

MAPS FOR NEW FRIENDS – EXPLORERS OF THE SDGS

KEY OBJECTIVES

1. Explore the Sustainable Development Goals with young children
2. This activity aim to inspire a hopeful, positive outlook on our world and encourage children to make a positive contribution to their community.
3. Create maps for new friends to communicate directions and information.

INTRODUCTION

In this activity children will design a map, thinking about the world from other people's points of view. Maps can represent your home, classroom or local community. You can vary the complexity depending on the area you decide to map.

GUIDING QUESTIONS

1. How can we help new friends find their way?
2. What are the Global Goals or also called Sustainable Development Goals?
3. What are our basic needs?
4. What is a 'goal'?
5. What is a 'to-do list'?

MATERIALS

- Big paper for your main map
- Notebooks/paper for taking notes and
- Example maps
- Pens/pencils/markers
- Sticky notes/plain stickers to write on

TASKS

You can download all activities files from the following link:

<https://worldslargestlesson.globalgoals.org/explorers-for-the-global-goals/activities/>

1. PLAN

Today you are going to create a special map that could be used to help new friends find their way. Ask children to share their understanding and experience of maps, including examples. Decide on an area to map. It could be in your home, classroom, garden or local community. Decide who your map will be for – it could be a friend, relative or toy. What kinds of things would be helpful for them on a map?

2. PREPARE

On your own, create practice maps of the area using your memory/imagination. For younger children you might want to just draw the space you are in. Older children could draw a bigger, more complex area. These maps should be as detailed as possible including landmarks like corridors, doorways, room names, paths, obstacles etc. Share your work with each other to compare. What is similar about what you've drawn and what is different? Identify useful parts of each map, including the overall presentation and any specific details. Then go on a discovery walk to explore the space and think about what your final map. Draw pictures/symbols onto sticky notes to add to the big map later.

3. MAKE

Now you've prepared it's time to create your big map. Remind children that the map is supposed to be helpful for a new visitor. Sketch out the overall area first and then add the specific elements one by one. Encourage children to use drawings/symbols instead of words, so that someone could use the map even if they could not read, or speak the same language.

CONNECTION TO SDGS



TOPICS

EMPATHY CURIOSITY PROBLEM SOLVING
CREATIVITY COMMUNICATION

CROSS LINKS

All SDGs

KEYWORDS

PEACE HOME COMMUNITY NATURE

LEVEL

Early Learner

RESOURCE TYPE

GAME

INTENDED AUDIENCE SIZE

10-15 students

MODE OF DELIVERY

Classroom

TIME FOR ACTIVITY

Flexible - a simple map of a familiar area will take one hour, or you can spend a whole day exploring and mapping a new, more complex area.

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FOSTERING DISCUSSION

When you are happy, pause to reflect. Does it work for your newcomer? Imagine how they would use the map to go on a journey. Pick a starting point and a destination, and trace their journey. What about someone from a different country? How might they feel coming to this area? How might a map help them feel better? You can make your map more welcoming by decorating it or writing a nice message. What if our new friend cannot read, or cannot speak our language? Would they find the map useful? Keep adding to the map until you are happy. Have students swap maps and try and use them - does it work the way you expected - what was surprising, what might you change, add, remove.

SAFETY INSTRUCTIONS

None

POSSIBLE EXTENSIONS

Have a look at some other maps you have in your home or online. Compare it to the map you've made and think about the questions from your reflection stage. Then look at your Global Goals poster. Can you see any of the icons on your map? What do you think they are showing? Are there any you could add to your own map?

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