

Arizona

Alliance Created State Giant Traveling Map Lesson

Title: Map Features Scavenger Hunt

*Note: Use this lesson plan for **Arizona Landscape** map made by the Arizona Geographic Alliance. If you are using the **Arizona** map made by National Geographic, refer to the State Giant Traveling Maps Lesson Handbook, page 17 for the correct lesson plan.*

Recommended Grades: 2-8

Spatial Concepts: Identity and Location, Symbols

Time Needed: 30 – 45 minutes

Objectives:

Students will:

- Identify the different parts of a map.
- Identify the purpose of each of the parts of a map.
- Learn the physical and human features of Arizona.

Materials:

- Arizona Landscape Legend Cards
- Bingo chips

Rules:

- Shoes are not allowed on the map. Please have students remove shoes before walking on the map. Students must wear socks. No bare feet.
- No writing utensils on the map. Keep all writing utensils and other sharp objects 12 inches from the edge of the map.

Directions:

1. Have students walk around the map and locate features such as rivers, lakes, cities, mountains, and state borders. Point out the map legend and have volunteers read aloud the names of each of the items on the legend. Explain that the images seen on the legend represent features that are found in Arizona.
2. Divide students into 4 groups and give each group its colored wristbands that coordinate to one of the base camps (mountain lion/yellow, tortoise/green, roadrunner/red, and lizard/blue). Have each group stand at their base camp according to their colored wristbands.

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3. Have the students in each group number off—they will be taking turns finding the physical and human features on the giant map. (Some students may need to pair up or go twice, depending on class size in order to find all 13 features from the legend.)
4. Give each group 2 Arizona Landscape Legend cards. Explain that one card will be carried on the map to help find a feature found in the legend. The other card will be placed in the area of their basecamp. They will also receive bingo chips. One bingo chip is to be placed on the map where the feature on the legend was found. A second bingo chip will be placed on the Arizona Landscape Legend card at their basecamp showing that that feature has been identified.
5. Each person in the group will take a turn (one at a time) and take the Legend card and 2 bingo chips. He/she will pick a feature not already found (as shown by the Arizona Landscape Legend card at their basecamp) and then go on the map. When he/she has found the feature they are looking for, he/she marks the spot with a bingo chip and then returns to his/her base camp and puts the second bingo chip on the Arizona Landscape Legend card at the base camp. This player now sits down showing he/she is done.
6. The next person in the group now takes 2 more bingo chips and the Arizona Landscape Legend card and finds a different feature on the map that has not been found yet.
7. The process is repeated until all 13 of the human and physical features have been found. The base camp that finds all of the features first “wins.”

Standards:

Arizona Geography

2nd Grade Social Studies

Concept 1: The World in Spatial Terms

PO6 Locate physical and human features using maps, illustrations, images, or globes.

3rd Grade Social Studies

Concept 1: The World in Spatial Terms

PO7 Locate physical and human features using maps, illustrations, images, or globes.

4th Grade Social Studies

Concept 1: The World in Spatial Terms

PO 2. Interpret political and physical maps using map elements: grid.

PO7 Locate physical and human features using maps, illustrations, images, or globes.

National Geography Standard

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Geography Standard 1: How to use maps and other geographic representations, geospatial technologies, and spatial thinking to understand and communicate information

Vocabulary:

Legend/Key: an explanatory list of the symbols used on a map