

Lifesaving Volunteers to the Rescue

Activity 1

View the 'Lifesaving Volunteers to the Rescue' VR tour at www.lsv.com.au/vr

LEVELS 3 & 4



Key Learning

During this activity, students will become familiar with the important features of maps and create a simple map of their school. They will use a grid reference system to give the location of a hidden object for a classmate to find.



Curriculum

Mathematics – Measurement and Geometry

Location and transformation

Level 3

- Create and interpret simple grid maps to show position and pathways ([VCMMG143](#))

Level 4

- Use simple scales, legends and directions to interpret information contained in basic maps ([VCMMG172](#))

Geography – Geographical Concepts and Skills

Data and information

Levels 3 & 4

- Represent data and the location of places and their characteristics by constructing tables and simple graphs and maps of appropriate scale that conform to cartographic conventions of border, scale, legend, title and north point ([VCGGC075](#))
- Interpret maps and other geographical data and information to develop identifications, descriptions, explanations and conclusions, using geographical terminology including simple grid references, compass direction and distance ([VCGGC076](#))



Resources

- Smartboard
- Appendix A: *What does your world look like from above?*



Engage

- As a whole class watch the [Treasure Hunt video](#). Ask students to listen out for directional language and make a list of these words on the board after the video. Use the [Rainforest Map](#) activity as a whole class to practise using a grid reference system to describe locations.

Ask students:

- How are the mountains represented?
- What types of aquatic environments can you see? How are they represented?
- What do you think the different shades of green represent?



Explore

- Students now create their own maps of the school (use Appendix A: *What does your world look like from above?*)



Explain

Ask students:

- What are the important features that help us read maps? (Look again at the [Rainforest Map](#))
- Does your map have a legend/title/north point? Have you included a grid reference system?
- What symbols have you used to represent the different locations within our school?

Students pair up and offer their partner three suggestions about how their map could be improved.



Elaborate

- Students choose a location within the school to hide their 'treasure' (this could be a note or a small object).
- They need to pair up with another student and give their partner the grid reference of their hidden object. Each student can then hunt for their partner's 'treasure'!



Evaluate

Discuss with the class:

- Did you find the object?
- What helped/hindered your effort?
- When might you need to use a map in real life?
- Why do you think the pilot would use a GPS rather than a map to find the rescue location?

References

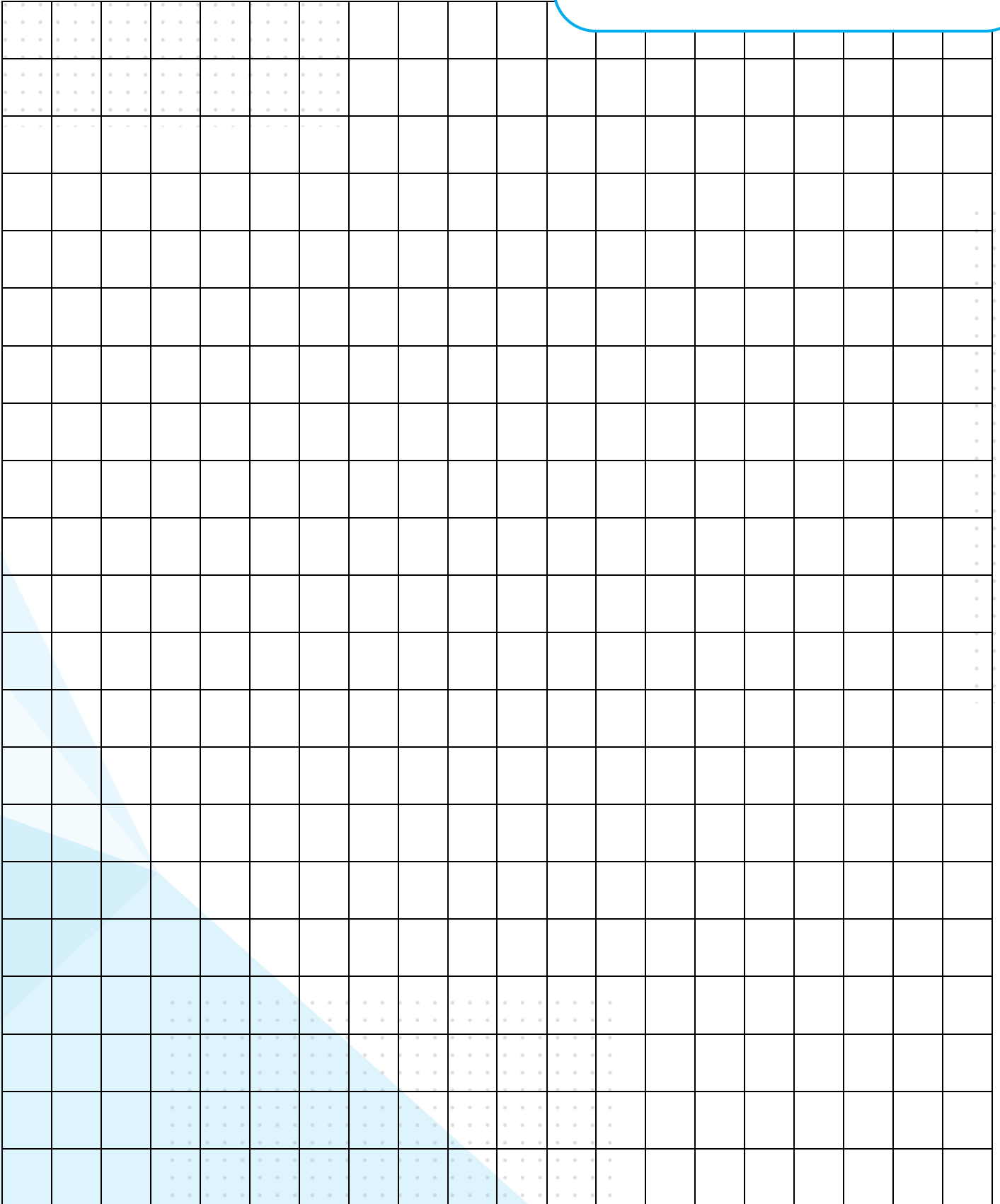
ABC Splash & Suitcase Murphy, 2014. *Treasure Hunt*. [online video] Available at: <http://education.abc.net.au/home#!/media/1566306/treasure-hunt> [Accessed 7 April 2018].

ABC Education, 2020. *Find places on a grid map of the rainforest*, <https://education.abc.net.au/home#!/media/31239/rainforest-use-a-grid-map> [viewed 24 June 2021]

Appendix A What does your world look like from above?

Create a map of your school. Don't forget to include a scale, legend, title, north point and grid reference system.

LEGEND

A large grid for drawing a map of a school. The grid is composed of 20 columns and 20 rows of squares. The grid is intended for students to draw a map of their school, including a scale, legend, title, north point, and grid reference system.