

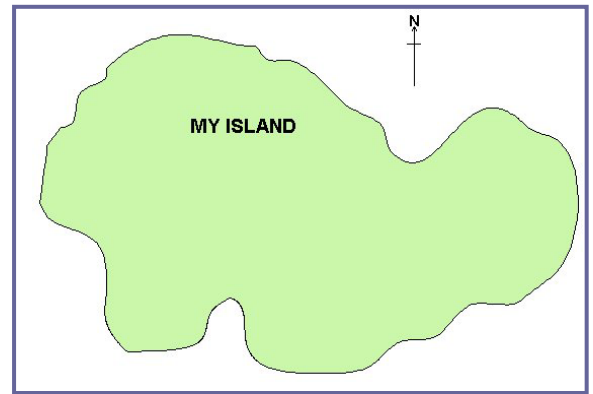
## ISLAND MAPS - AN INSTRUCTIVE GAME

Use A4 sheet Landscape.

Complete all Instructions below.

Use Ordnance Survey symbols only - 1:50,000.

Try not to use straight lines for roads.



- ✓ Draw on the sheet an ISLAND to fill most of the page (an example above).
- ✓ Put a COMPASS ROSE in a corner of the map as above.
- ✓ In the centre of the island draw a LAKE.
- ✓ From the lake draw a RIVER running south to the sea.
- ✓ Where it meets the sea draw a CHURCH with a TOWER on the east bank.
- ✓ On the far east of the island draw MIXED WOOD.
- ✓ South of the wood draw a WINDMILL.
- ✓ At the northeast point of the island draw a LIGHTHOUSE.
- ✓ Next to the lighthouse draw a HELIPORT.
- ✓ From the lighthouse draw an 'A' ROAD to finish at the church.
- ✓ At the west side of the island draw a CHURCH WITH NO TOWER next to a PUBLIC HOUSE.
- ✓ From that church draw a PUBLIC FOOTPATH to the lighthouse, along the coast.
- ✓ From the pub draw a 'B' ROAD to the church with the tower, crossing the river by a BRIDGE.
- ✓ Connect the windmill to the A road with 'B' ROAD.
- ✓ On the southwest side draw a QUARRY.
- ✓ Connect the quarry to the lighthouse with a RAILWAY with STATIONS.
- ✓ Run the RAILWAY from the quarry to the public house.
- ✓ On the west side, slightly inland, draw a CAMPSITE.
- ✓ From the lighthouse draw a BRIDLEPATH to the campsite via the lake.
- ✓ By the church with a tower put in some HOUSES, a SCHOOL and a POST OFFICE.
- ✓ Along the A road put in a TELEPHONE BOX.
- ✓ Near the lighthouse put in a VIEWPOINT.
- ✓ Draw a GOLF COURSE between the campsite and the lighthouse.

*WELL DONE - HAND SHEET IN WHEN FINISHED...*