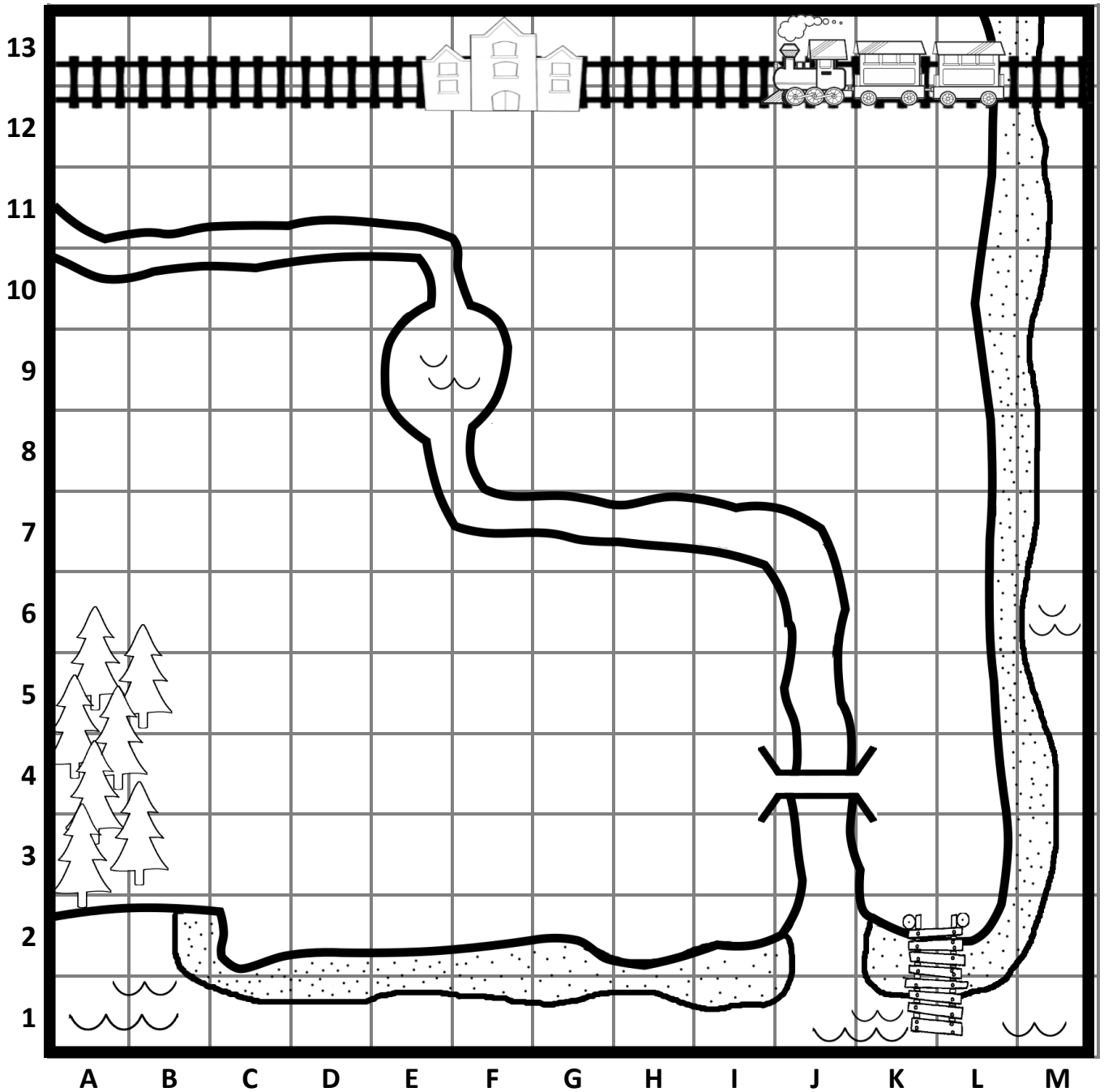


Build a Town!

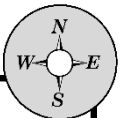
Follow the instructions on the next page to build your own town.

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!

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: _____

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.