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Mysterious Maps - Year 2

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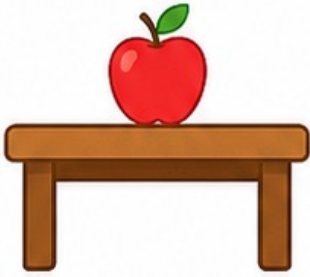


MAPS FROM ABOVE

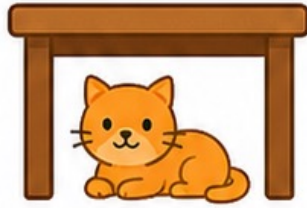


A map is a two-dimensional view of a place from above.

POSITION AND ROUTE WORDS



above



below



beside



between



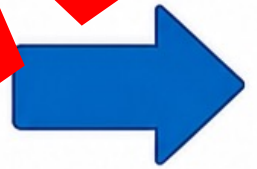
in front of



behind



left



right



near



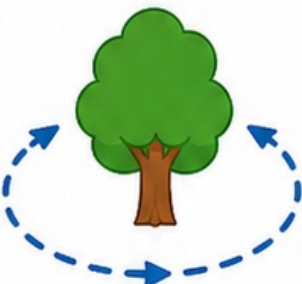
far



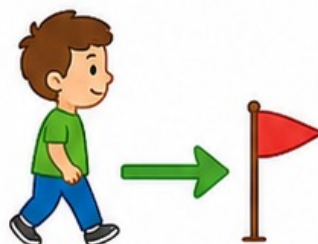
opposite



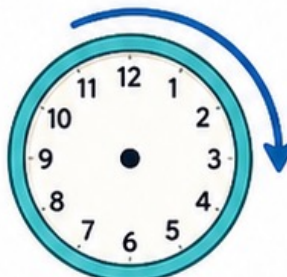
past



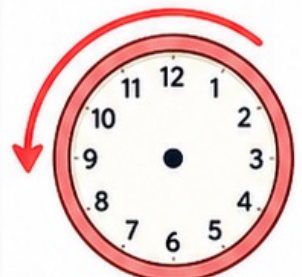
around



towards



clockwise



anticlockwise

MAP KEYS AND SYMBOLS



tree



bench



toilets



playground



library



path



pond



gate

1

Use one symbol for one feature.

2

Keep symbols simple.

3

Label your map clearly.

MAP TALK MATCH CARDS - SET 1



above

below

beside

between

left

right

MAP TALK MATCH CARDS - SET 2



in front of

behind

near

far

opposite

around

ROUTE RANGERS

Draw a card and follow the route. First ranger to FINISH wins.

PREVIEW



ROUTE RANGERS - DIRECTION CARDS

Move 1
space
forwards



Move 2
spaces
forwards



Turn left



Turn right



Move past
the tree



Move
towards
the pond



Move to
the bench



Move to
the playground



Go around
the garden



Move back
space



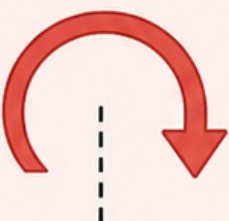
Take a
quarter turn
clockwise



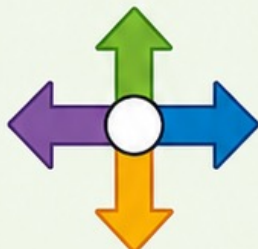
Take a
quarter turn
anticlockwise



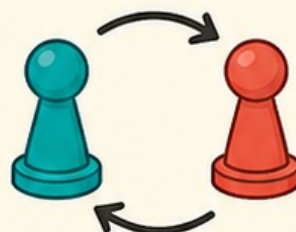
Take a
half turn



Choose your
direction



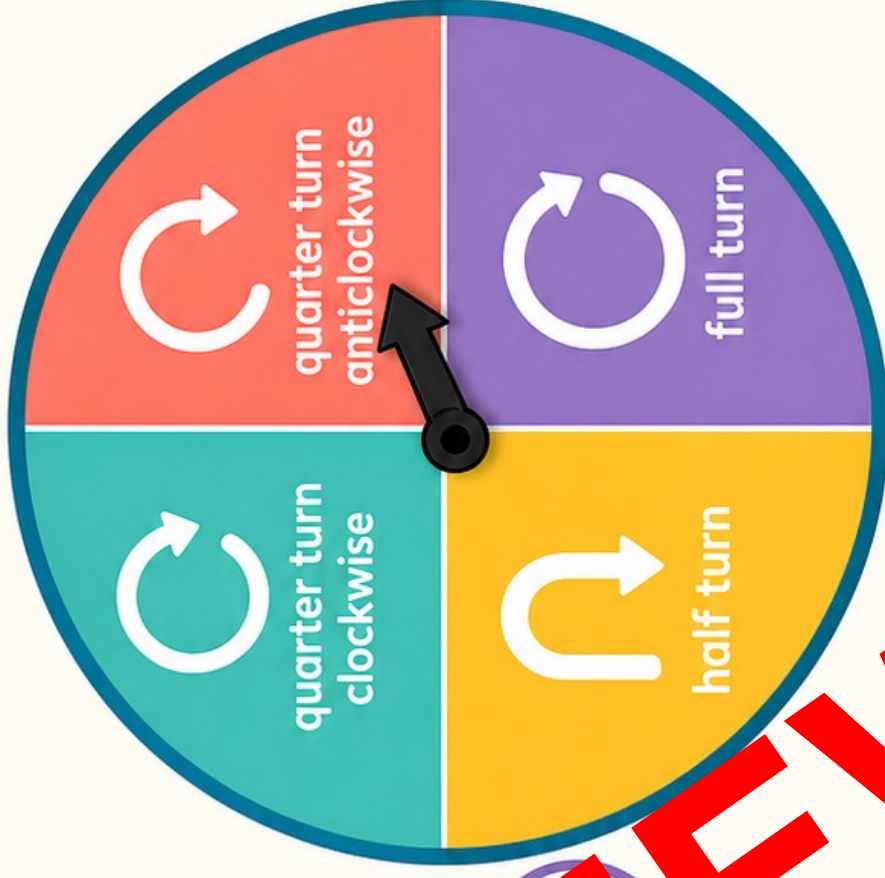
Swap
places



Miss a
turn



TURN AND TRAVEL



Spin your counter,
then move one space.

TURN AND TRAVEL - CHALLENGE CARDS



Face the gate.
Make a half turn.



Face the pond.
Make a half turn.



Face the tree.
Make a half turn.



Face the bench.
Make a half turn.



Face the gate.
Make a quarter
turn clockwise.



Face the pond.
Make a quarter
turn clockwise.



Face the tree.
Make a quarter
turn clockwise.



Face the bench.
Make a quarter
turn clockwise.



Face the gate.
Make a quarter
turn anticlockwise.



Face the pond.
Make a quarter
turn anticlockwise.



Face the tree.
Make a quarter
turn anticlockwise.



Face the bench.
Make a quarter
turn anticlockwise.



Face the gate.
Make a full turn.
Where are you
facing?



Face the pond.
Make a full turn.
Where are you
facing?



Face the tree.
Make a full turn.
Where are you
facing?



Face the bench.
Make a full turn.
Where are you
facing?

BUILD A ROOM MAP - MAP MAT



door



Place the symbols from page 2. Then describe where they are.

KEY

BUILD A ROOM MAP - SYMBOLS



bed



bed



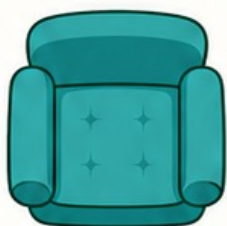
desk



desk



chair



chair



chair



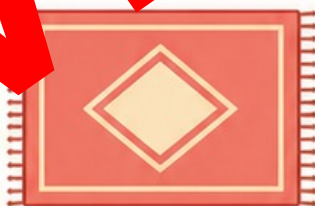
chair



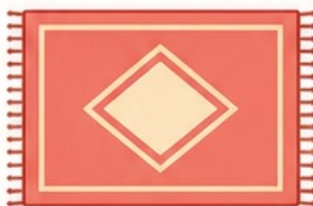
bookshelf



bookshelf



rug



rug



lamp



lamp



toy box



toy box



window



window



plant



plant

POSITION DETECTIVES - PAGE 1

Name: _____



1. Draw a bird above the swing.
2. Draw a ball below the slide.
3. Draw a flower beside the bench.
4. Draw a kite between the two trees.
5. Draw a star to the left of the slide.
6. Draw a sun to the right of the tree.

POSITION DETECTIVES - PAGE 1

Name: ANSWERS



1. Draw a bird above the swing.
2. Draw a ball below the slide.
3. Draw a flower beside the bench.
4. Draw a kite between the two trees.
5. Draw a star to the left of the slide.
6. Draw a sun to the right of the tree.

POSITION DETECTIVES - PAGE 2

Name: _____

Circle the word that matches each picture.

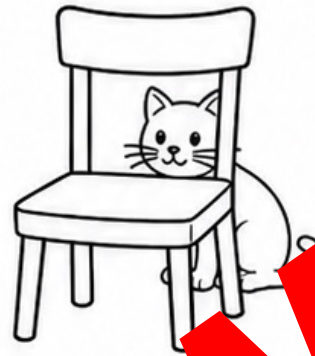
1.



in front of

behind

2.



behind

in front of

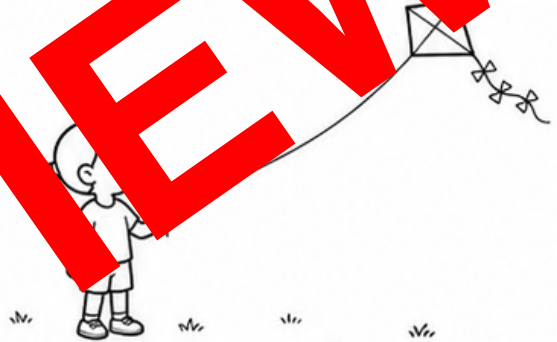
3.



near

far

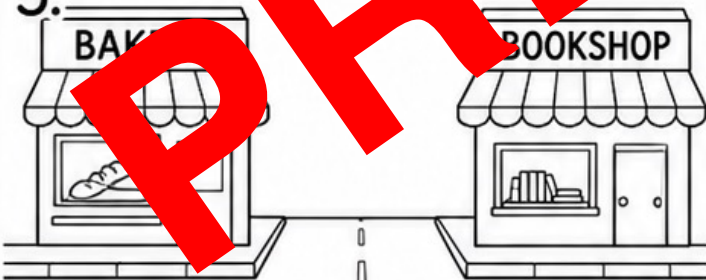
4.



near

far

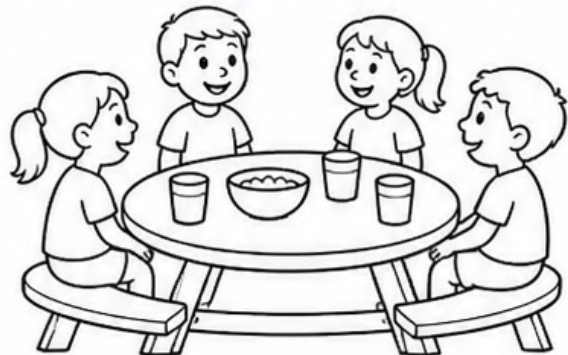
5.



opposite

around

6.



around

opposite

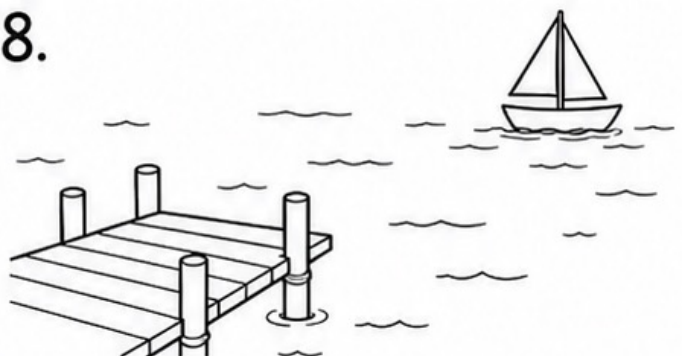
7.



near

far

8.



near

far

POSITION DETECTIVES - PAGE 2

Name: ANSWERS

Circle the word that matches each picture.

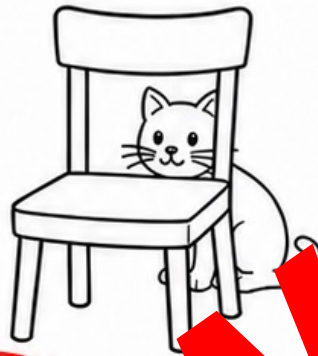
1.



in front of

behind

2.



behind

in front of

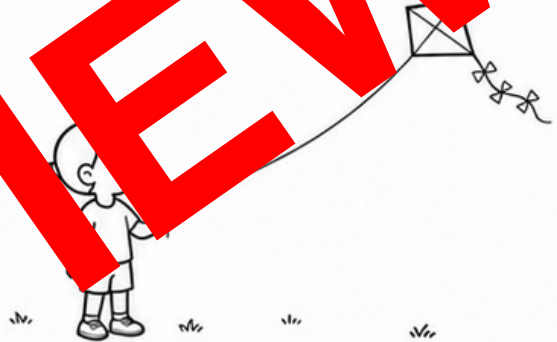
3.



near

far

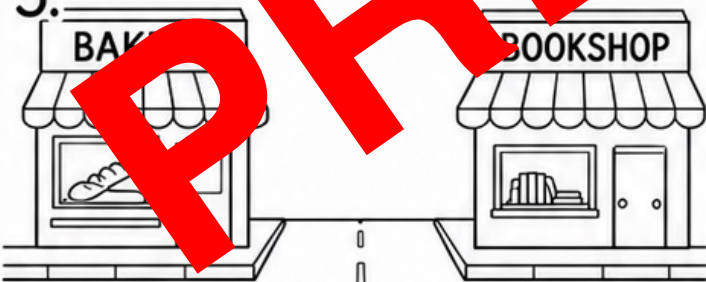
4.



near

far

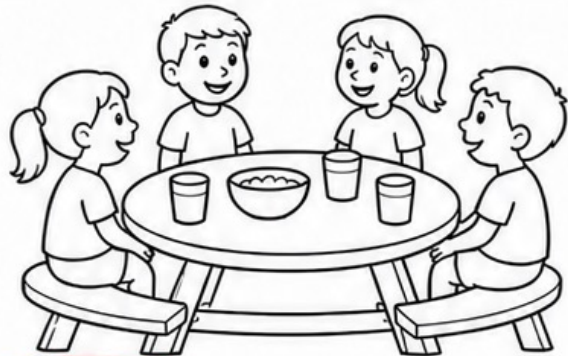
5.



opposite

around

6.



around

opposite

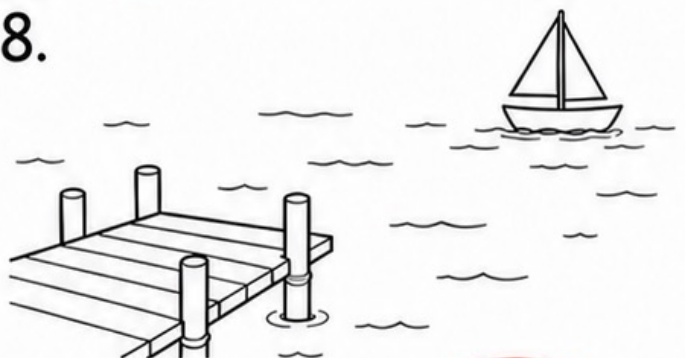
7.



near

far

8.

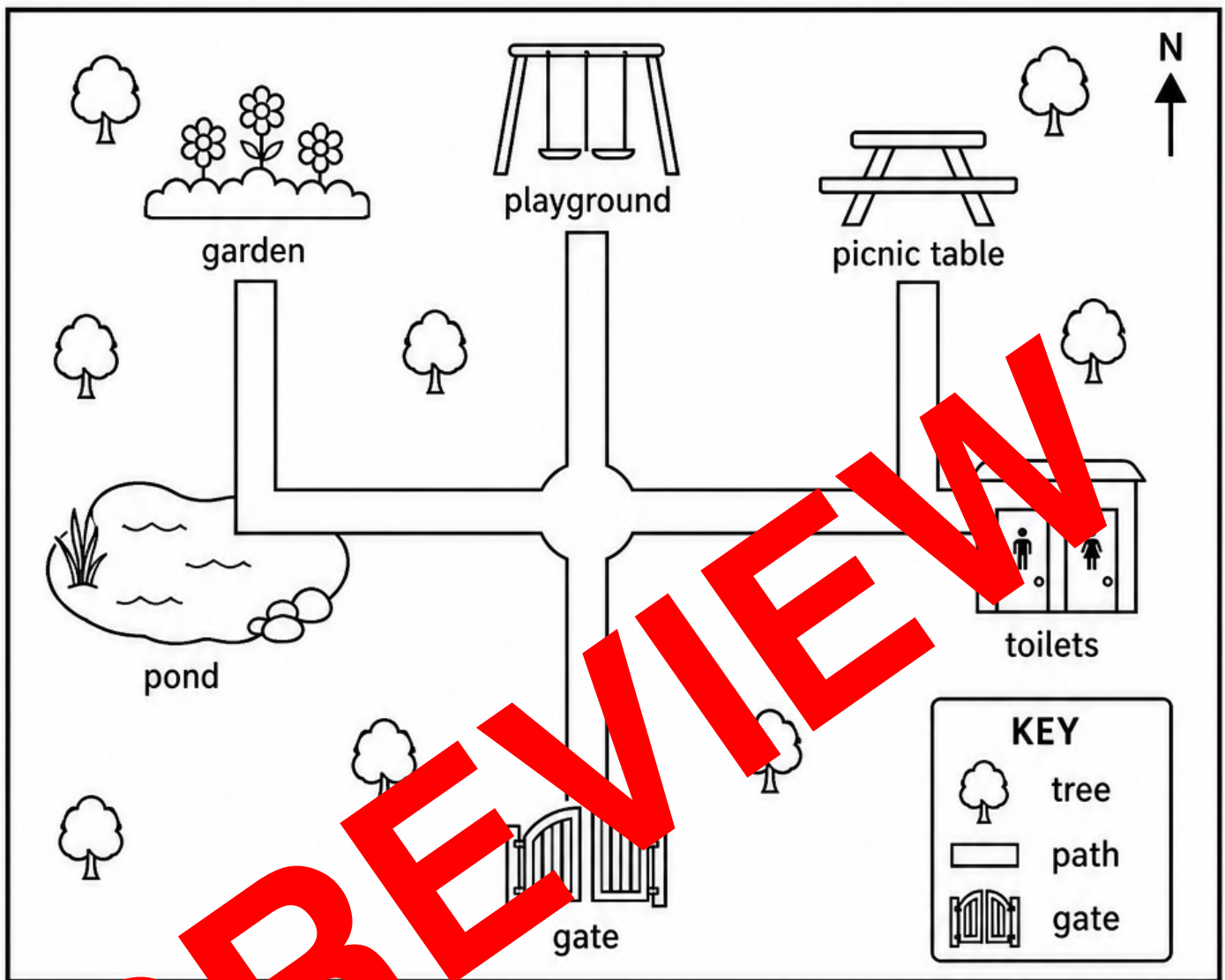


near

far

READ THE PARK MAP - PAGE 1

Name: _____



1. What is at the top centre of the map?

2. What is below the garden?

3. What is above the toilets?

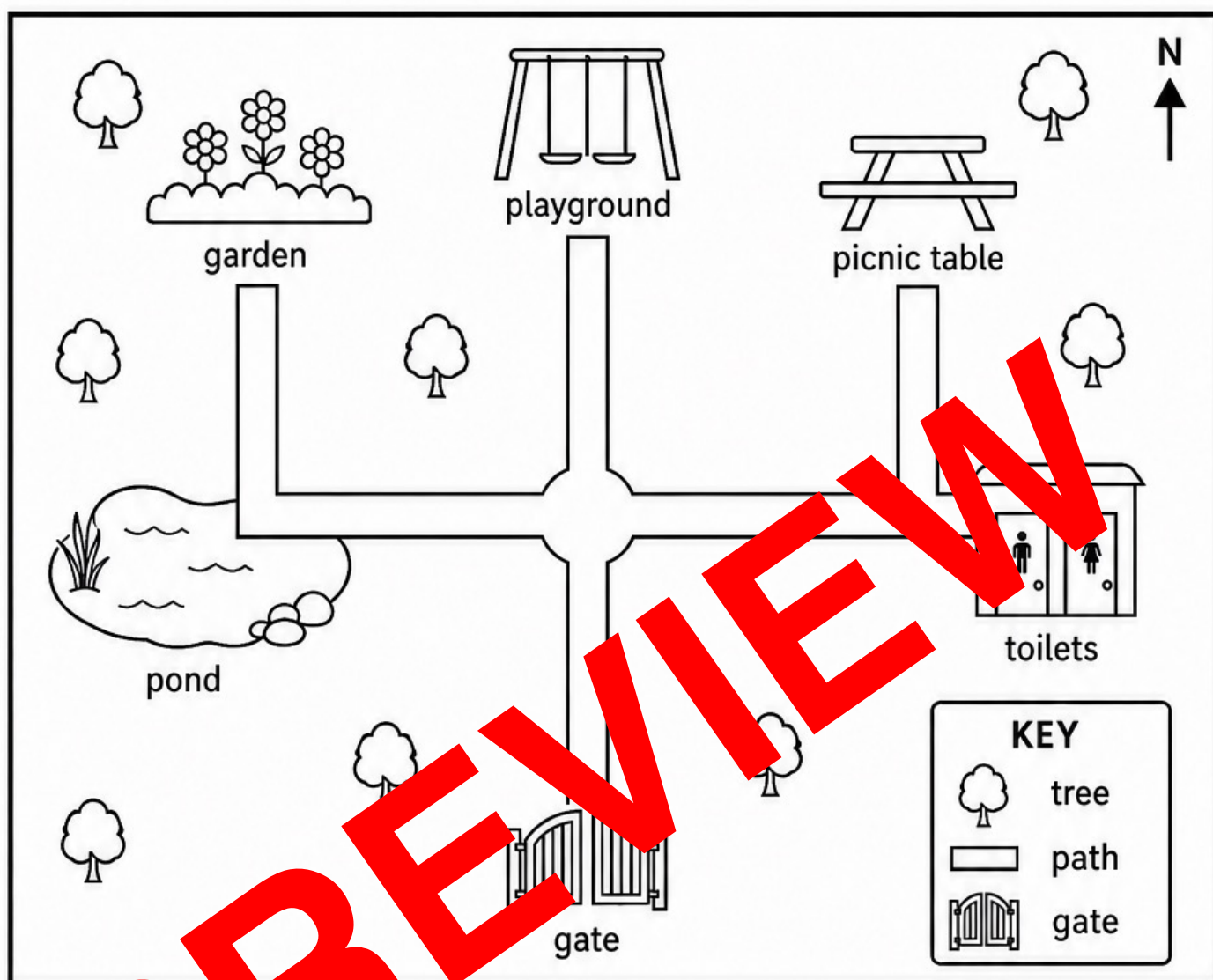
4. Which feature is opposite the toilets?

5. Which two features are joined by the horizontal path?

6. Is the playground north or south of the gate?

READ THE PARK MAP - PAGE 1

Name: ANSWERS



1. What is at the top centre of the map?

playground

2. What is below the garden?

pond

3. What is above the toilets?

picnic table

4. Which feature is opposite the toilets?

pond

5. Which two features are joined by the horizontal path?

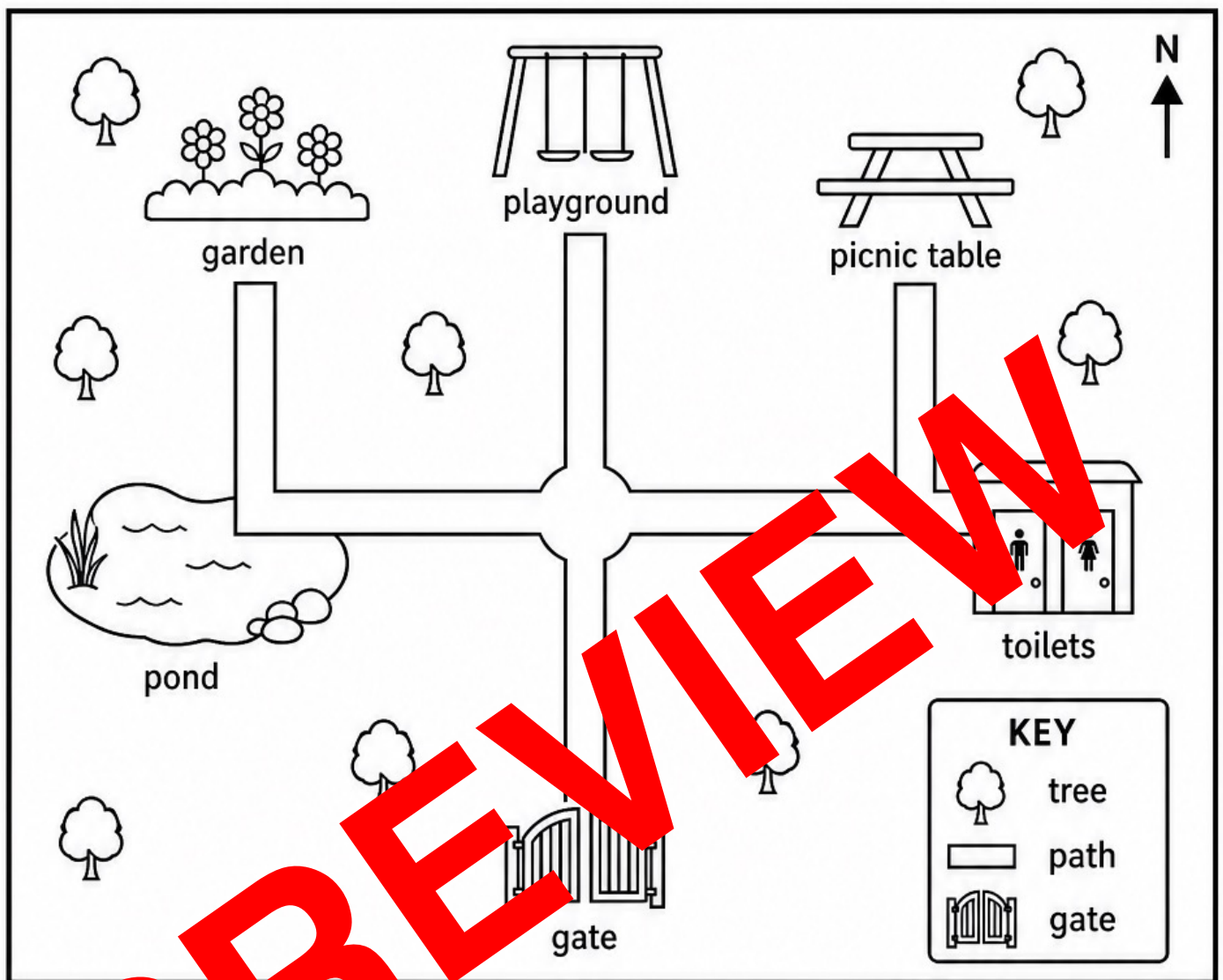
pond and toilets

6. Is the playground north or south of the gate?

north

READ THE PARK MAP - PAGE 2

Name: _____



1. Draw a path from the gate to the playground.

2. Draw a path from the pond to the toilets.

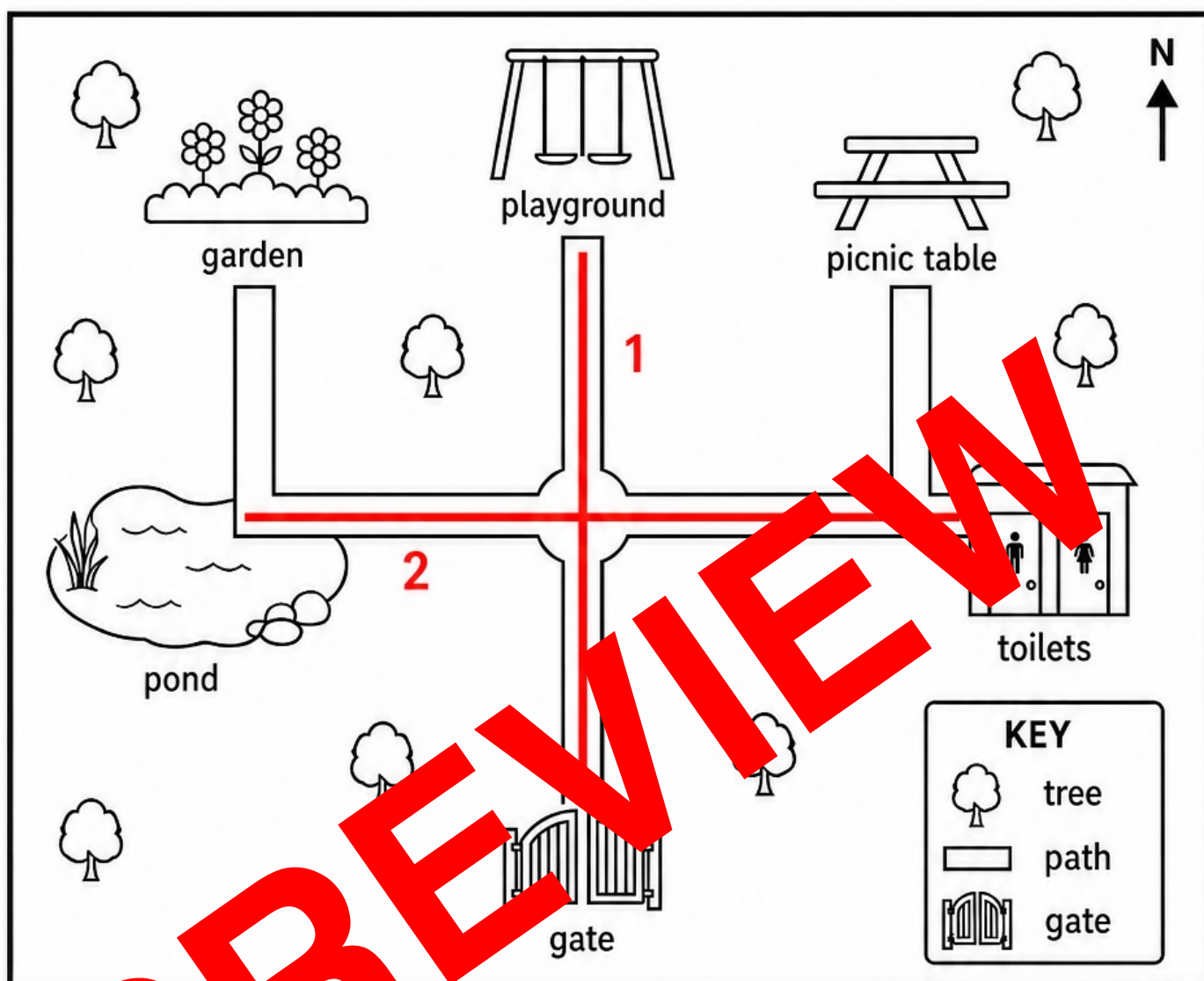
3. Write two directions to travel from the garden to the gate.

4. Which route is shorter: gate to pond or gate to picnic table?

Explain: _____

READ THE PARK MAP - PAGE 2

Name: ANSWERS



1. Draw a path from the gate to the playground.

2. Draw a path from the pond to the toilets.

3. Write two directions to travel from the garden to the gate.

1. Move south to the pond.

2. Move east to the centre, then south to the gate.

4. Which route is shorter: gate to pond or gate to picnic table?

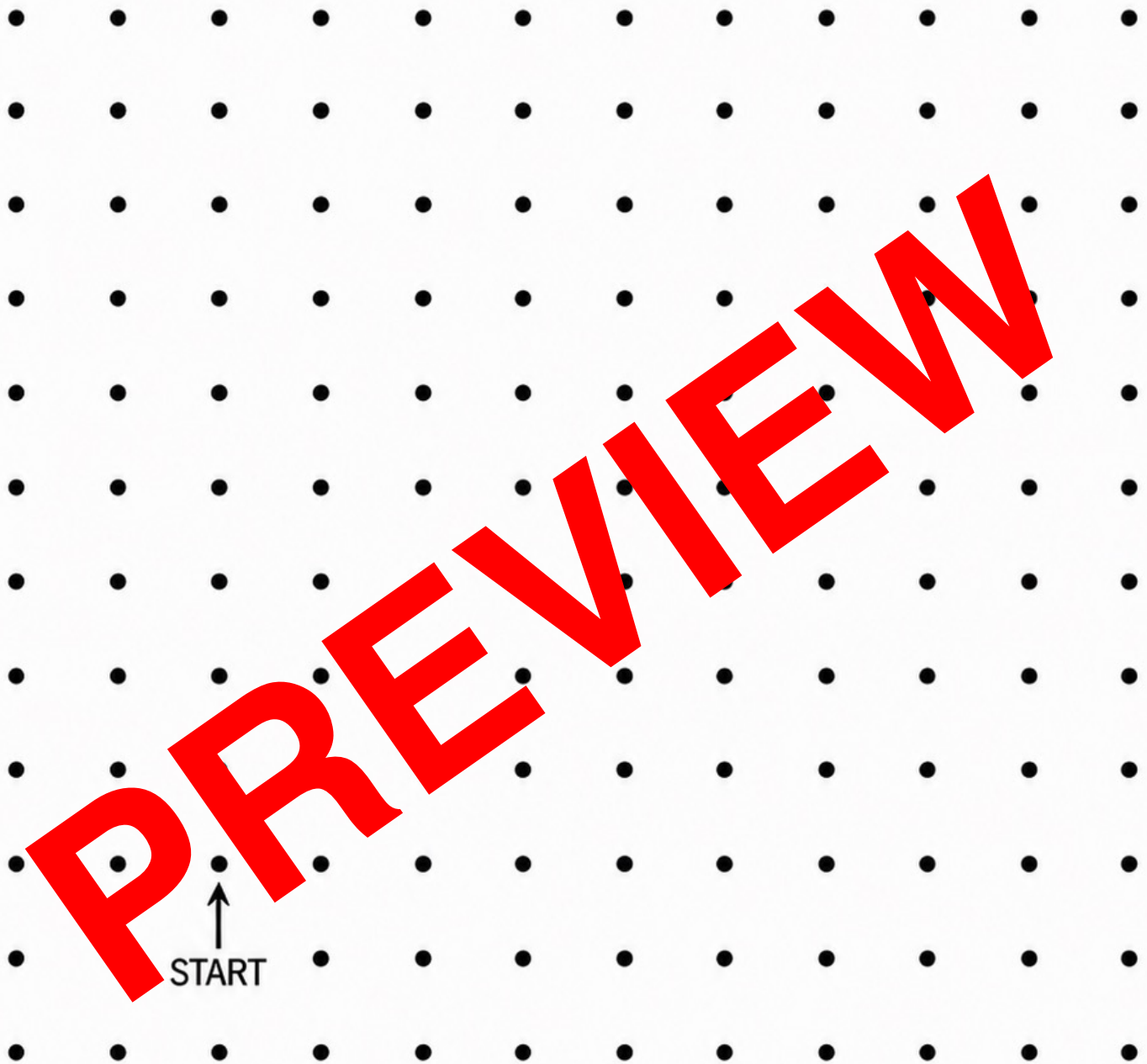
Explain: gate to pond

It uses fewer path sections.

FOLLOW THE DOT-GRID ROUTE - PAGE 1

Name: _____

Start at START. Draw one continuous path.

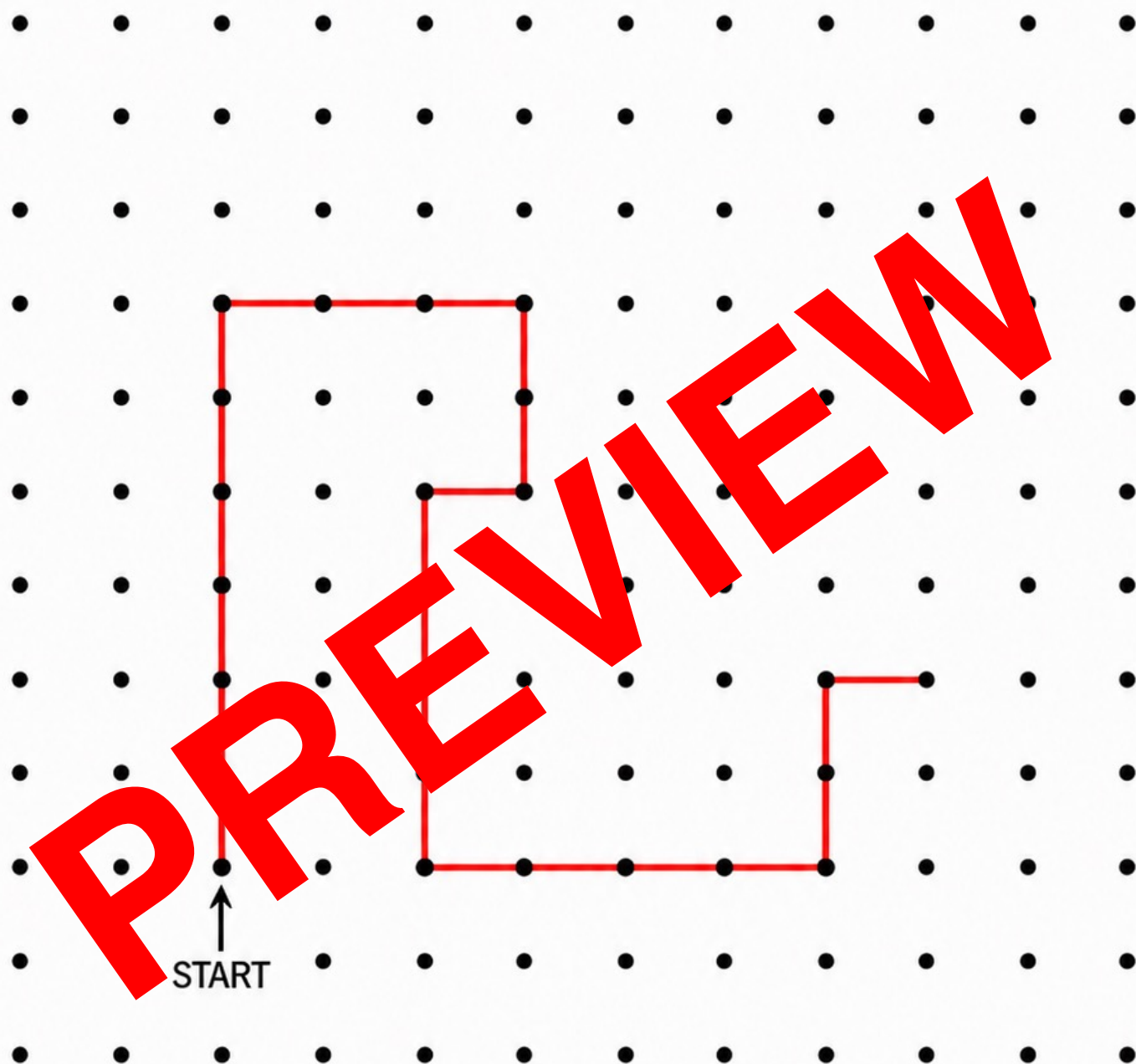


1. Move up 6 spaces.
2. Move right 3 spaces.
3. Move down 2 spaces.
4. Move left 1 space.
5. Move down 4 spaces.
6. Move right 4 spaces.
7. Move up 2 spaces.
8. Move right 1 space.

FOLLOW THE DOT-GRID ROUTE - PAGE 1

Name: ANSWERS

Start at START. Draw one continuous path.

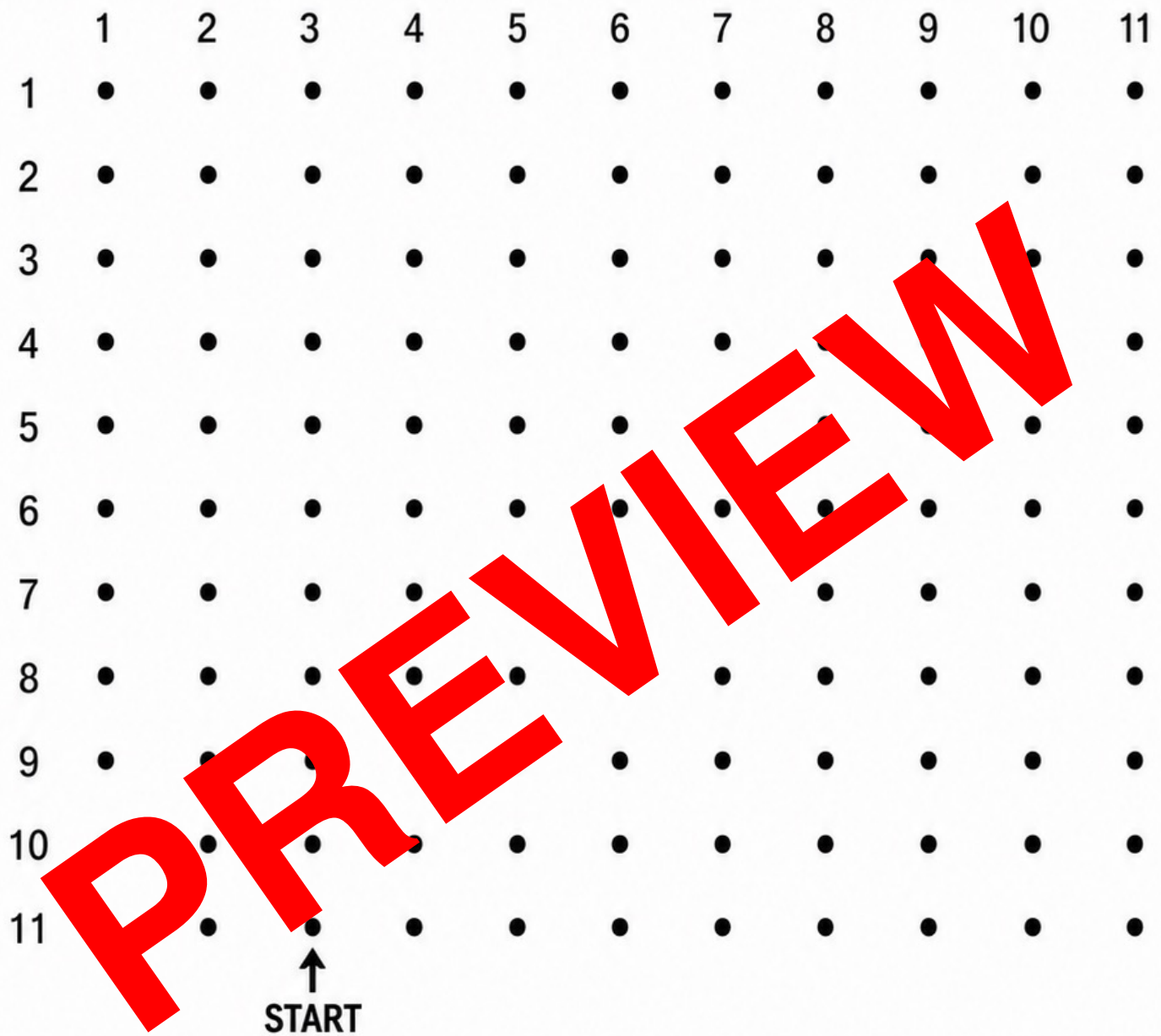


1. Move up 6 spaces.
2. Move right 3 spaces.
3. Move down 2 spaces.
4. Move left 1 space.
5. Move down 4 spaces.
6. Move right 4 spaces.
7. Move up 2 spaces.
8. Move right 1 space.

FOLLOW THE DOT-GRID ROUTE - PAGE 2

Name: _____

Start at START. Draw one continuous path.



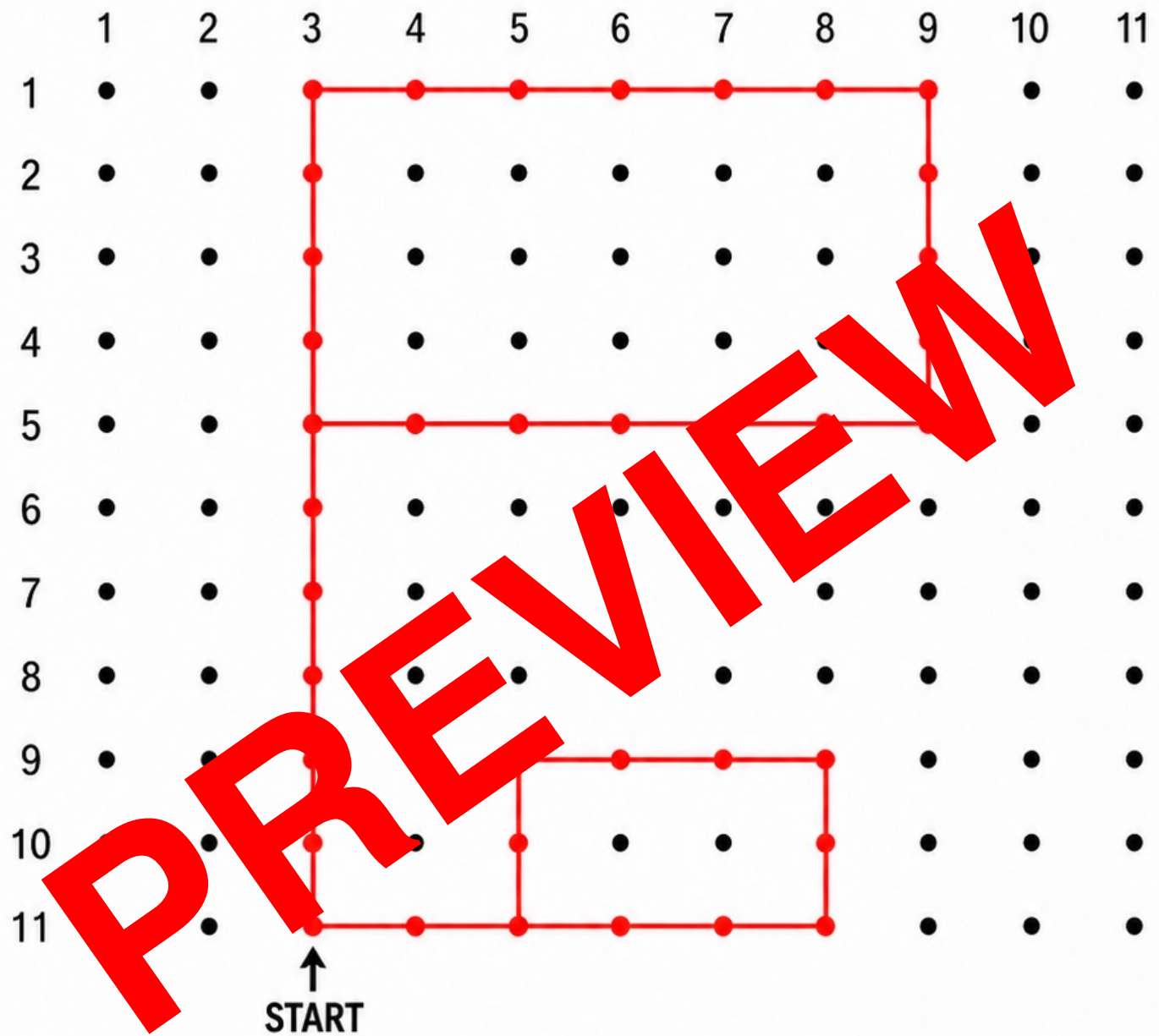
1. Move up 10 spaces.
2. Move right 6 spaces.
3. Move down 4 spaces.
4. Move left 6 spaces.
5. Move down 6 spaces.
6. Move right 5 spaces.
7. Move up 2 spaces.
8. Move left 3 spaces.
9. Move down 2 spaces.
10. Move left 2 spaces.

What shape did you reveal? _____

FOLLOW THE DOT-GRID ROUTE - PAGE 2

Name: ANSWERS

Start at START. Draw one continuous path.



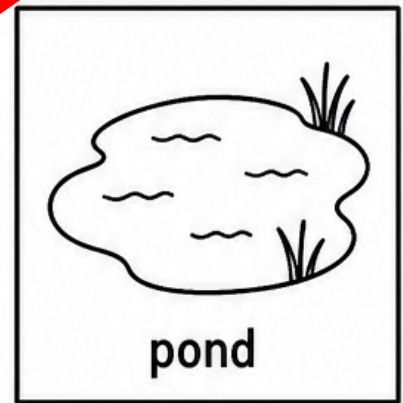
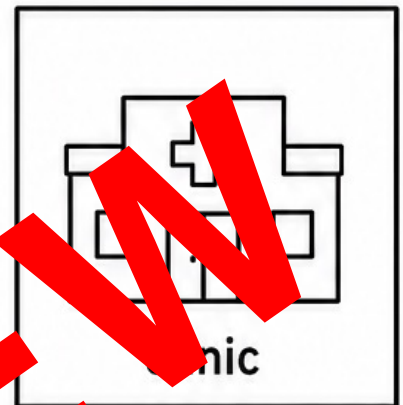
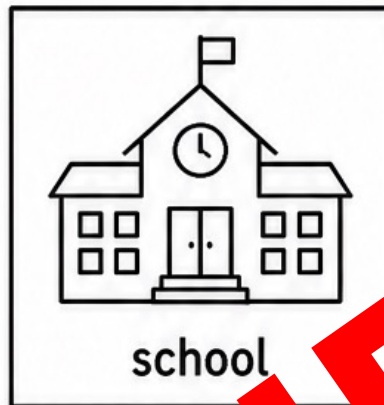
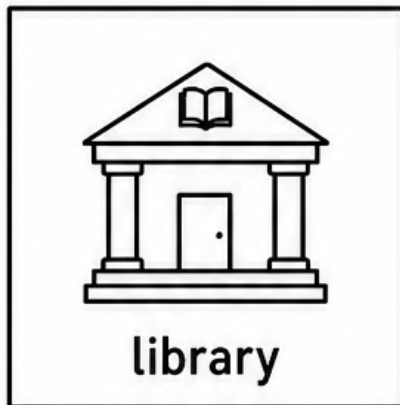
1. Move up 10 spaces.
2. Move right 6 spaces.
3. Move down 4 spaces.
4. Move left 6 spaces.
5. Move down 6 spaces.
6. Move right 5 spaces.
7. Move up 2 spaces.
8. Move left 3 spaces.
9. Move down 2 spaces.
10. Move left 2 spaces.

What shape did you reveal? flag

MARK THE TOWN MAP - PAGE 1

Name: _____

Draw each route on the map. Write the destination.



1. Start at the bakery. Travel north one block.

Destination: _____

2. Start at the school. Travel east one block.

Destination: _____

3. Start at the pond. Travel west one block.

Destination: _____

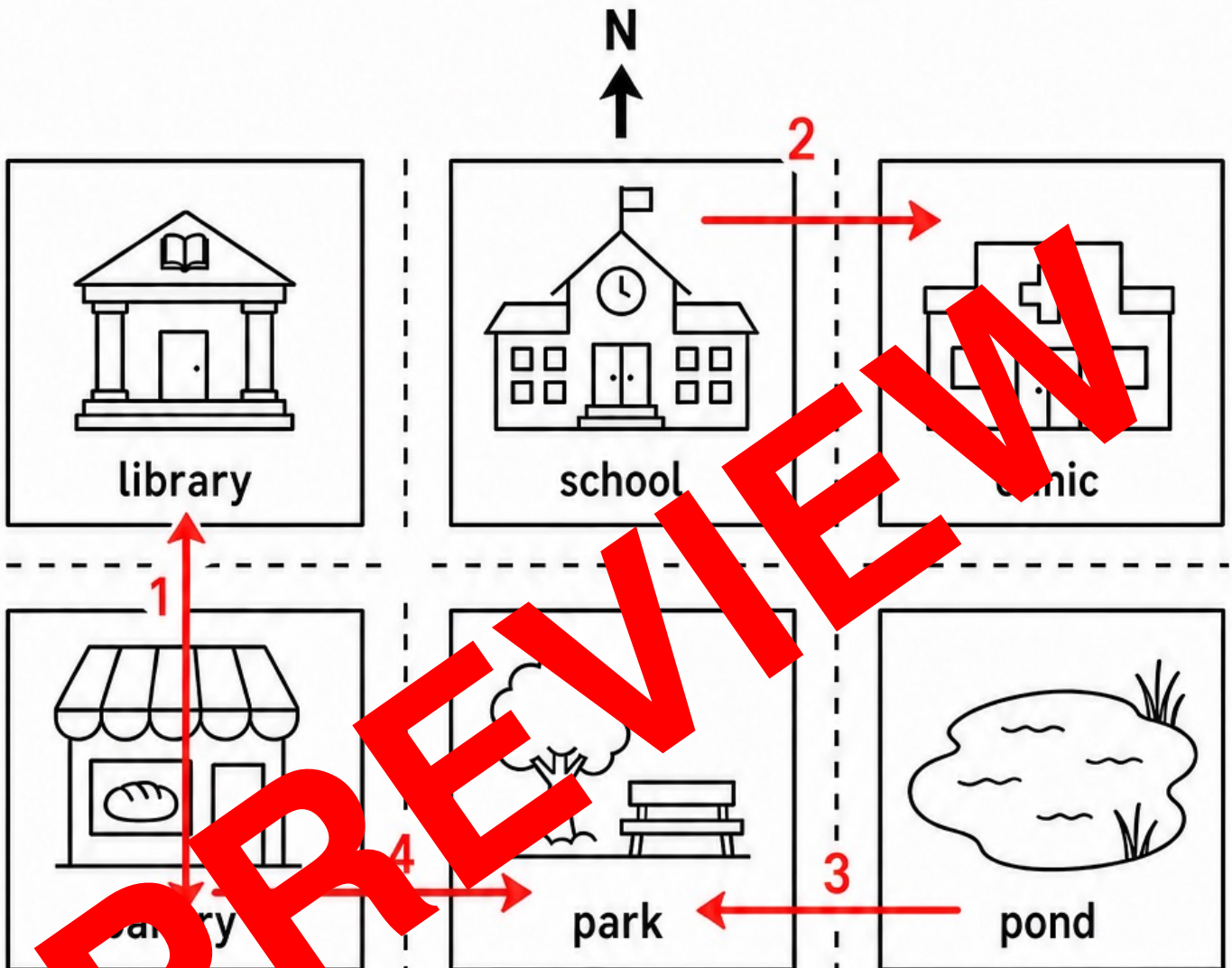
4. Start at the library. Travel south one block, then east one block.

Destination: _____

MARK THE TOWN MAP - PAGE 1

Name: ANSWERS

Draw each route on the map. Write the destination.



1. Start at the bakery. Travel north one block.

Destination: library

2. Start at the school. Travel east one block.

Destination: clinic

3. Start at the pond. Travel west one block.

Destination: park

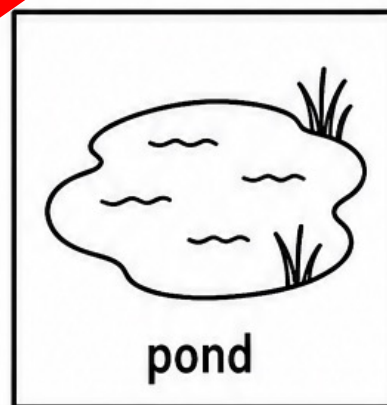
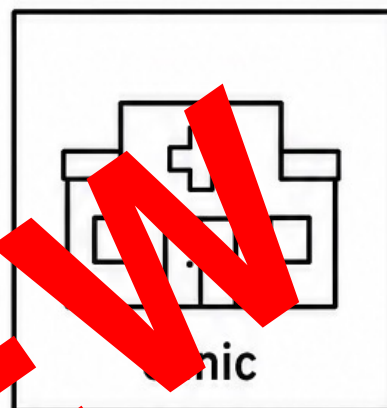
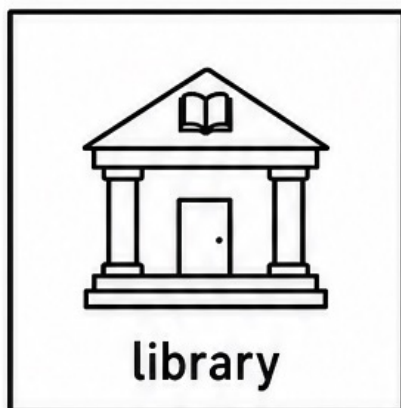
4. Start at the library. Travel south one block, then east one block.

Destination: park

MARK THE TOWN MAP - PAGE 2

Name: _____

Use the map to follow, compare and write routes.



1. Start at the clinic. Travel west two blocks. Where do you finish?

2. Route A: From the bakery, go north 1 block and east 2 blocks.

Route B: From the bakery, go east 2 blocks and north 1 block.

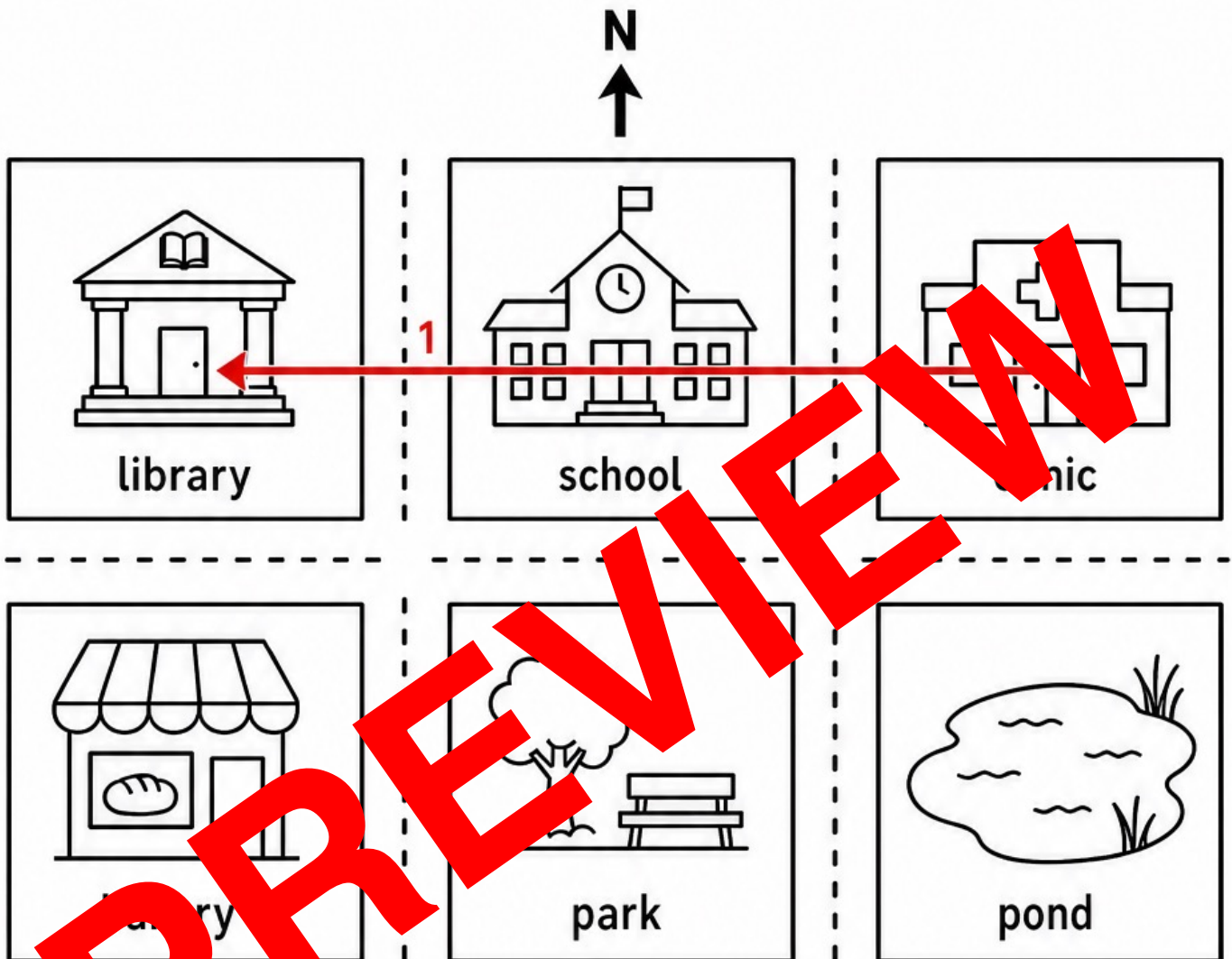
Which route is shorter?

3. Write a route from the school to the pond.

MARK THE TOWN MAP - PAGE 2

Name: _____ **ANSWERS**

Use the map to follow, compare and write routes.



1. Start at the clinic. Travel west two blocks. Where do you finish?

library

2. Route A: From the bakery, go north 1 block and east 2 blocks.

Route B: From the bakery, go east 2 blocks and north 1 block.

Which route is shorter? **They are the same length.**

3. Write a route from the school to the pond.

Travel east one block to the clinic.

Then travel south one block to the pond.

FIND YOUR PLACE - PAGE 1

Name: _____

Use the clues to write one name on every desk.

FRONT OF ROOM



1. Eli sits in the centre.

2. Ben sits in front of Eli.

3. Hana sits behind Eli.

4. Ava sits to the left of Ben, and Cody sits to the right of Ben.

5. Daisy sits to the left of Eli, and Freya sits to the right of Eli.

6. Gus sits behind Daisy.

7. Isla sits behind Freya.

FIND YOUR PLACE - PAGE 1

Name: ANSWERS

Use the clues to write one name on every desk.

FRONT OF ROOM



1. Eli sits in the centre.
2. Ben sits in front of Eli.
3. Hana sits behind Eli.
4. Ava sits to the left of Ben, and Cody sits to the right of Ben.
5. Daisy sits to the left of Eli, and Freya sits to the right of Eli.
6. Gus sits behind Daisy.
7. Isla sits behind Freya.

FIND YOUR PLACE - PAGE 2

Name: _____

Use the clues to write one name on every campsite.

NORTH



1. Sam is in the centre.
2. Priya is north of Sam.
3. Victor is south of Sam.
4. Noah is west of Priya, and Quinn is east of Priya.
5. Ruby is west of Sam, and Tahlia is east of Sam.
6. Uma is west of Victor.
7. Willow is east of Victor.

Who is in the centre? _____

FIND YOUR PLACE - PAGE 2

Name: ANSWERS

Use the clues to write one name on every campsite.

NORTH



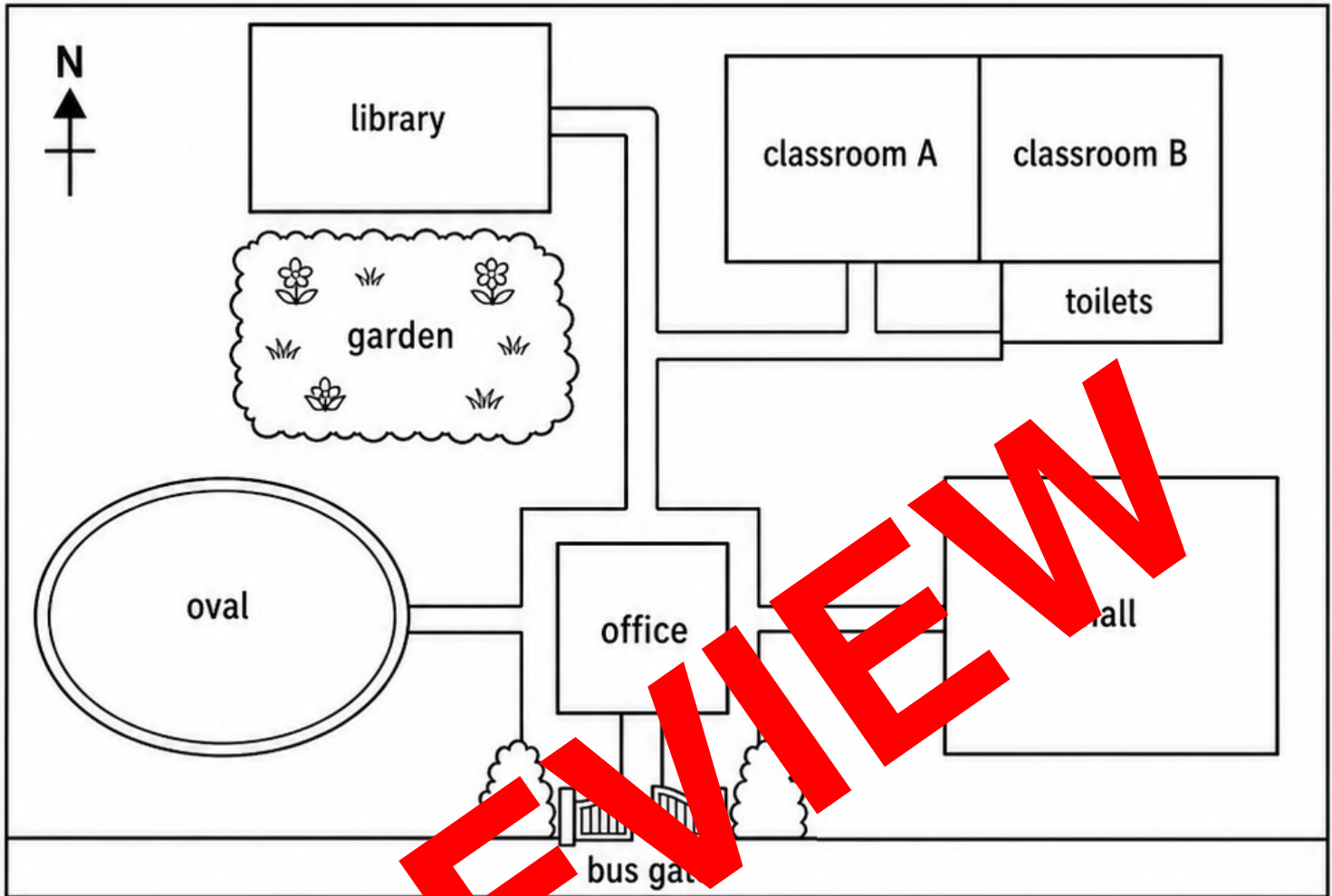
 Noah	 Priya	 Quinn
 Ruby	 Sam	 Tahlia
 Uma	 Victor	 Willow

1. Sam is in the centre.
2. Priya is north of Sam.
3. Victor is south of Sam.
4. Noah is west of Priya, and Quinn is east of Priya.
5. Ruby is west of Sam, and Tahlia is east of Sam.
6. Uma is west of Victor.
7. Willow is east of Victor.

Who is in the centre? Sam

SCHOOL MAP REASONING

Name: _____



1. Why is the office well placed near the bus gate?

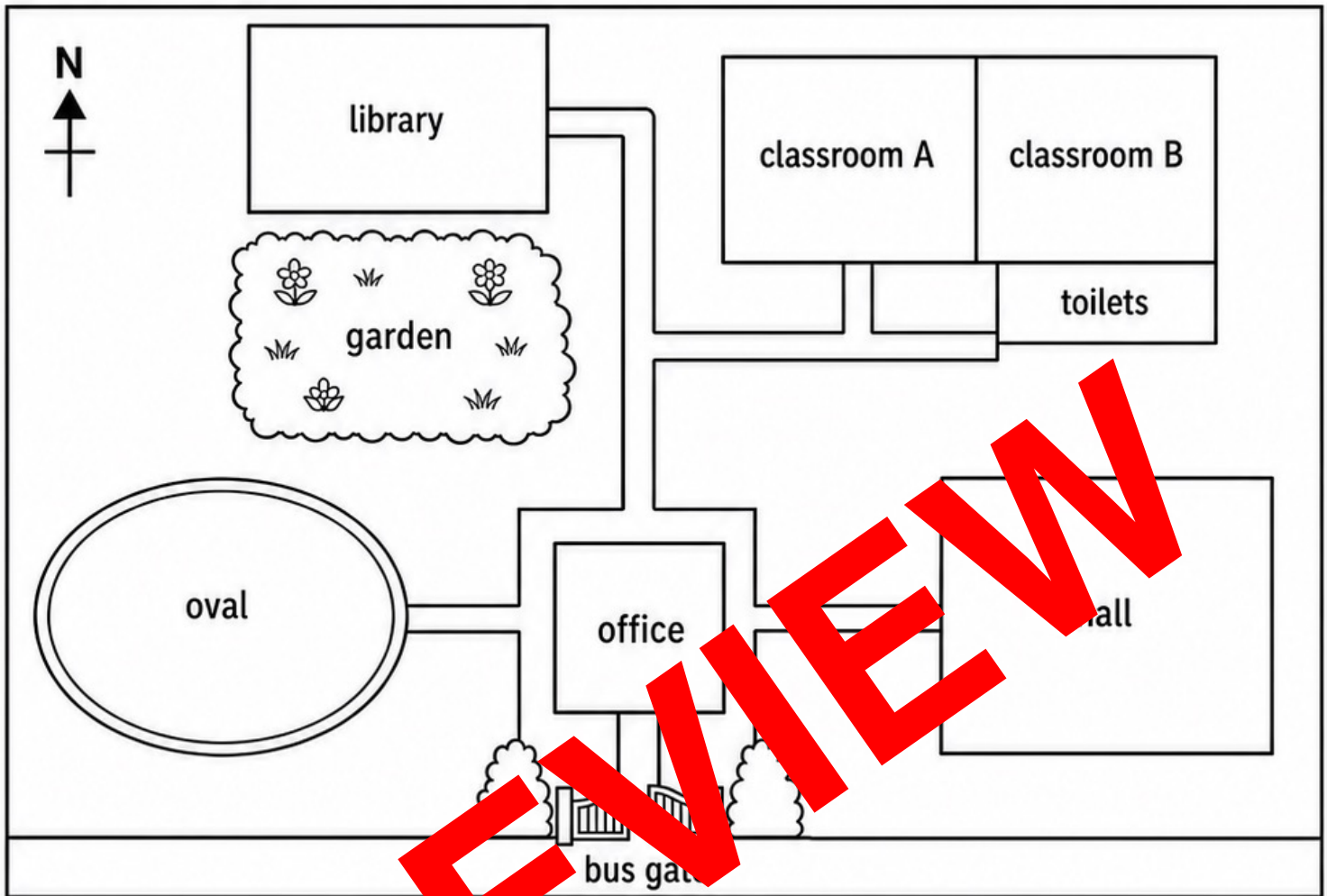
2. Why are the toilets well placed beside the classrooms?

3. Why might the garden be useful near the library?

4. Suggest one change that would improve the school map. Explain why.

SCHOOL MAP REASONING

Name: ANSWERS



1. Why is the office well placed near the bus gate?

Visitors can reach the office quickly when they arrive.

2. Why are the toilets well placed beside the classrooms?

Students can reach the toilets without walking far.

3. Why might the garden be useful near the library?

It gives students a quiet outdoor place to read.

4. Suggest one change that would improve the school map. Explain why.

Add a path from the oval to the toilets.

Students could get there more directly.

MAP MY ROOM - PLAN

Name: _____

1. List six important room features.

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

2. Design six simple symbols and make a key.

SYMBOL	MEANING

3. Check your plan.

- ☐ title
- ☐ view from above
- ☐ symbols
- ☐ labels
- ☐ clear spaces

MAP MY ROOM - DRAW

Name: _____

Draw your room from above. Use your plan and label each feature.

Map title: _____



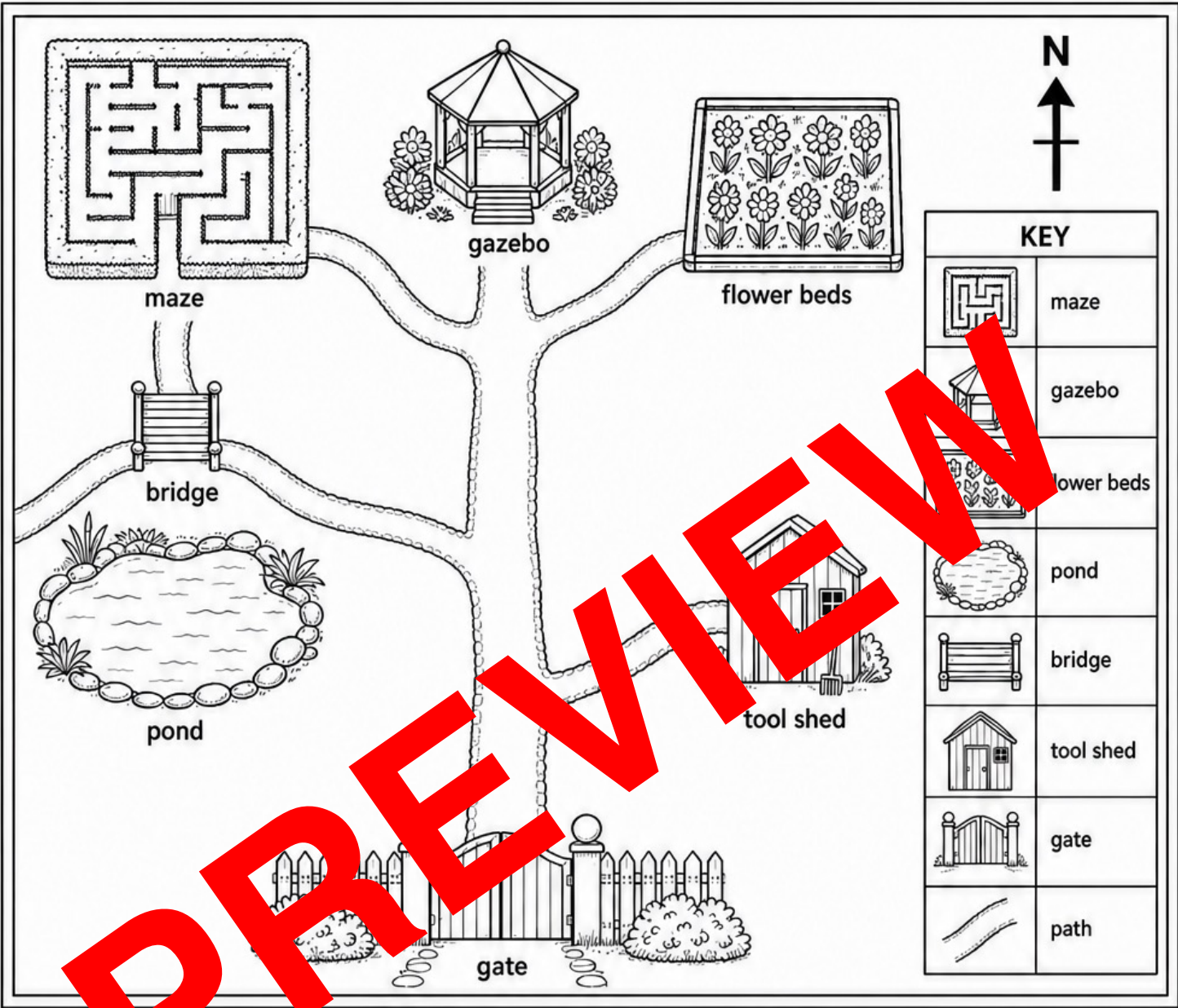
PREVIEW

KEY	
☐	
☐	
☐	
☐	
☐	
☐	

SECRET GARDEN MAP MISSION - ASSESSMENT PAGE 1

Name: _____

Score: ____ /12

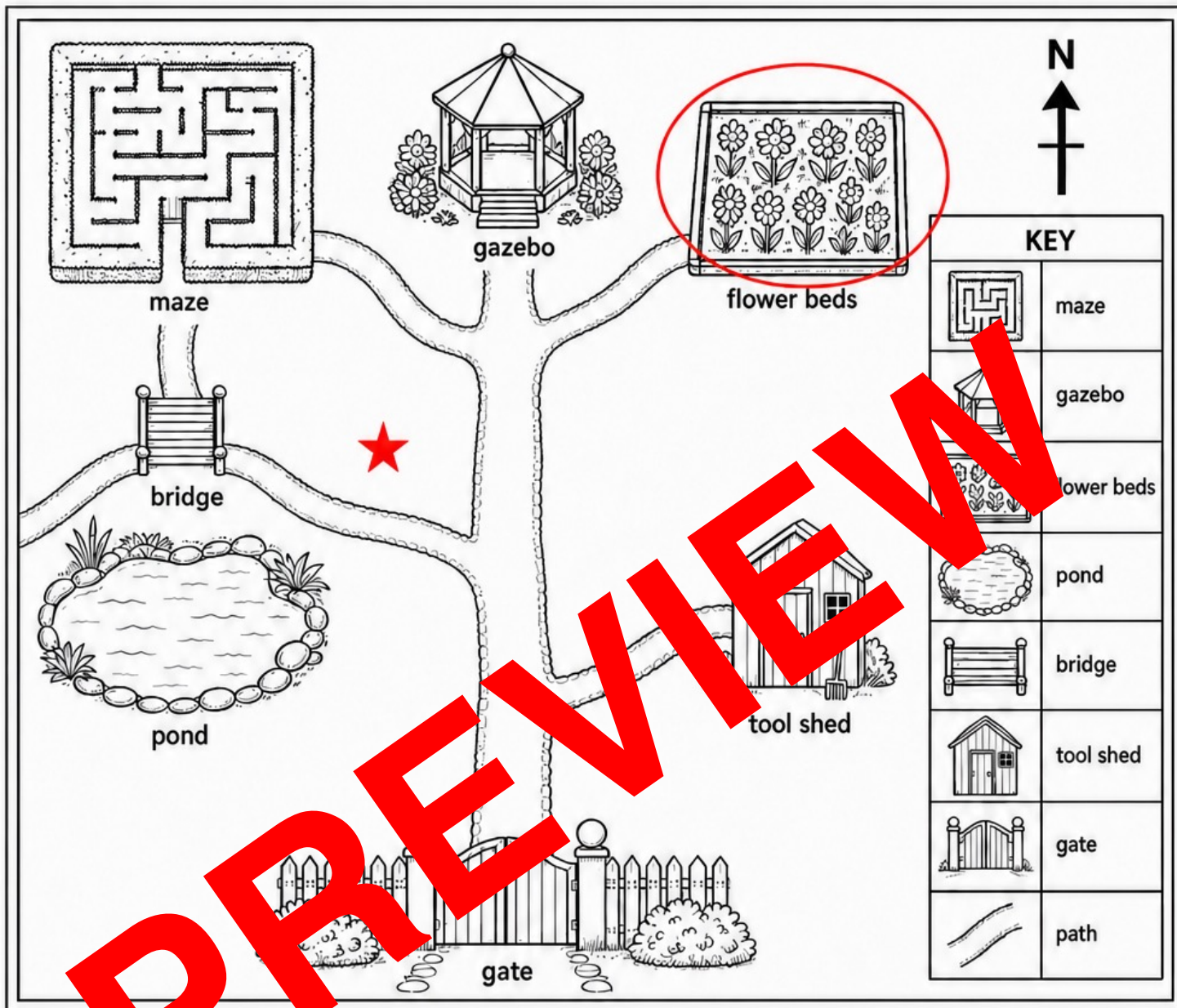


1. What is directly north of the gate? _____
2. What is west of the gazebo? _____
3. What is east of the gazebo? _____
4. Circle the feature above the tool shed.
5. Draw a star between the pond and the maze.
6. Copy the map symbol for the bridge into this box.

SECRET GARDEN MAP MISSION - ASSESSMENT PAGE 1

Name: ANSWERS

Score: 12 /12



1. What is directly north of the gate?

gazebo

2. What is west of the gazebo?

maze

3. What is east of the gazebo?

flower beds

4. Circle the feature above the tool shed.

5. Draw a star between the pond and the maze.

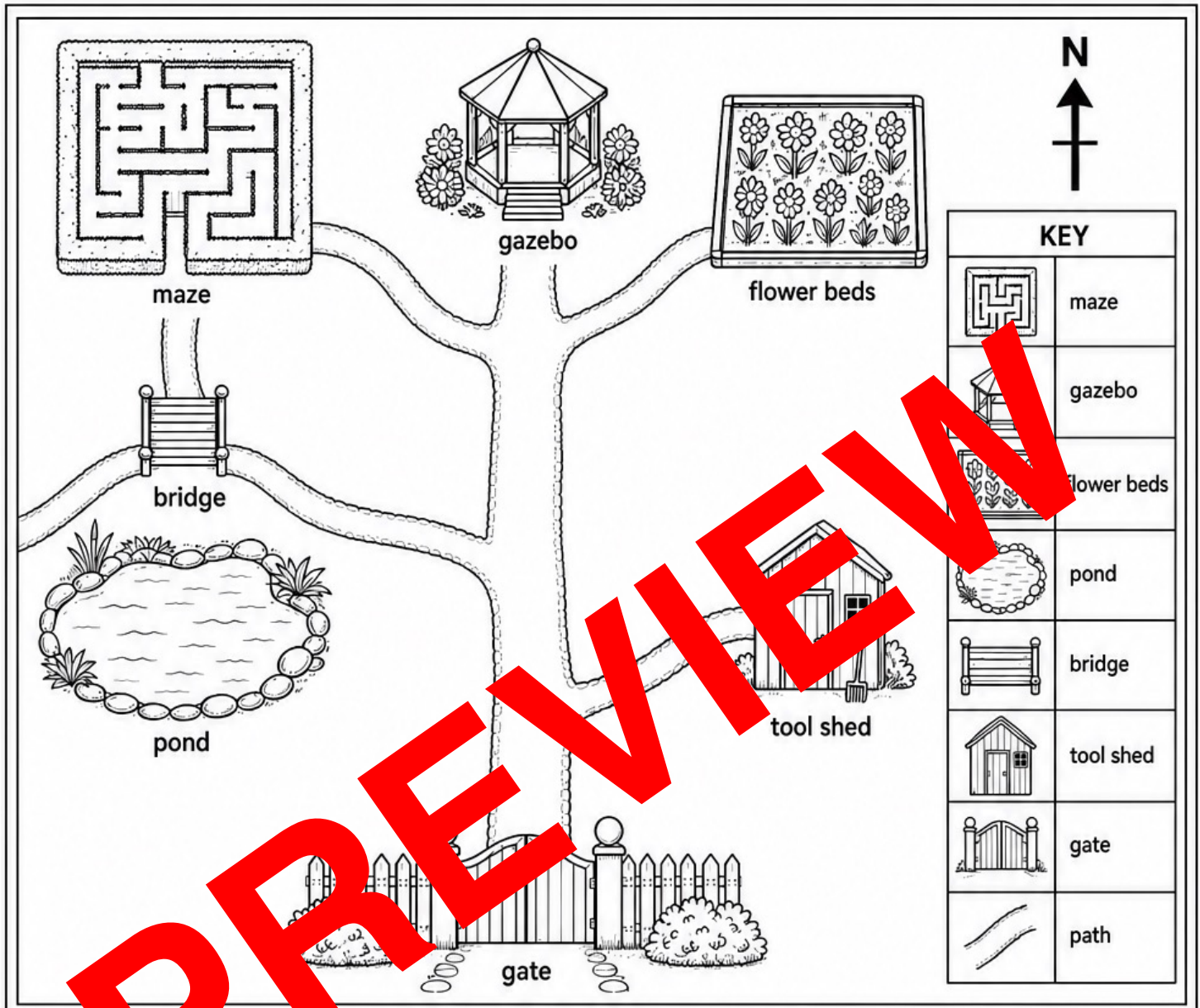
6. Copy the map symbol for the bridge into this box.



SECRET GARDEN MAP MISSION - ASSESSMENT PAGE 2

Name: _____

Score: ____ /8



1. Draw a pathway from the gate to the maze.
2. Start at the gazebo. Follow the path east to the flower beds, then south to the tool shed. Where do you finish?

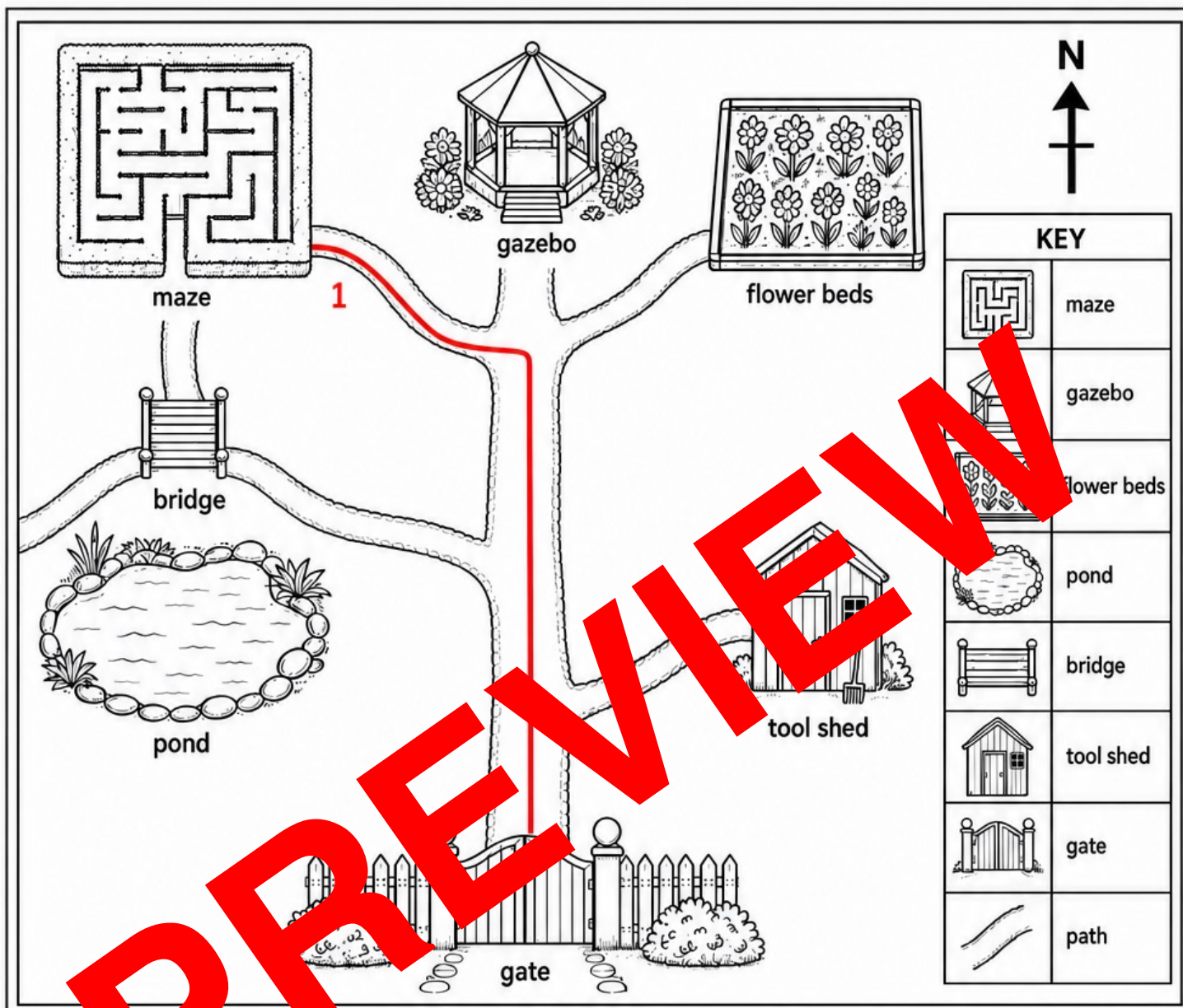
3. Write a three-step route from the pond to the gazebo.

4. Choose one symbol from the key. What does it mean?
Symbol: _____
Meaning: _____

SECRET GARDEN MAP MISSION - ASSESSMENT PAGE 2

Name: ANSWERS

Score: 8 /8



1. Draw a pathway from the gate to the maze.

2. Start at the gazebo. Follow the path east to the flower beds, then south to the tool shed. Where do you finish?

tool shed

3. Write a three-step route from the pond to the gazebo.

1. Move north from the pond to the bridge.

2. Follow the path east to the centre.

3. Move north to the gazebo.

4. Choose one symbol from the key. What does it mean?

Symbol: bridge

Meaning: It shows where to cross the water.

MYSTERIOUS MAPS RUBRIC

Name: _____

Date: _____

	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Locates features	Needs help to find features.	Finds some features with prompts.	Finds most features correctly.	Finds and describes features accurately.	Compares positions and explains clearly.
Uses position language	Uses a few position words.	Uses common words with prompts.	Uses varied position words.	Uses varied position words clearly.	Uses precise words to justify positions.
Follows and gives routes	Needs step-by-step help.	Follows a short route with prompts.	Follows and gives simple routes.	Follows and gives multi-step routes.	Compares routes and gives efficient directions.
Creates a clear map	Map has few clear features.	Includes some features and labels.	Uses a title, symbols, labels and key.	Creates a clear, accurate map.	Creates a detailed map and explains choices.

Mysterious Maps



We are learning to:

locate places on simple maps

use position words clearly

follow and give routes

create a useful map



A map is a view from above

A map is a two-dimensional drawing of a place.
It shows where features are located.



Maps help us find our way

We use maps to find places,
plan routes and share locations.



A bird's-eye view

Imagine looking straight down from the sky.
Objects become simple shapes and symbols.



Five useful map features

title • labels • symbols • keys • pop-ups



A key explains the symbols

One symbol stands for one reading at a time.

Use the same symbol every time.



Position words show where

left • right • above • below

beside • between



More words add precision

in front of • behind • near • far • on top of



Describe it precisely

The bench is beside the pond.

The tree is at the left of the pond.



Start with fixed landmarks

Find the gate, pond, playground and classrooms.

Then compare their positions.



Locate it in a full sentence

The playground is north of the pond.

The pond is west of the toilets.



Every route has three parts

START → PATHWAY → DESTINATION



Words guide movement

forwards • left • right • po

around • towards



Follow one step at a time

Start at the gate.

Move forwards to the junction.

Turn left and stop at the pond.



Test your route

Is each step in order?

Does every turn have a direction?

Can a partner reach the same place?



Turns change direction

quarter turn • half turn • full turn

clockwise and anticlockwise



Give a partner a short route

Name the start

Give ordered directions.

Name the destination.



Words become pathways

Listen → count spaces → draw each word

Check the final destination.



Plan your map

Choose what belongs on the map.
Leave clear spaces for labels and paths.



Build a consistent map key

Keep symbols simple.

Match every symbol to one meaning.



Avoid these map mistakes

missing title or key

changing symbols

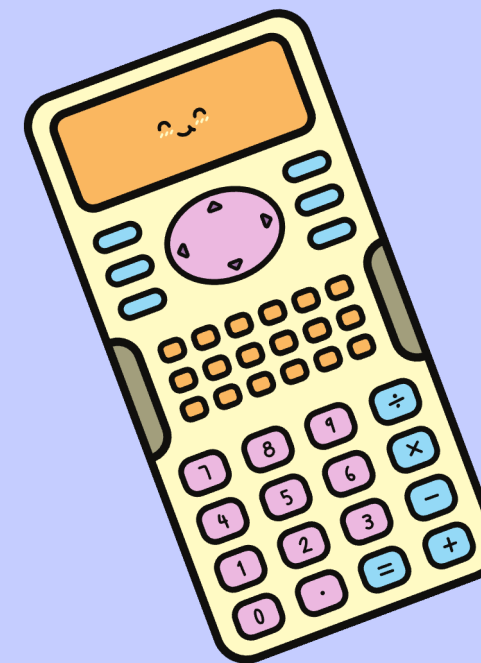
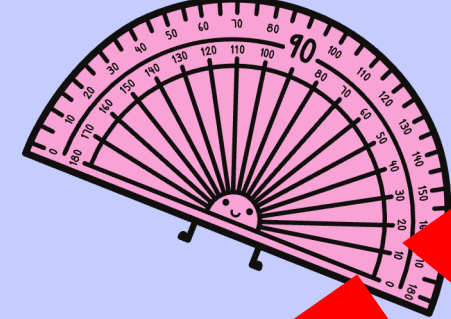
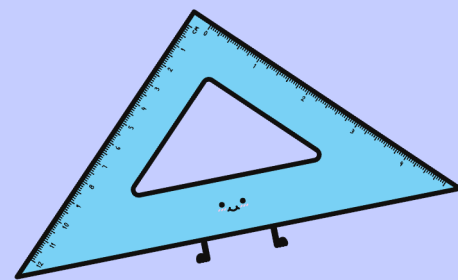
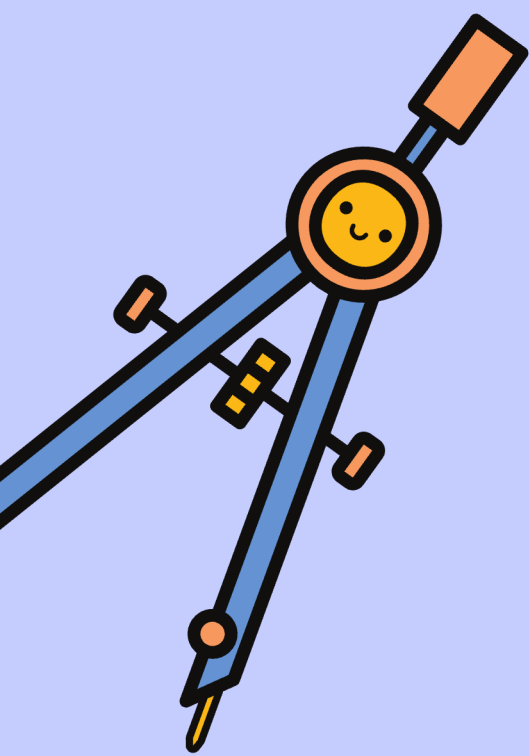
unclear or unorthodox directions



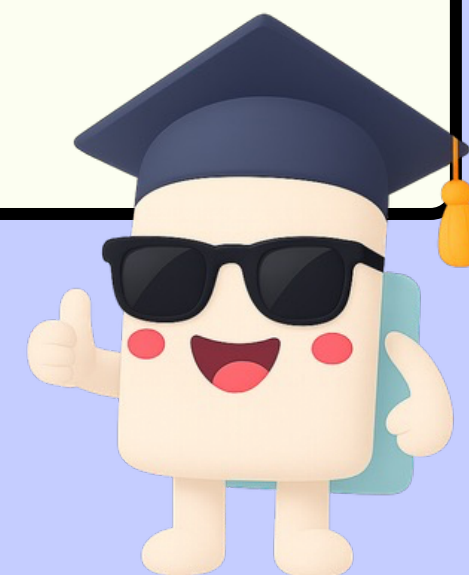
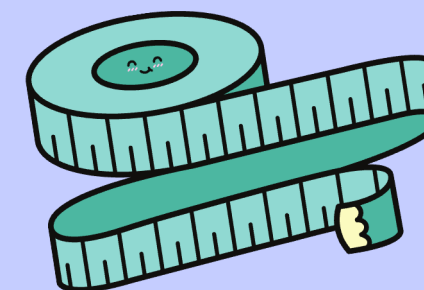
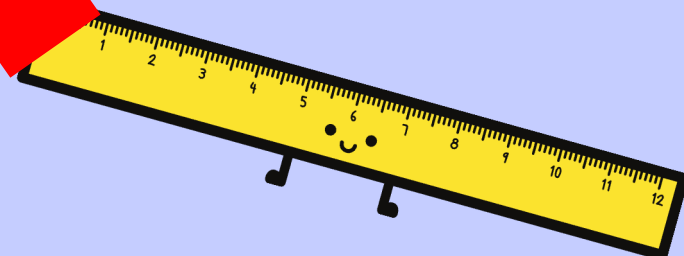
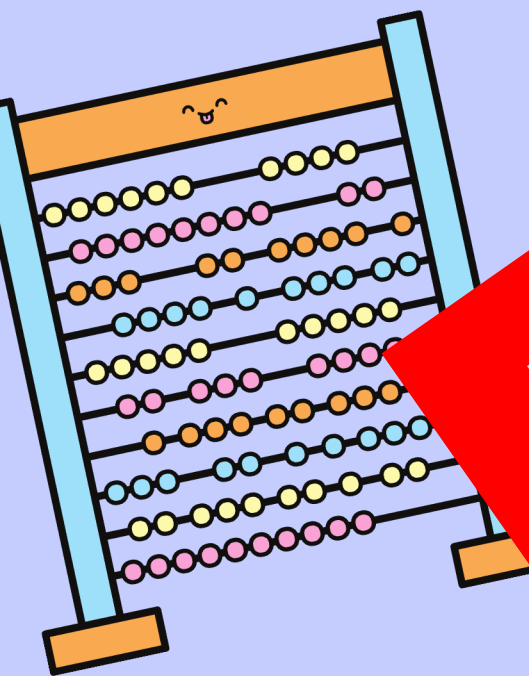
Think like a map maker

locate • describe • follow • give • present





Well Done!



Mysterious Maps Quiz



Question 1

What is the best definition of a concept map?

- A. A story about a place
- B. A view of a place from above
- C. A list of classroom rules
- D. A photograph from the side



Answer 1

B. A view of a place from above



Question 2

True or false

A map of a familiar place is usually shown from above.



Answer 2

True

P
R
E
V
I
E
W



Question 3

Which map feature explains what symbols mean?



Answer 3

The key (colleged)



Question 14

The pond is _____ the two trees.

A. behind B. between

C. far D. next



Answer II

B. between



Question 5

True or false

A pathway shows how to move from a start to a destination.



Answer 5

True

PREVIEW



Question 6

Choose the clearest first instruction.

A. Go there.

B. Move so how.

C. Start the gate and move forwards.

D. Keep going.



Answer C

C. Start at the gate and move to the cars.



Question 7

Which turn points you in the opposite direction?



Answer 3

A half turn



Question 3

The library is left of the school.

Which place is right of the library?

A. post office B. school C. park D. garden



Answer 8

B. school



Question 1

True or false

Changing a symbol's meaning halfway through a map makes the map clearer.



Answer a

False — one symbol should keep on meaning.



Question 10

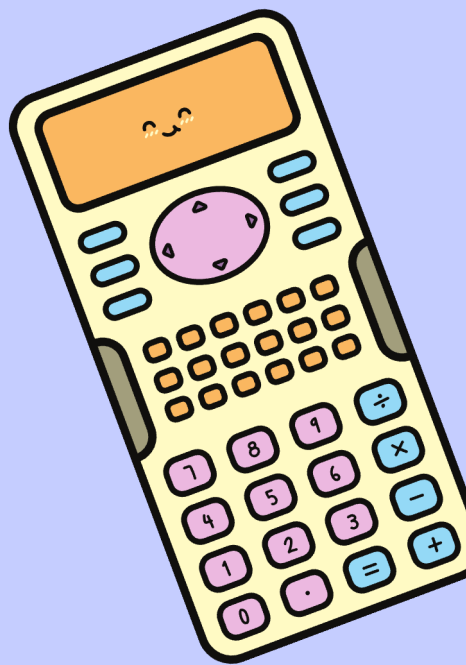
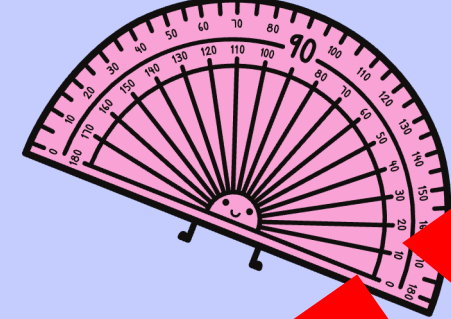
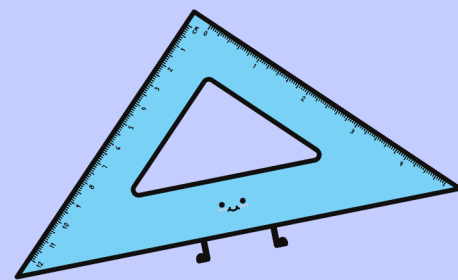
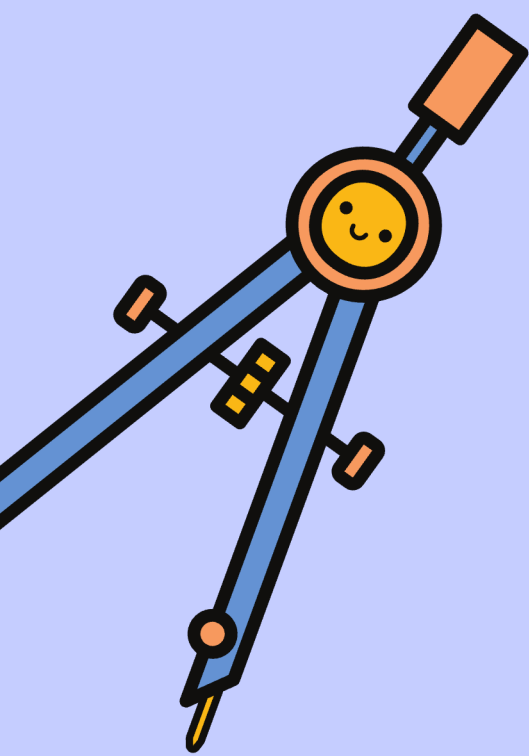
Write one precise direction using a position and route word.



Sample answer

Move forwards to the tree, then turn right.





Well Done!

