person's feelings
- D. a weather report



Answer 1

A. a place from above



Question 2

True or false?

A map should show every moving object in a place.



Answer 2

False. Maps usually show important features that stay in place.



Question 3

What does a map legend explain?



Answer 3

A legend explains what the symbols on a map mean.



Question 4

In the grid reference D5, what does the letter D show?

- A. the row
- B. the column
- C. the title
- D. the compass direction



Answer 4

B. the column



Question 5

True or false?

When reading grid references, you read the number first.



Answer 5

False. Read the letter first, then the number.



Question 6

Name one position word you could use to describe where an object is.



Answer 6

Answers may include above, below, beside, between, near, left, right, under or over.



Question 7

If you face North and make a quarter turn right, which direction do you face?

- A. North
- B. South
- C. East
- D. West



Answer 7

C. East



Question 8

Name two things that make route directions clear.



Answer 8

Clear route directions can include landmarks, direction words, position words, turn words and numbered steps.



Question 9

Which feature is most useful to show on a school map?

- A. a running student
- B. a cloud shadow
- C. a classroom building
- D. a dropped pencil



Answer q

C. a classroom building



Question 10

True or false?

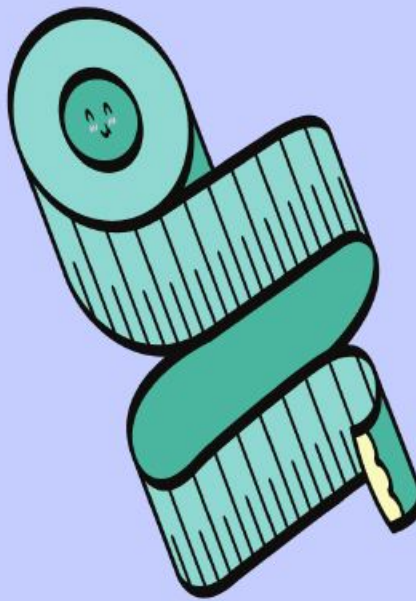
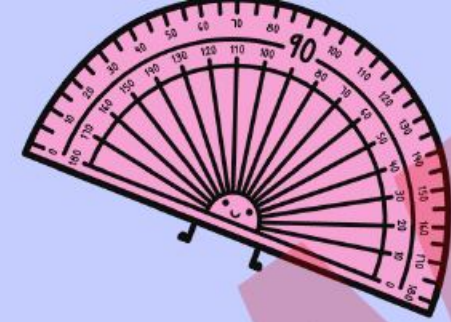
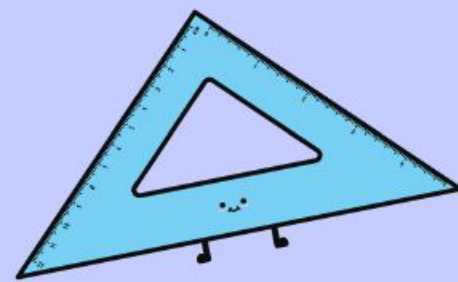
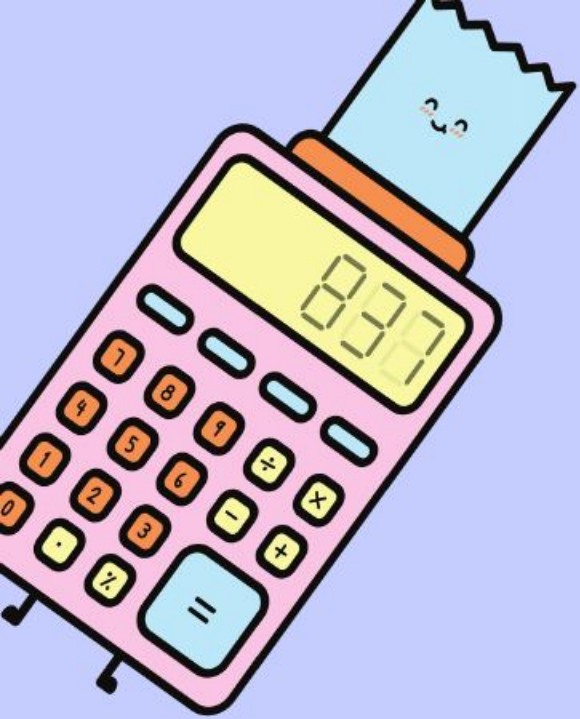
Symbols help maps show information clearly without drawing every detail.



Answer 10

True.





Great Work!

