

Lesson:

Sequence

1. The Discovery

Introduce the concept of 'Anywhere Island' to the children - Whilst out exploring, they have come across an uninhabited and undiscovered island, which they can now claim as their own kingdom!

Where in the world would they want their island to be?

Use atlases, globes or interactive maps on the Internet to decide upon a position that they can mark with an 'x' on their [Island Design Sheet](#). Encourage the children to use geographical terms to add sentences to describe their chosen location on their sheets:

- Which sea or ocean does your island lay in?
- Is it in the Southern or Northern Hemisphere?
- Which countries and other islands are closest to it? How close?
- (Encourage use of scale on maps and atlases)
- Which continent may claim it?

Show the example maps on the [Presentation](#). Discuss landmarks shown on maps - what would they like to add to their island? Why? Give the children time to complete their designs - add a name for their island and some of its main landmarks.

Once completed, the children can work with a talk partner to discuss their designs, or you may want to lead a whole-class discussion.

- What landmarks have you added to your island?
- What are the co-ordinates of a specific landmark?
- What is your most southerly landmark?
- Can you work out the total area of your island?