

Museum Learning Program

Year 3 Mapping Wireless Hill

Rationale

The Year 3 Geography and Mathematics program delivered at Wireless Hill Park gives the students an opportunity to develop their understanding and application of skills and application of skills, including, analysing, evaluating and reflecting.

The Wireless Hill Parkland surrounds contains numerous landmarks and features which lend themselves to creating a small scale map. The Mapping Wireless Hill Program allows students *to create and interpret simple grid map and identify symmetry in the environment.*

Students will be given the *opportunity to process information and collect data, sort and record selected data and create and interpret simple grid maps.* These concepts may be investigated within a particular historical context to facilitate an understanding of the past and to provide a focus for historical inquiries while at Wireless Hill Park.

On the day, students will collect and record data from around the parkland, then create a graph from their data. The student will explore the park and its features then create a simple grid map and grid references to reflect the layout of the area. Students will complete a worksheet identifying the symmetric of the landmarks, comment on direction and reflect on the changing uses of the area over time.

Links to the Australian Curriculum

Year 3 Geography and Mathematics - Mapping Wireless Hill Program is directly linked to the Australian Curriculum:

Mathematics – Year 3
Measurement and Geometry - Location and Transformation
Create and interpret simple grid maps to show position and pathways. (ACMMG065)
Identify symmetry in the environment. (ACMMG066)

**Statistics and Probability –
Data Representation and Interpretation**

Collect data, organize into categories and create displays using lists, tables, picture graphs and simple column graphs, with and without the use of digital technologies.
(ACMSP069)

Humanities and Social Sciences Skills

Analysing:

Translate collected information and/or data into different formats (eg create a timeline, change data into a table and/or graph)

Cross curriculum priorities

Aboriginal and Torres Strait Islander histories and culture

Asia, and Australia's engagement with Asia

Sustainability

General Capabilities

Literacy

Numeracy

ICT capability

Critical and creative thinking

Personal and social capability

Ethical understanding

Intercultural understanding

What needs to be done before the museum visit

The museum visit will be more powerful if students have a prior understanding direction, tallying and grid maps.

You might also like to familiarise them with some of the terminology used on the day.

Vocabulary list

North	East	South
West	Legend/key	Grid reference
Compass	Wireless	Direction

After your visit

After their visit to the Wireless Hill Museum the students can continue creating maps.

Suggested activity:

- Ask students to create their own pirate treasure grid map and write a series of instructions to follow in order to find the treasure.



- Find aerial maps on Google Earth and explore the symmetry of a range of landmarks.
- Locate a nautical map, explore use of grids in this map type.

Focus questions:

- Why are maps important? Who would use a map and why?
- What technology is beginning to replace physical maps? What are the advantages and disadvantages to this technology? What are the advantages and disadvantages to physical maps?