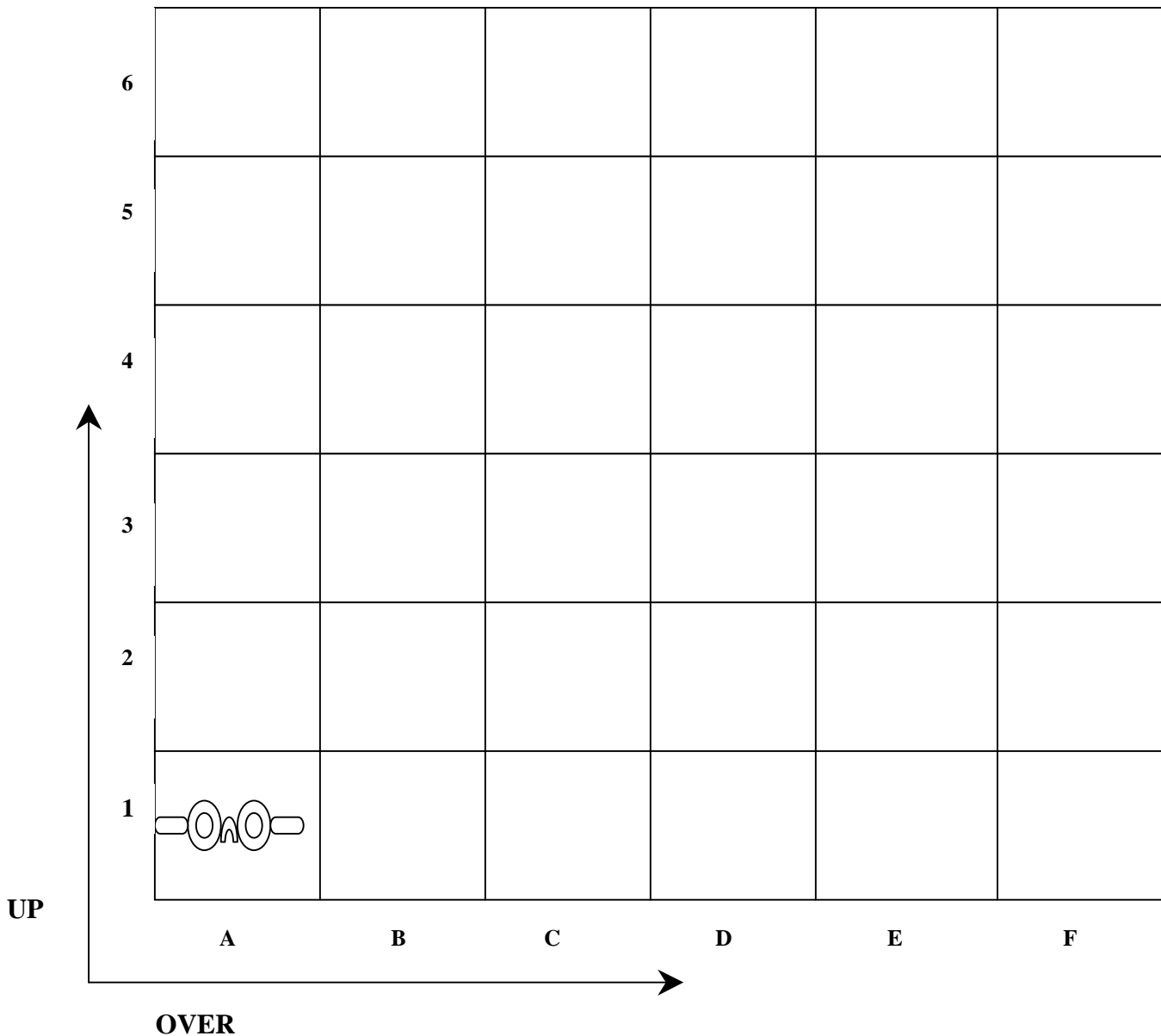


# MAPPING WITH ARTHUR

Coordinates/grid



## FOLLOW THE DIRECTIONS TO HELP MAP ARTHUR'S CAMPSITE

WE OFTEN USE MAPS TO DRAW THE PLACES WE HAVE VISITED. LANDMARKS OR SPECIAL OBJECTS ARE OFTEN PLOTTED OR DRAWN ON THE MAP. WE WILL WORK TOGETHER TO DRAW SOME LANDMARKS AT ARTHUR'S CAMPSITE.

1. BEGIN IN THE BOX WHERE YOU SEE ARTHUR'S GLASSES (A-1).
2. GO OVER 2 BOXES. GO UP 2. DRAW A TREE (C-3).
3. FROM THE TREE GO UP 2. GO OVER 1. DRAW ARTHUR'S TENT (D-5).
4. FROM THE TENT GO DOWN 2 AND OVER 2. DRAW ARTHUR'S CAMPFIRE (F-3).
5. FROM THE CAMPFIRE GO DOWN 1. DRAW A MARSHMALLOW ON A STICK (F-2).
6. FROM THE MARSHMALLOW GO UP 4. DRAW THE FULL MOON (F-6).
7. FROM THE MOON GO BACK 4. GO DOWN 4. DRAW A POND (B-2).
8. FROM THE POND GO DOWN 1. GO BACK 1 (A-1). DRAW A STAR! YOU ARE BACK WHERE WE BEGAN!

## MAKE YOUR OWN MAP

1. CREATE YOUR OWN GRID WITH BOXES UP AND DOWN THE PAGE. USE A RULER TO HELP MAKE YOUR LINES STRAIGHT.
2. DRAW LANDMARKS OR SPECIAL THINGS IN YOUR NEIGHBORHOOD.