

Planet name:

Key:

- =
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- =

Information

Hazards:

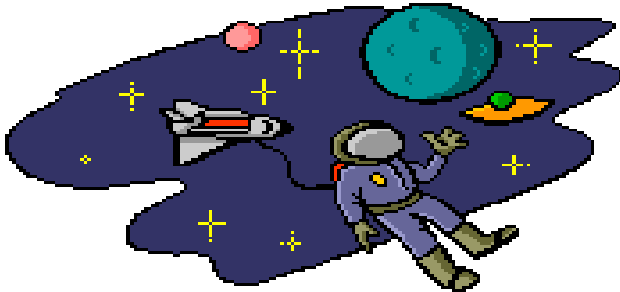
Size:

of moons:

Climate:

Other:

A World Imagined



Pretend you are the Leader of a group of people who are colonizing a new planet far away from Earth. The planet is in a different solar system and it has air and water to support human life. This world has is very different from Earth. You are going to create a new world, I want you to make it as wild or strange as you can imagine. It is important that you make your new planet different and do not make exact copies of places from our world, fiction or your fellow students. Today you are going to create a map of this world, but to do that we have to review a few things.

CONTINENT: Continents are the main land masses of your planet, continents on earth include Africa, Antarctica, Asia, Australia, Europe, North America, and South America. You will be drawing continents on your planet, they can be shaped however you want.

WHAT IS A MAP KEY (LEGEND): A map key is found on a map usually in a box on the map that has translation of the icons or colors on the map (city population, state highway & interstate highway icons). For example, the "star" on most maps means state/country capitals.

Hazards- Earthquakes, tornados, blizzards, hurricanes, volcanic eruptions are just some of the examples of hazards that are on Earth. On your planet I encourage you to invent new or even weird hazards whether they be cheese blizzards, dangerous alien creatures the important thing is that you use your imagination. Keep in mind that later you have to design the buildings in your colony to withstand the hazard.

Size- For size write, smaller, same size or larger than Earth. Smaller planets usually have lower gravity (Things would be lighter) and larger planets have higher gravity (things are heavier).

of Moons- For this just write how many moons, you can name them also. Keep in mind moons gravity effect the tides of any oceans or seas you have on your planet so if you have allot the tides can be crazy.

Climate- Climate is the Weather conditions, including temperature, precipitation, and wind, that characteristically prevail in a particular region. This statistic will also affect how you design your building. Examples of climate types would be tropical, desert, artic...

Procedures:

- Design a map of your imaginary world, starting with landmasses continents and islands.
- Fill the map key with symbols or colors that you will use to identify areas on your maps thenFill the entire map with symbols or colors.
- Fill out the information area of the map key.