

Introduction to Maps Lesson Plan: Class 01 / DM / 01



Overall goal of	Introduction to Maps - locations on maps, and connecting places via connecting
the lesson	dots game in WS
Prior Knowledge	None
Required	

Goal:	Introduce students to Maps and locations on Maps.
Description:	Simple Map of an Island with square grid structure to locate places on the island.
Material	One copy of worksheet per student
Required:	2. Pen/Pencil, eraser.
	3. Lesson Presentation
Procedure	1. Go through the presentation.
Summary:	Locate the places in specific Alphanumeric square grids
	3. Make sure every student is following the island tour and locate the place.
	4. Provide the worksheets, join the dots (different shapes of dots)
	5. Let the students solve them and help them with joining.
Procedure	Slide 1:
Details:	Title Slide
	Slide 2: Introduction to Maps
	Introduce the island, it will be used for this introductory lesson on maps.
	Slide 3:
	Introduce the butterfly, she lives on the island and is going to take the student
	on a tour of the island.
	Slide 4: Buttercup, the butterfly first shows the ship anchored on the island, it is in the
	square box D1 on the island map. Alphanumeric box representation, check the
	alphabet for horizontal and number for vertical representation of the square grid.
	alphabet for nonzontal and number for vertical representation of the square grid.
	Slide 5:
	Next, she shows the cave. It is in the box D2.
	Slide 6:
	Next, she shows the crocodile lake. It is in the box D4.
	Slide 7:
	Next, we see the volcano. It is in the box B4.
	Slide 8:
	Next, we see the waterfall. It is in the box B3.
	Slide 9:
	Next, we see coconut trees. It is in the box A2.
	ivext, we see cocondictiees. It is in the box A2.
	Slide 10:
	Go back to the cave in box D2. We will use the bridge in box B2 and walk acros
	box C2

