

Anywhere Island



twinkl

Project Pack: Anywhere Island

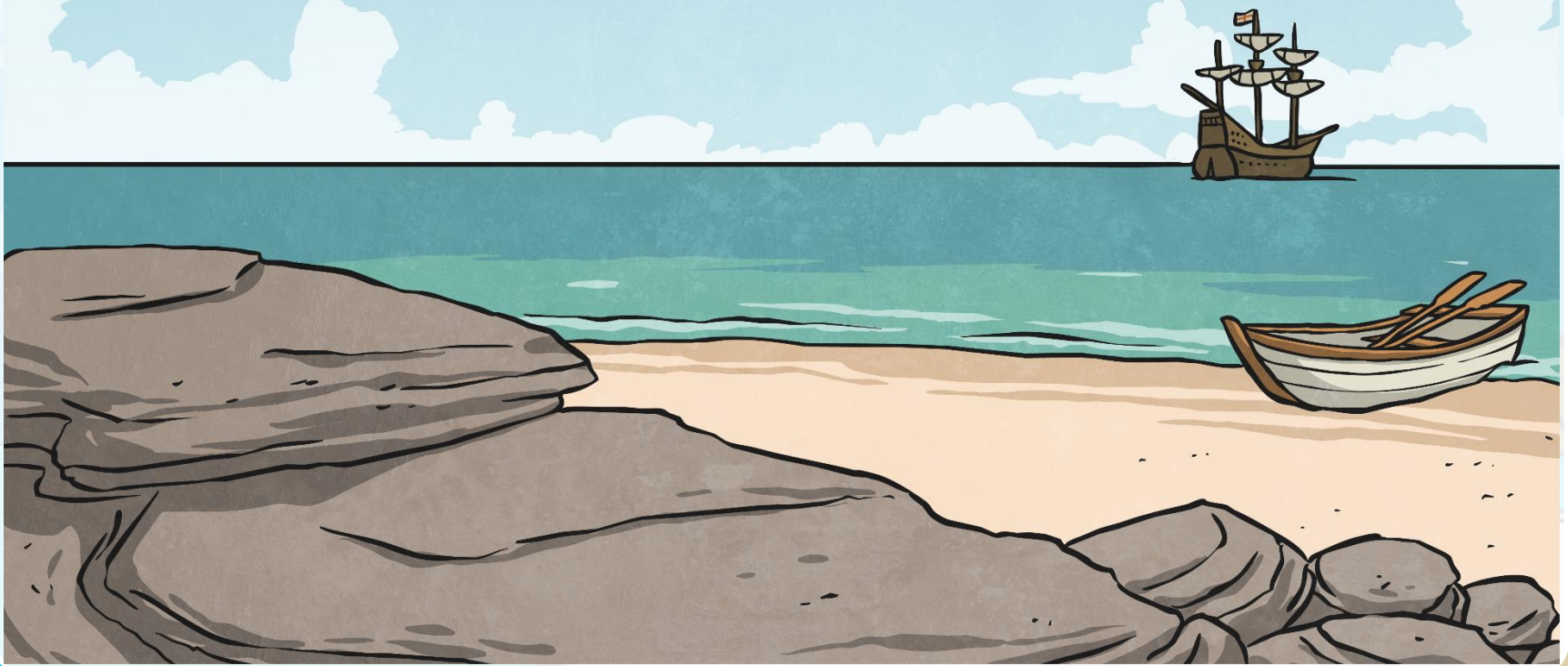
During this project you will:

- develop your problem-solving and creative thinking skills;
- make decisions and choices;
- use a range of geographical skills;
- discuss your opinions on important issues;
- let your imagination run wild and;
- Have fun!



Lesson 1: The Discovery

Whilst out exploring, you have found an uninhabited, undiscovered island, which you can now claim as your own kingdom!



Where in the World Are You?

So where were you sailing when you made this astonishing discovery?

Where in the world would you like your island to be?

Use atlases, globes or interactive maps on the internet, to decide where you'd like your newly discovered island to be.

- 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?
- Which Continent may claim it?



X Marks the Spot!

Mark an **x** on your world map to show where your island is located.



Which countries and other islands are closest to it?
How close?

The Location of My Island

e.g.

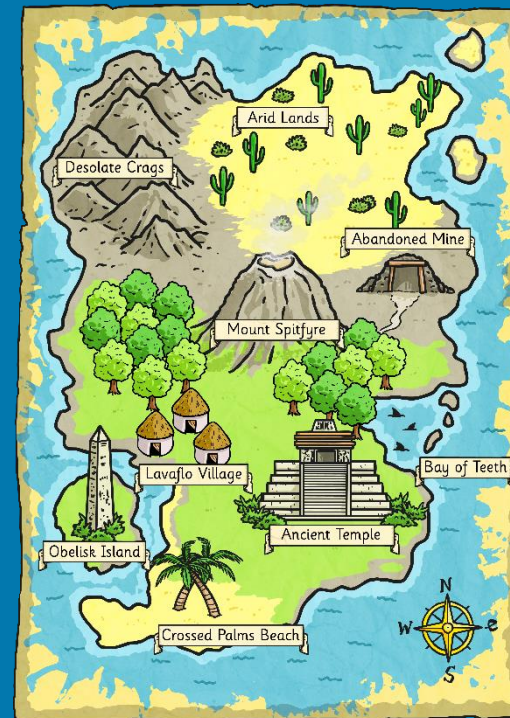
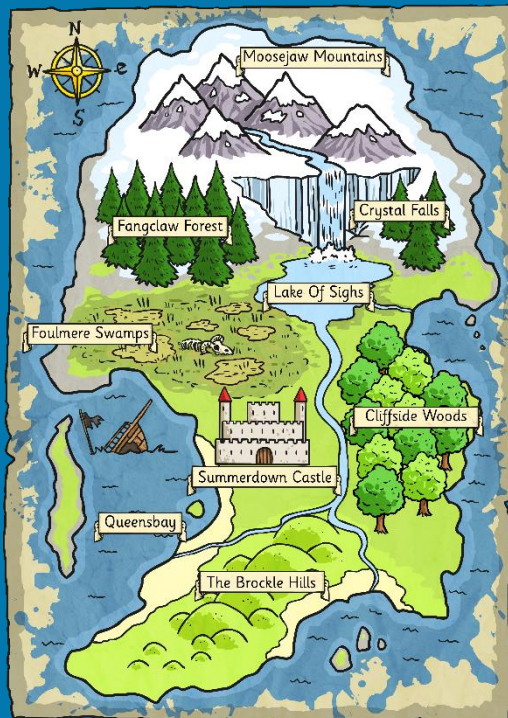
My island lays just off the west coast of...

To the south of my island is the country of...

It is in the _____
ocean/sea.

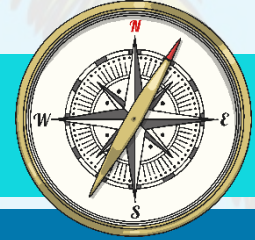
Designing Your Island

Now is your chance to design your island.
What will it be called? What geographical features will it have?
Look at these maps for some inspiration...



Your Anywhere Island

Discuss these questions with a partner.



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?

