Map Code Quest

Students build a letter-symbol map key, then use it to choose map features.

1.SS.2.1.a "using basic map symbols, including references to land, water, cities, and roads;"

NAME _____ DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 MAKE A KEY

L	•	•	**city**
W	•	•	**land**
C	•	•	**road**
R	•	•	**water**

2 USE THE KEY

a	**C**	**W**	**L**
b	**C**	**L**	**R**

ANSWER KEY

Map Code Quest

GRADE 1 · 1.SS.2.1.a

HOW TO RUN THIS PAGE

Read the directions and map words aloud. Students match four letter symbols to the features they represent, then use the key to choose symbols for two map searches.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 · MAKE A KEY

SAY "A map key tells us what a symbol means. On a different map, a star might mark a special place. On this map, each symbol is the first letter of a map word. Can you draw a line from each letter to the word it stands for?"

- **L** matches **land**
- **W** matches **water**
- **C** matches **city**
- **R** matches **road**

PART 2 · USE THE KEY

SAY "Look at the map key you made. I will read each question. Circle the letter symbol you would look for on the map."

ROW	SAY	STUDENTS CIRCLE
a	You want to find water on the map. Which symbol would you look for?	**W**
b	You want to follow a road to the city. Which symbol would show the road?	**R**

WHAT TO ACCEPT

Match L to land, W to water, C to city, and R to road. Circle W in the first row and R in the second; record any support separately.