

### OPTIONAL LESSON #5 - GIANT MAP

One effective way to teach students mapping skills such as direction and scale is to find an open stretch of pavement about 30 meters across. (try to avoid busy streets, highways, etc.) Draw a giant map using chalk and take the whole class out for a walk around the world. Mark the four directions on in chalk and assume that one step represents 100km or so and you are ready to go on tour. Students can mark on the countries and oceans with the teacher giving guidance. (Giant coloured chalk specially made for outdoor use works well for this activity)



### OPTIONAL LESSON #6 - EXPLORER BOOKS

Most school libraries contain a number of pertinent non-fiction books as well as novels suitable for middle years students. The books can be brought into the classroom for the duration of the unit serving as resources for pictures and information. These include:

- 1) *Great Adventurers That Changed the World*, (Readers Digest, 910.9)
- 2) *Great Explorers* (Roderic Owen, 910.922)
- 3) *The Story of Canada* (J. Moore, 971)

Suitable historical novels (most of which are from the “Great Stories of Canada Series”) give an accurate yet interesting account of many explorers important to Canada. The books were first published in the sixties and are designed with young readers in mind.

- 1) *Bay Of The North: The Story of Radisson* (R. Syme, jb rad)
- 2) *Runner of the Woods: The Story of Young Radisson* (C.T. Ritchie, jb rad)
- 3) *Mutiny In the Bay: Henry Hudson’s Last Voyage* (R.S. Lambert, j 910.453)
- 4) *Man From St. Malo: The Story of Jacques Cartier* (R. Ferguson, jb car)
- 5) *Adventurers From The Bay: Kelsey, Radisson, Hearne* (C. Wilson, j 971.2)
- 6) *The Map-Maker: David Thompson* ( K.Wood, jb tho)
- 7) *Captain of the Discovery: George Vancouver*, (R. Haig-Brown, jb van)

### OPTIONAL LESSON #7 - EXPLORERS MEMORY GAME

This common memory game can be easily adapted to an explorers theme. Students sit in a circle. One person begins by saying “I am going on a sailing ship and I’m taking a box of oranges.” The second person continues by first repeating what the previous student said and then adding something new to the list. “I’m going on a sailing ship and I’m taking a box of oranges and a guitar.” This game can be adapted to the **Space Colony** Activity by changing the beginning to “I’m going to a new planet and I’m going to take along a ...”

