

Outdoor Adventure Planning with Max and Finn

Learning objective: To design an outdoor adventure map and label key geographical and physical features, applying spatial awareness and visual communication skills.

Follow the drawing prompt to create your adventure scene. Use the word bank to label your diagram and answer the questions below to finalise your plan.

Draw: Draw an aerial view of an outdoor adventure park. Include a winding river with a clear meander, a dense orchard area, and a high ridge. Place a 'Base Camp' tent near the centre. Use a pencil to sketch the layout, then add detailed labels using the provided word bank. Ensure your map includes a small compass rose in the corner to show the cardinal directions (North, South, East, West).



Label words: Orchard · Meander · Compass rose · Base camp · Footbridge · Topographical · Vegetation

Steps:

1. Explain why a compass rose is an essential feature to include on your outdoor adventure map.
2. Label the 'Meander' on your drawing. Why do rivers often curve in this way in flat landscapes?
3. If Max and Finn need to cross a river safely, which feature should you draw to connect the two banks?
4. Why is it important to include a legend or key if your map uses symbols to represent different types of vegetation?

5. Calculate the cost: If Max buys 4 water bottles at £1.50 each and Finn buys a map case for £3.50, what is the total cost of their supplies?