



# TRUCKEE MEADOWS PARKS FOUNDATION

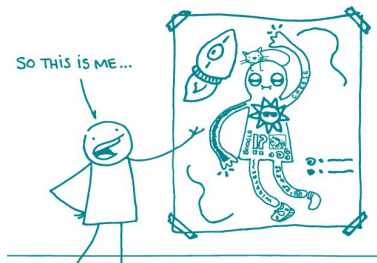
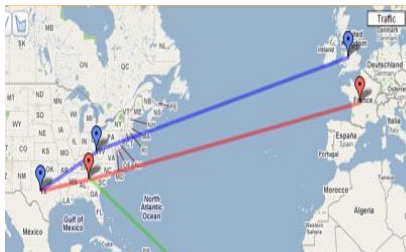
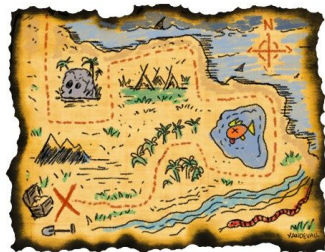
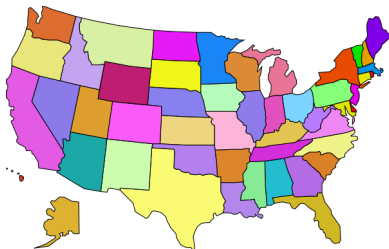
AWARENESS • APPRECIATION • STEWARDSHIP

The Student Stewards Program presents  
**Distance Learning Week 6: 3rd-5th**

## Mapping Identity

This scientific journal belongs to: \_\_\_\_\_

This week, we will use *mapping* skills to explore different aspects that influence our identity. How many different kinds of maps can you think of off the top of your head? Circle the images below that you believe represent a map of something.



If you've circled all six images, congratulations! The skill of *mapping* spans farther than simple geographical maps, though all maps involve some sort of order and organization. **Mapping** is creating a map to represent a bigger idea, concept, or area.

Let's start exploring these skills by studying different aspects of our lives!

# Me, Myself, and I

In this exercise, we are going to practice creating symbols to represent real life objects or concepts.

First, we're going to think about what makes us unique and wonderful! Below, write as many things as you can to describe who you are. Think not only about how you look, but about the things you like, what you do, etc.

"Things that you can see about me"

*Example: short, blonde, wheelchair, Nike sneakers*

"Things you can't see, but are me!"

*Example: play baseball, love video games, don't like cartoons*

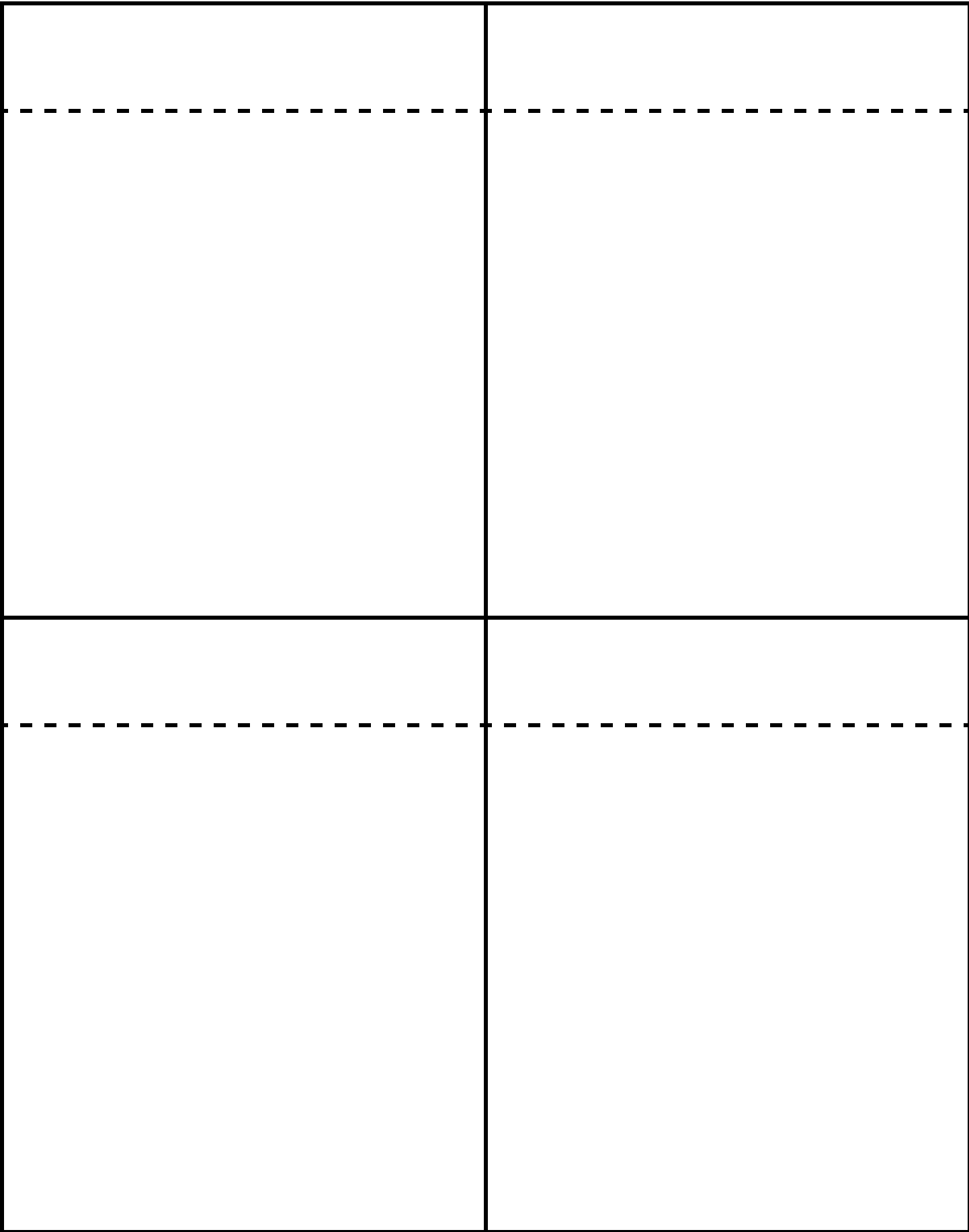
Now, circle four of the most important things from each box. On the next two pages, write one word per box. Think about that word, what it means, and how you can change it into a symbol.

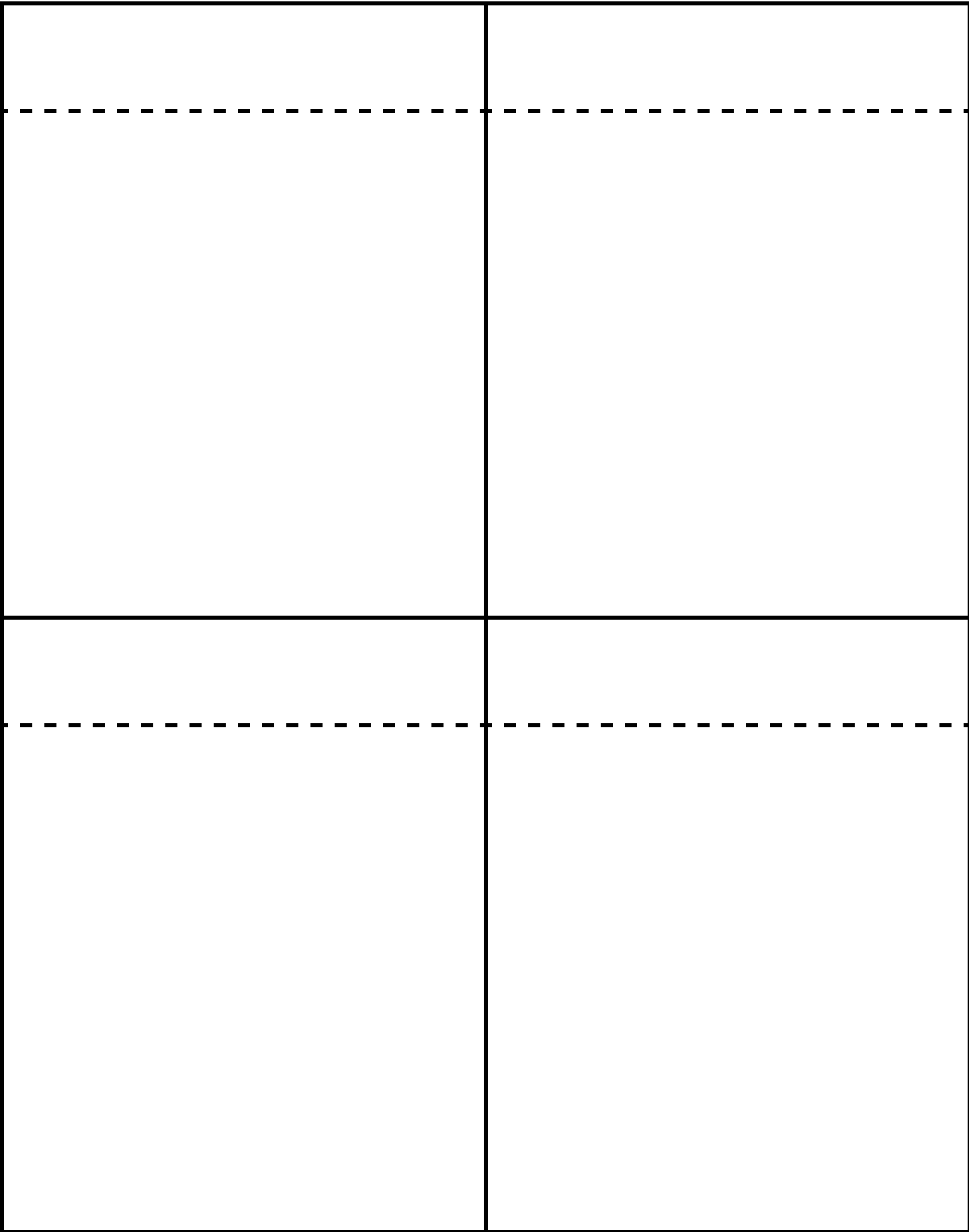
**WHEELCHAIR**



**VIDEO GAMES**

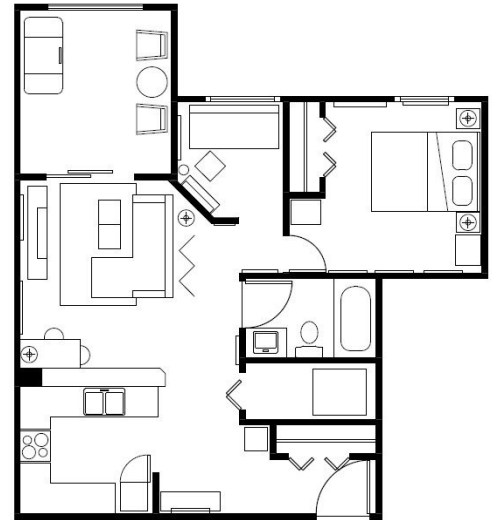






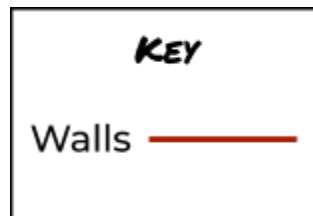
# A Place To Rest My Head

Now that we've practiced turning objects into symbols, we're going to take those skills and make a map of our house! But...what kind of map would we need? Usually, a map of a home is called a *floor plan*. If you look up floor plans online, most of them look extremely detailed and have a lot of information in them that we won't need for this exercise. The most common *floor plan maps* are those used by people trying to sell and buy houses, or by residents and emergency responders to know the best way to leave a building in case of an emergency.

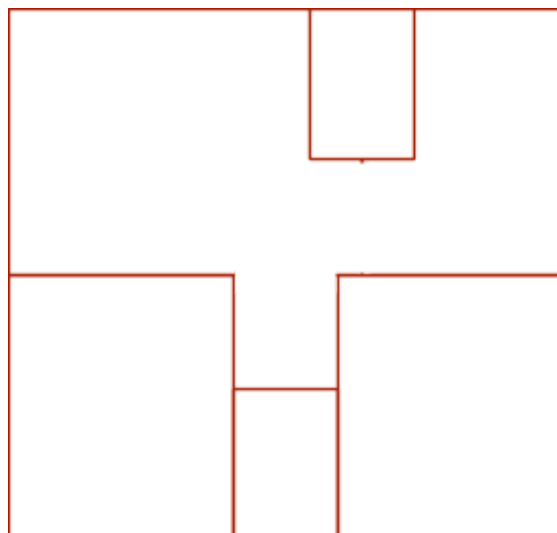


When making a map, it is important to know what information you want to share and think carefully about which symbols you use. You always want a map that is easy to understand but also has everything important in it.

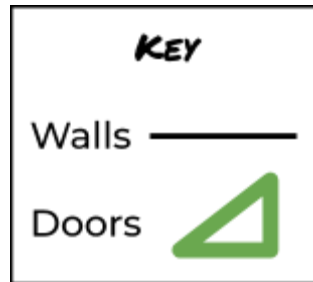
Our *floor plan map* won't be as detailed as the one above. We'll be starting simple in order to understand the basics! First, I'm going to think about my own house. The biggest borders of my map are going to be the walls, so that's the first thing that will go on my **key**. The **key** is the part of the map that will remind future-me what the symbols that present-me chooses represent. Maps use symbols or colors to represent things, and the map key explains what they mean.



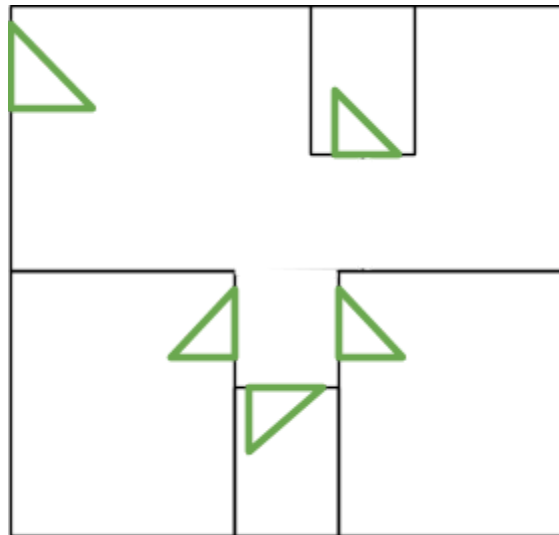
Now that I've started my **key**, I can start on the first draft of my map.



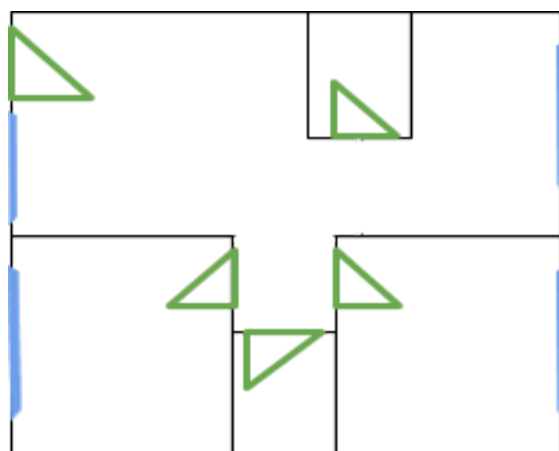
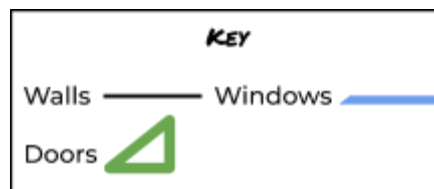
So I've got all of the main walls of my house down on paper, but it doesn't look much like a map or a floor plan yet—it just looks like a bunch of boxes. And if the lines really are all walls as the **key** suggests, then I can't get in or out of any room! So, the next thing that I am going to add are doors. Time to add that to my **key**.



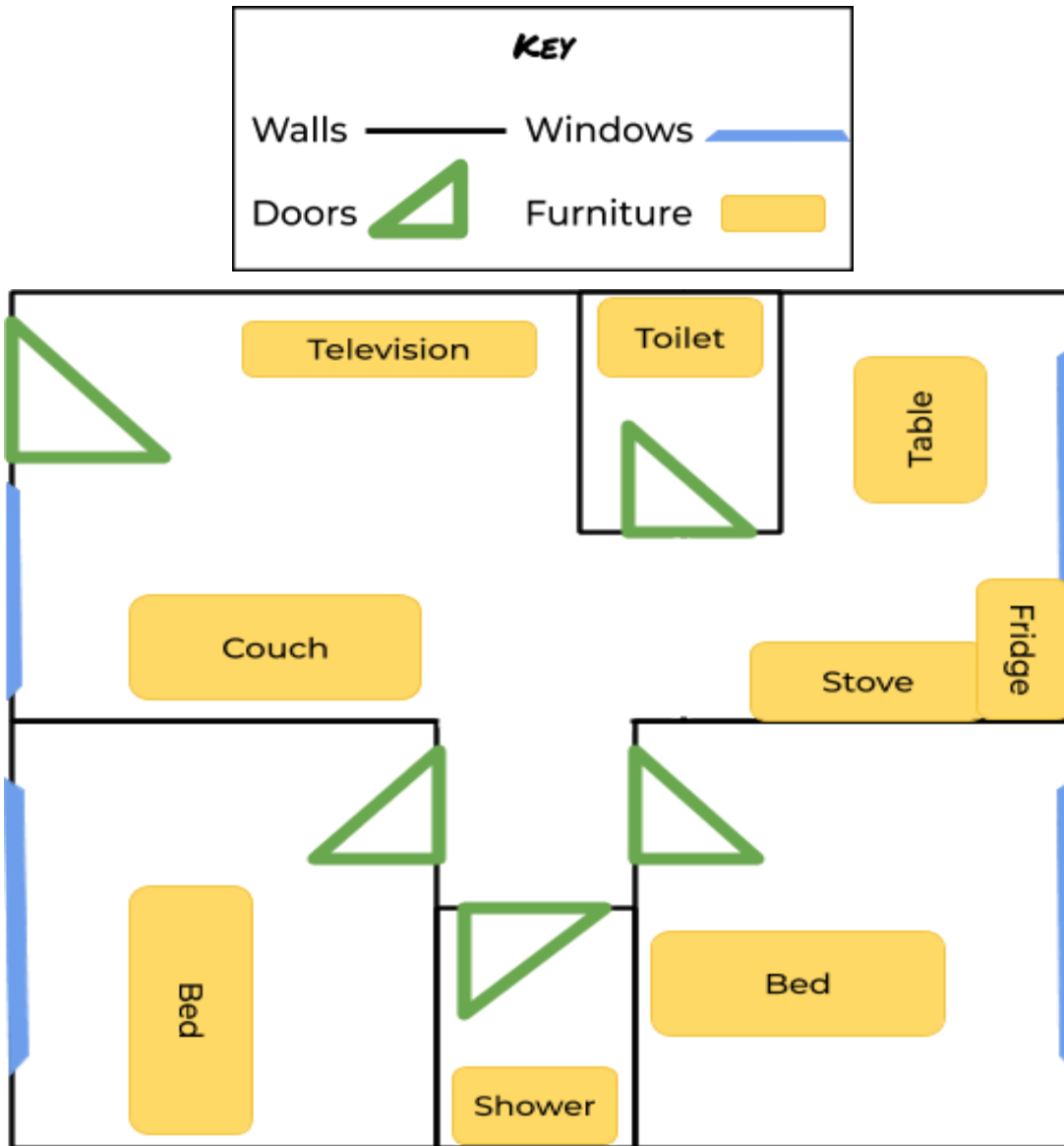
Now that I know what doors will look like on my map, I can add them to the second draft.



With the doors added to the map, I can now enter and exit the rooms. But there are still some elements missing in this draft. I have to add windows!



I'm going to add one more thing to my basic floor plan. Adding furniture will help my map have more detail and also help to show what each room is!



And there we go! We've worked through our very first map-making experience together! I've left some space below and on the next page for you to start on your very own *floor plan* map!

**KEY**

Wall

Door

Window

Furniture



# Taking it outdoors!

Let's take our map-making skills from inside our house to the wonders of the outdoors by doing a miniature *bioblitz*. But what is that? A bioblitz is an annual activity where scientists and citizen scientists work together to identify as many different species of wildlife in a single area in a short amount of time. For this activity, we will be doing a bioblitz in your own backyard, frontyard, or neighborhood park.

**Step 1:** Convert your family into a team of scientists: The purpose of the bioblitz is to get an overall idea of the landscape by exploring and counting all living things, such as plants, animals, and fungi.

**Step 2:** Before you go outside, define the area where you will look for living things. Will you search in your backyard, a field, or around your block? Even a small yard can be home to dozens of living things.

**Step 3:** Make a map of your area on the next page using the skills we learned in our previous activity. Notice that on this map we are going to be using a **compass rose**, which helps orient the map-user to which direction they should hold it by using north, south, east, and west. Use a compass or an electronic device to figure out which way is north before making your map.



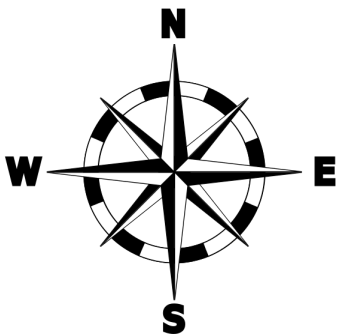
**Step 4:** Print the [Species Identification Card](#) that can be found at the bottom of this packet! Print as many copies as you want and attach them to a clipboard.

**Step 5:** Get together and go to your area of study with your map. Observe and identify all the species you can find, including birds, plants, insects, etc. It's ok if you can't figure out what something is. Describe/draw it the best you can.

**Step 6:** Discuss what you learned. For example, did you realize that humans aren't the only living things in your area? Everything we do affects our many neighbors, big and small.

*name of your area*

**KEY/LEGEND**



# Species Identification Cards

Drawing or Description:

Family:

---

Scientific Name:

---

Common Name:

---

Observation Locations:

---

Identified by:

---

Dated Observed:            /            /