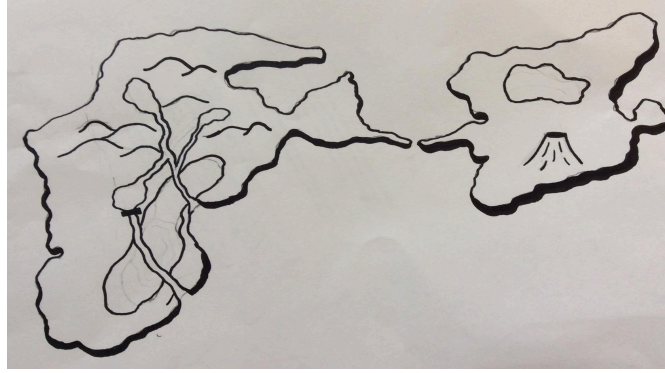


Map Scales



As you move towards adding population centers to your dystopian worlds you will need to have a better understanding of just how much land you are dealing with. You have all stated your total area in square miles, but do you know the approximate size of each biome? How long your river is? The total length and width of your landmass? Let's figure it out...

1. Types of Scales: In what ways are scales most commonly represented on maps?

- a. In pairs, find and save to photos 8 different scaled maps that you can find online
- b. Look at the scales on your 8 map examples and find commonalities. You will need to share out at least two different ways that a map scale can be represented.

[Class discussion and Slides](#)

2. Backwards Scaling: Generally a scale is determined before a map is even drawn, but because you already have a map and a total area for your landmass we are going to do this backwards.

- a. Have one person from each project group draw a 1inch x 1inch grid on your "peopling" map (the map you worked with in IT on Tuesday). The rest of the group will work through some example calculations with Ms. Dossat
- b. As best you can, count how many squares your landmass covers. Write this number on the back of your map in the top left hand corner.
- c. Calculate how many miles are represented by one inch on your map.

3. Add a Bar Scale and Grid Labels to Your Map

- a. Have one person draw a neat and precise bar scale on your map. The rest of the group should help by looking for examples of ways bar scales are represented on actual maps.
- b. Add grid labels to your map: Label the bottom grids with letters and the side grids with numbers. UNLIKE labeling axes on a graph, place you labels in the middle of each grid (example follows)

