Build a Town!

Follow the instructions on the next page to build your own town.

Town Name: _________________________________________

Key:
- train station
- house
- ice cream shop
- police station
- pier
- lighthouse
- beach
- school
- playground
- pizza shop
- hospital
- forest
- campground
- bridge
**Step 1: Design your town!**

Draw symbols on your map. Think carefully about the best place for each building/feature. Make sure your town has everything listed in the key!

There is space in the Key to include a couple of features not listed!

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**Part 2: Describe the layout of your town.**

What is located at each of the following grid references?

J4: _______________  F12: _______________  K2: _______________

Describe the location of the following features using grid reference coordinates:

- The ice cream shop: ________
- The school: ________
- The campground: ________
- The hospital: ________
- The police station: ________
- The pizza shop: ________

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**Part 3: Explain your town’s design.**

Explain why you chose the location for the following features using grid reference coordinates:

I placed the **playground** at ________ because:

I placed the **lighthouse** at ________ because:

I placed the ______________ at ________ because:

The people of your town want another **bridge**. Describe where you would put it and explain why you would put it there.