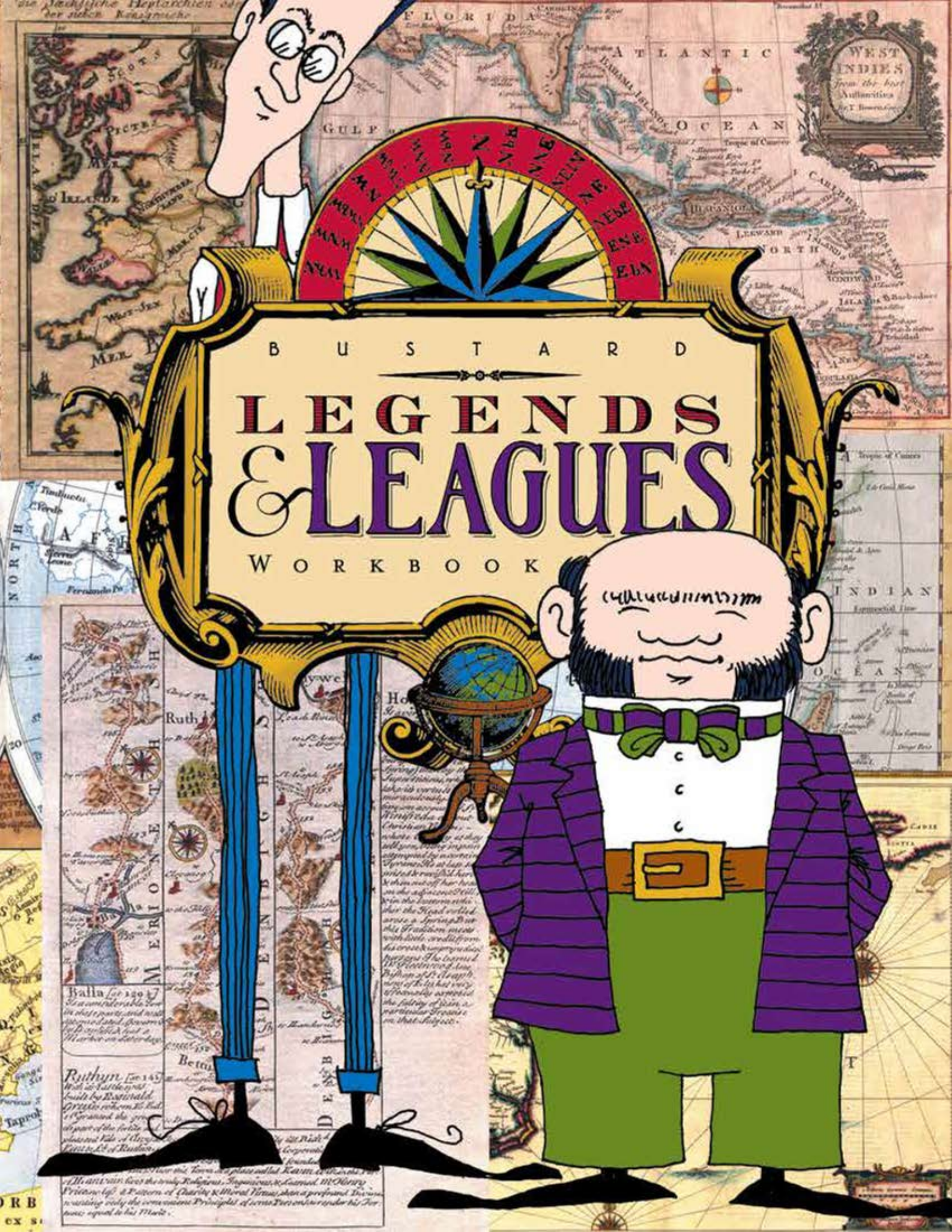


LEGENDS & LEAGUES





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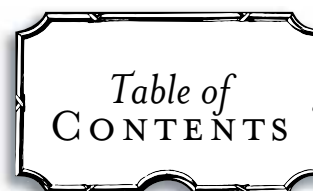


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LEGENDS & LEAGUES



After reading the book *Legends & Leagues, or How Mr. Tardy Gets from Here to There*, complete this workbook. Each project is linked to the book with page numbers (in the upper right hand corner) to aid the teacher in explaining the concepts. This program can be used as a unit study or stretched out over a year, doing one project a week while singing the song as part of your regular Memory Time. We also recommend using Audio Memory's *Geography Songs* and *States & Capitals* to memorize the states and countries.

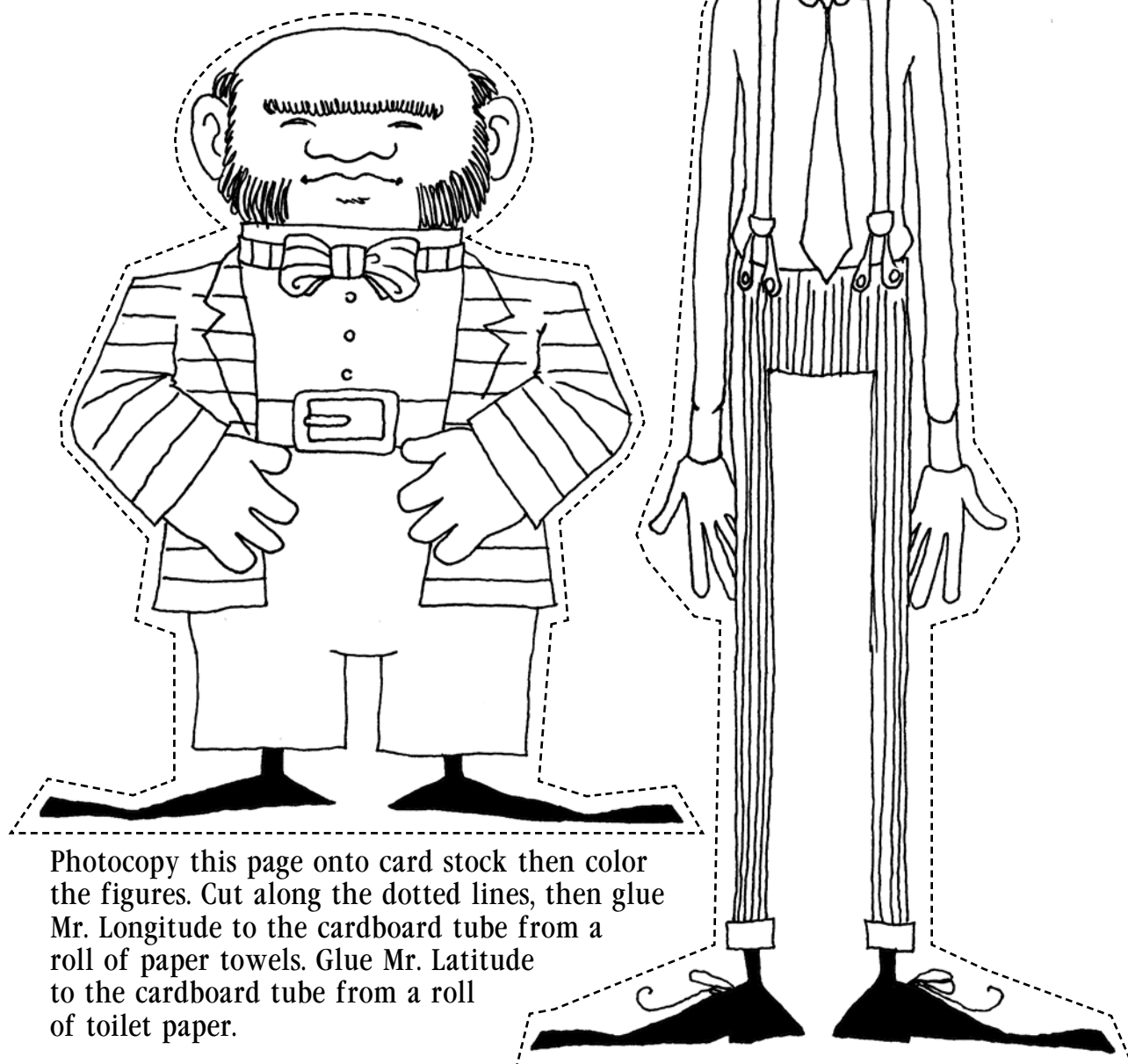
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LEGENDS & LEAGUES

Make Paper
DOLLS

PAGE 4

*"Allow me to introduce myself—I am Mr. Longitude,
and my wide friend here is Mr. Latitude."*



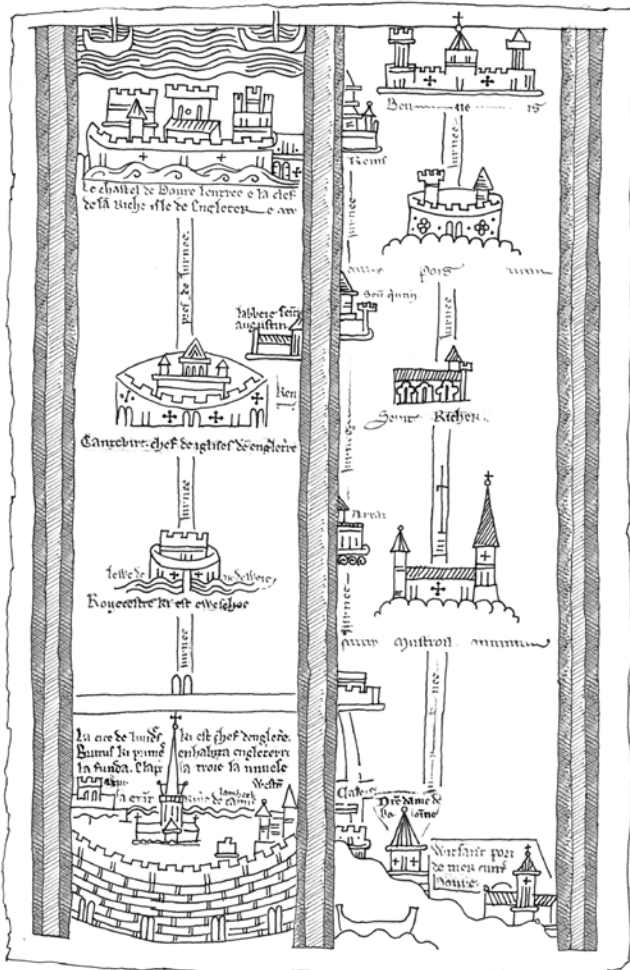
Photocopy this page onto card stock then color the figures. Cut along the dotted lines, then glue Mr. Longitude to the cardboard tube from a roll of paper towels. Glue Mr. Latitude to the cardboard tube from a roll of toilet paper.



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Making a STRIP MAP

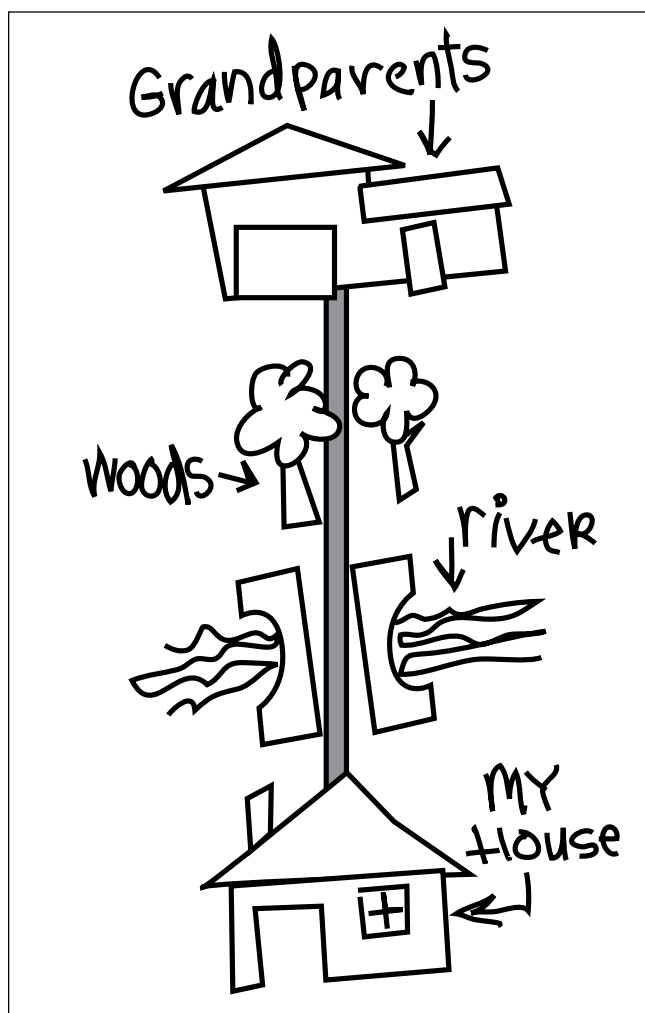
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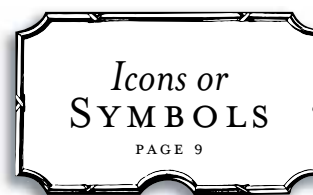
If you look carefully on the walls of the office where the story occurs, you will find a 13th-century strip map that shows the way from London to Dover Castle, and over the English Channel to some towns in France.

Strip maps have been used for a very long time. They were used in ancient Egypt; the Romans used them; and the Chinese used strip maps made on silk. In 1259 A.D. a monk drew up the *Chronica Majora*, a strip map that showed the way from his home in London to Jerusalem. Nowadays, automobile associations and websites make custom strip maps for modern day travellers.

In this project we will make a strip map because it is a very basic map. Have the students draw pictures of their homes, their grandparents' homes and things they see on their way to visit their grandparents. Cut these out and glue them onto a piece of paper laid out vertically in the order that they are encountered. Begin at the bottom and end with the grandparent's house at the top of the page—as shown in the example below.



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"Maps are useful things that have the big things around us drawn in small, simple pictures."

A map is a picture to help you get from Here to There. Below are small pictures that are made to make you think of the real thing that they represent. They are called symbols and can be found on maps, signs and other places where people need direction. Draw a line from the symbol to the word it represents.



hospital

stairway



airport

school



no parking

barbershop



marina

trash



handicap access

church



restrooms

information



telephone

elevator



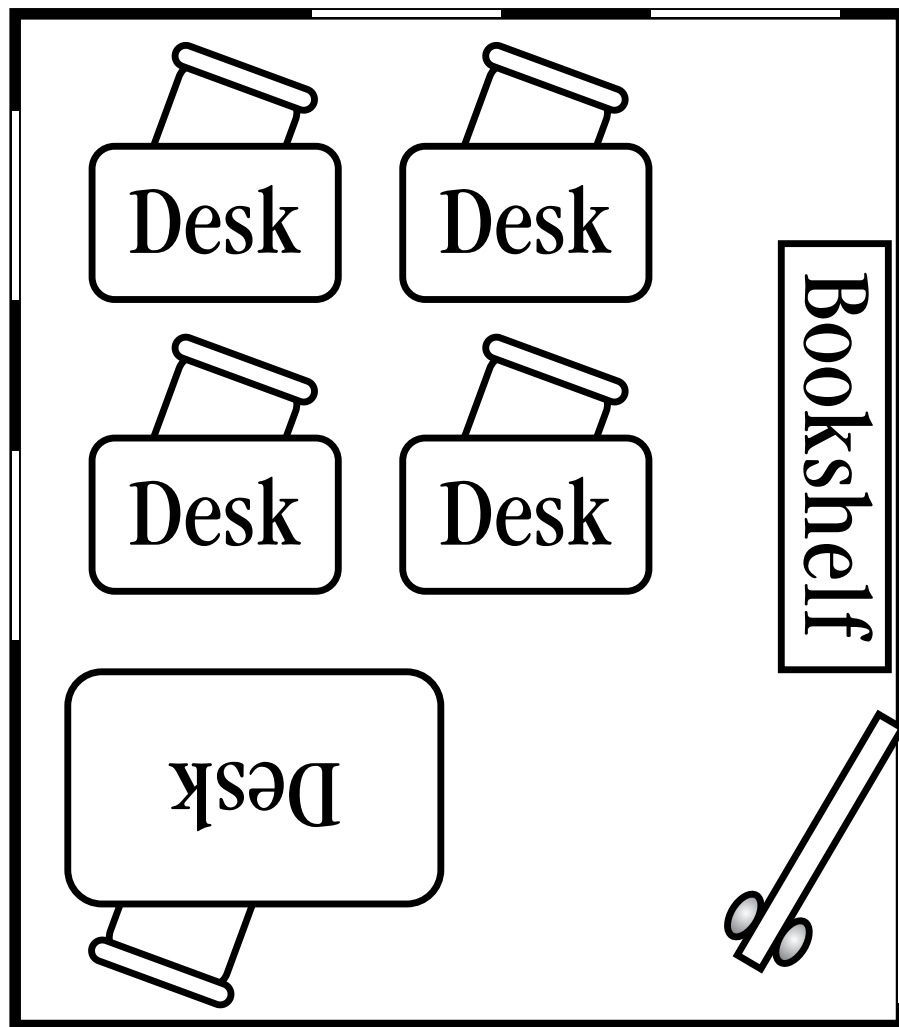
food

subway



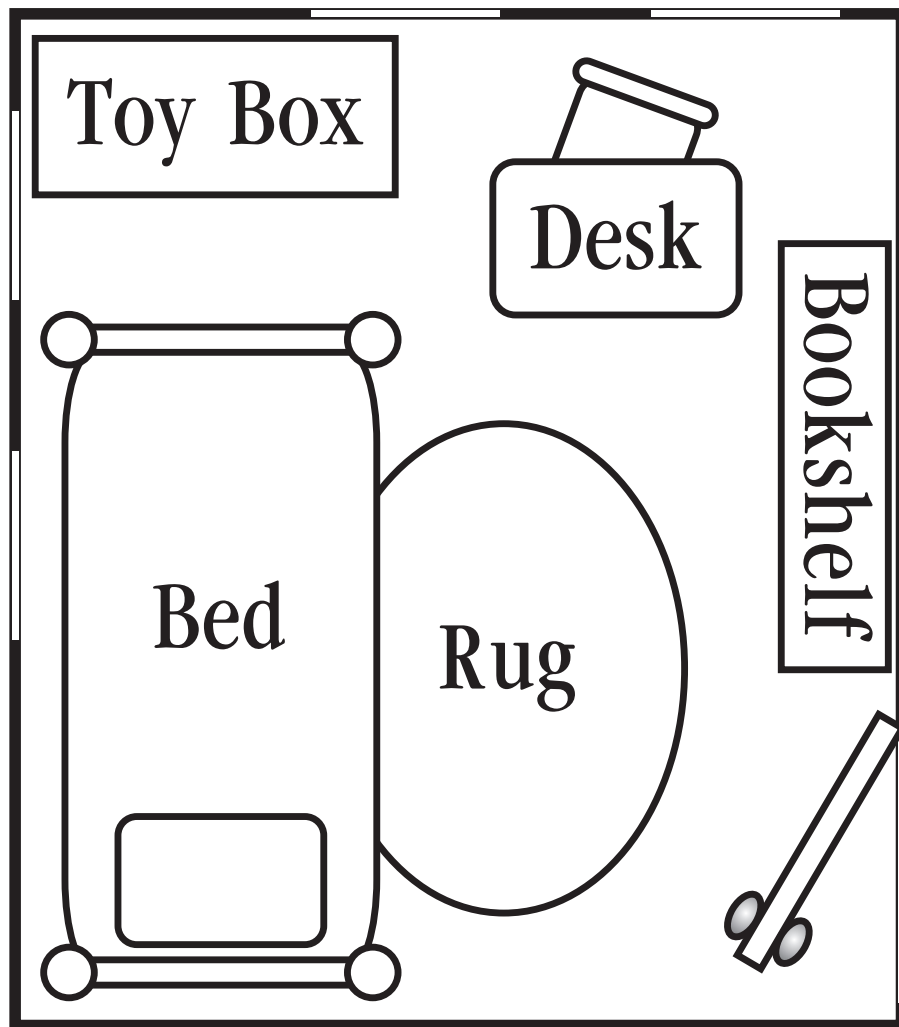
“There are big maps and little maps, flat maps and round maps. There are city maps and country maps, maps with words and maps with symbols. And there have even been woven and carved maps.”

Review the maps on this page and the next, then make a similar map of your classroom or bedroom on another piece of paper or the space provided on page 10. This map you make will be looking at the room as you never have before, from the point of view of a fly walking on the ceiling. After making the map, think of other maps you can make (of your school desk,

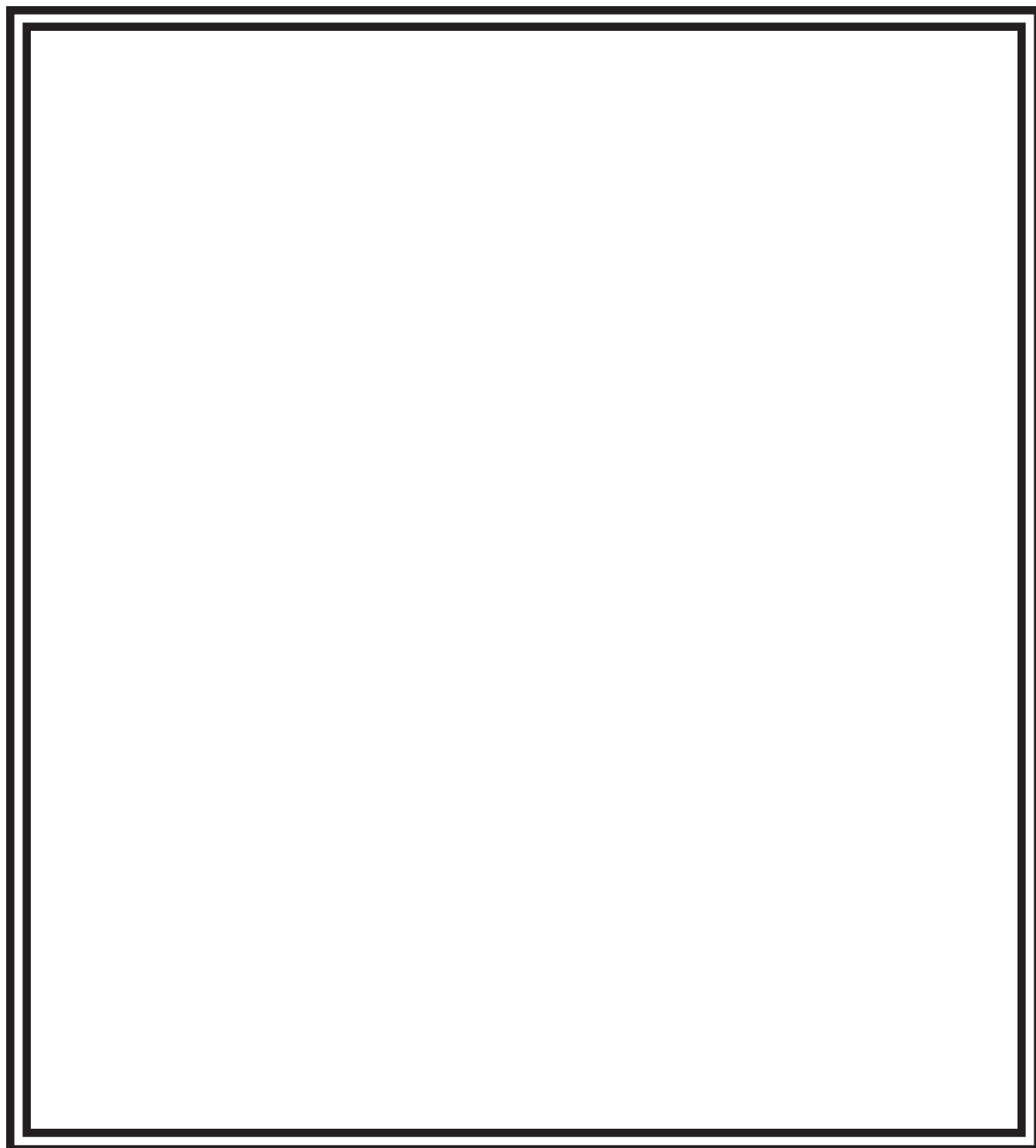


home, block, local grocery store, etc.) and what materials you can use to make the map (Wikki Stix™, pipe cleaners, construction paper, straws, etc.). Remember that Mr. Latitude on page 12 held a woven map of sticks and shells like those that sailors made in the Marshall Islands in the Pacific Ocean over 500 years ago. These maps used sticks to show ocean currents and the shells attached to them represented the islands they were sailing to. On page 13 Mr. Longitude held a wooden map like the ones that the people of Greenland and Canada carved of the coastlines to help them when hunting and fishing.

Another fun project for an entire class would be to make a map that shows where each student lives, then travel to each house on a field trip for snacks and games at each stop.



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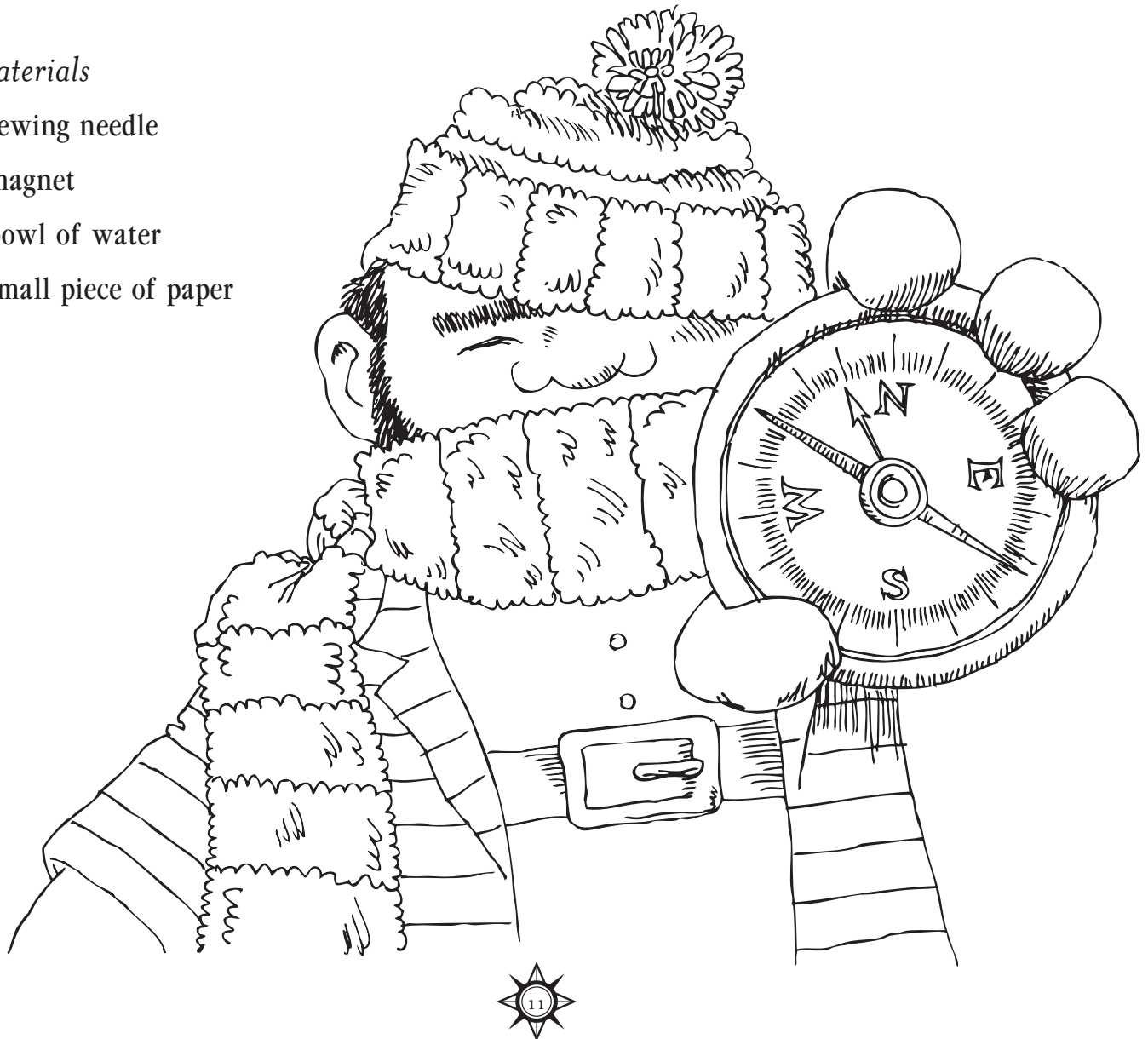


“Most maps have something called a compass drawn on them that shows direction and has at least four points showing which way is North, South, East and West,” instructed Mr. Latitude.

Stroke the eye of a needle across a magnet sixty times, going in the same direction each time. Place a small piece of paper on top of water. Set the needle on top of the paper and gently move the paper to cause it to spin slightly. Make sure there is no metal nearby and that the magnet used to magnetize the needle is away from the bowl. When the needle and paper have stopped moving, the sharp end of the needle will be pointing north.

Materials

- 1 sewing needle
- 1 magnet
- 1 bowl of water
- 1 small piece of paper



LEGENDS & LEAGUES

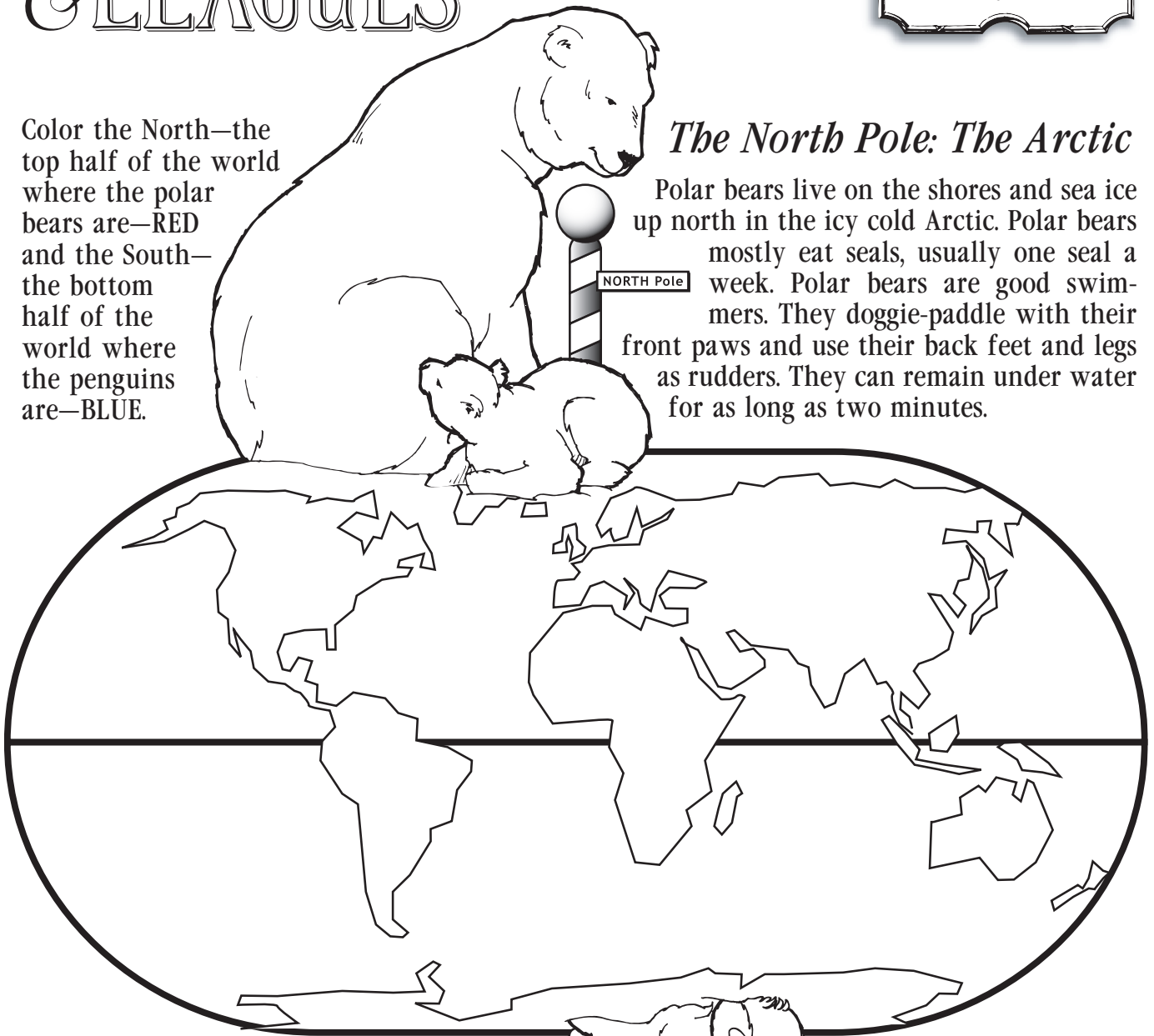
Polar Bears & PENGUINS

PAGE 14

Color the North—the top half of the world where the polar bears are—RED and the South—the bottom half of the world where the penguins are—BLUE.

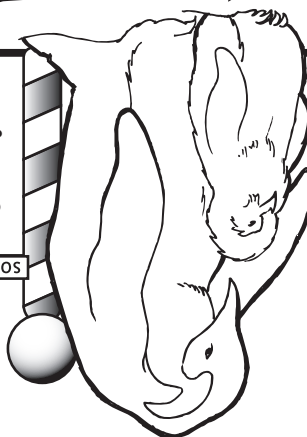
The North Pole: The Arctic

Polar bears live on the shores and sea ice up north in the icy cold Arctic. Polar bears mostly eat seals, usually one seal a week. Polar bears are good swimmers. They doggie-paddle with their front paws and use their back feet and legs as rudders. They can remain under water for as long as two minutes.



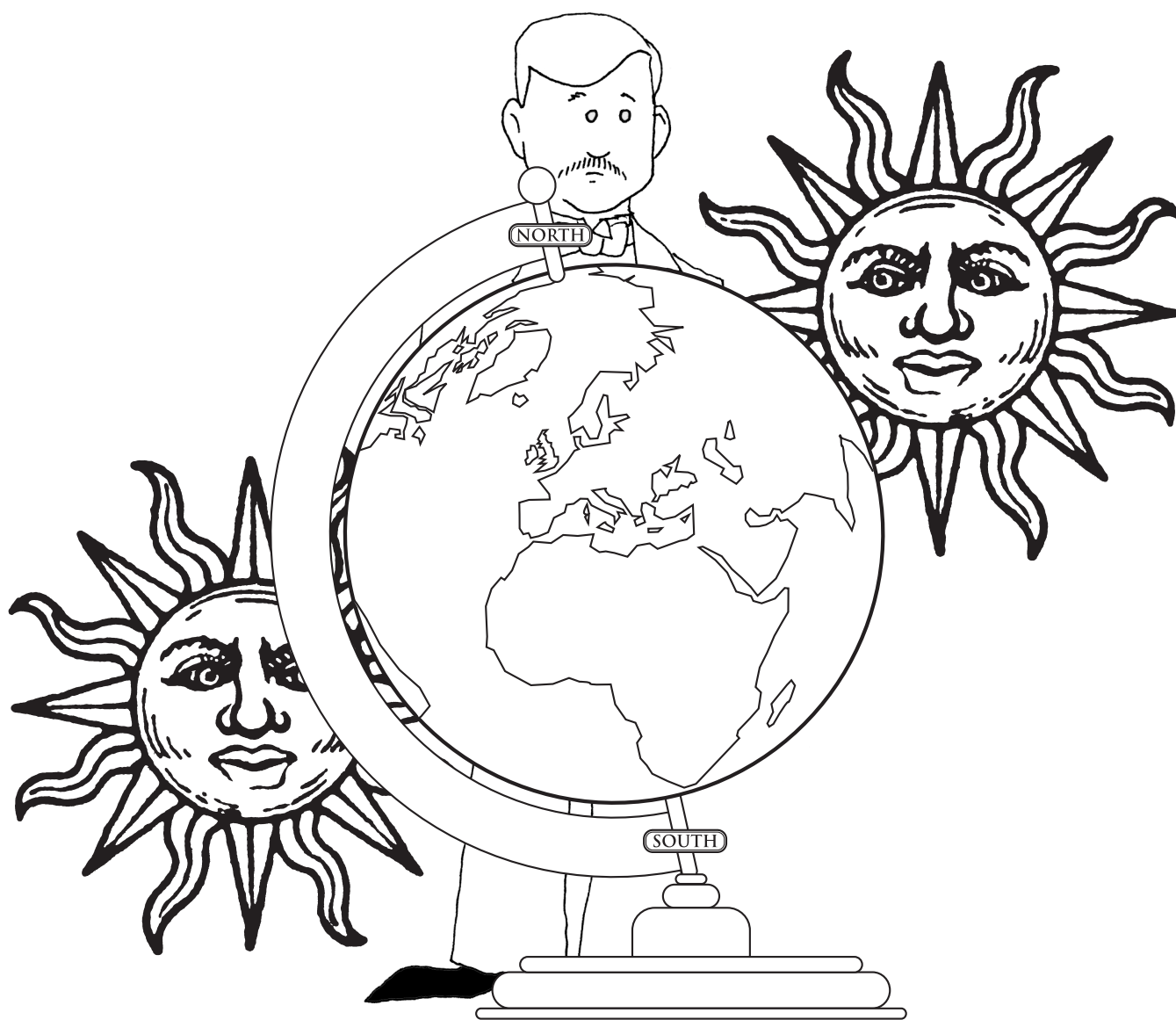
The South Pole: The Antarctic

Emperor penguins are the largest penguins in the world, and they spend their whole lives in the South on the cold Antarctic ice and in its waters. Emperors eat fish, squid and krill. They are the deepest divers of any bird and can stay under water for over 15 minutes.

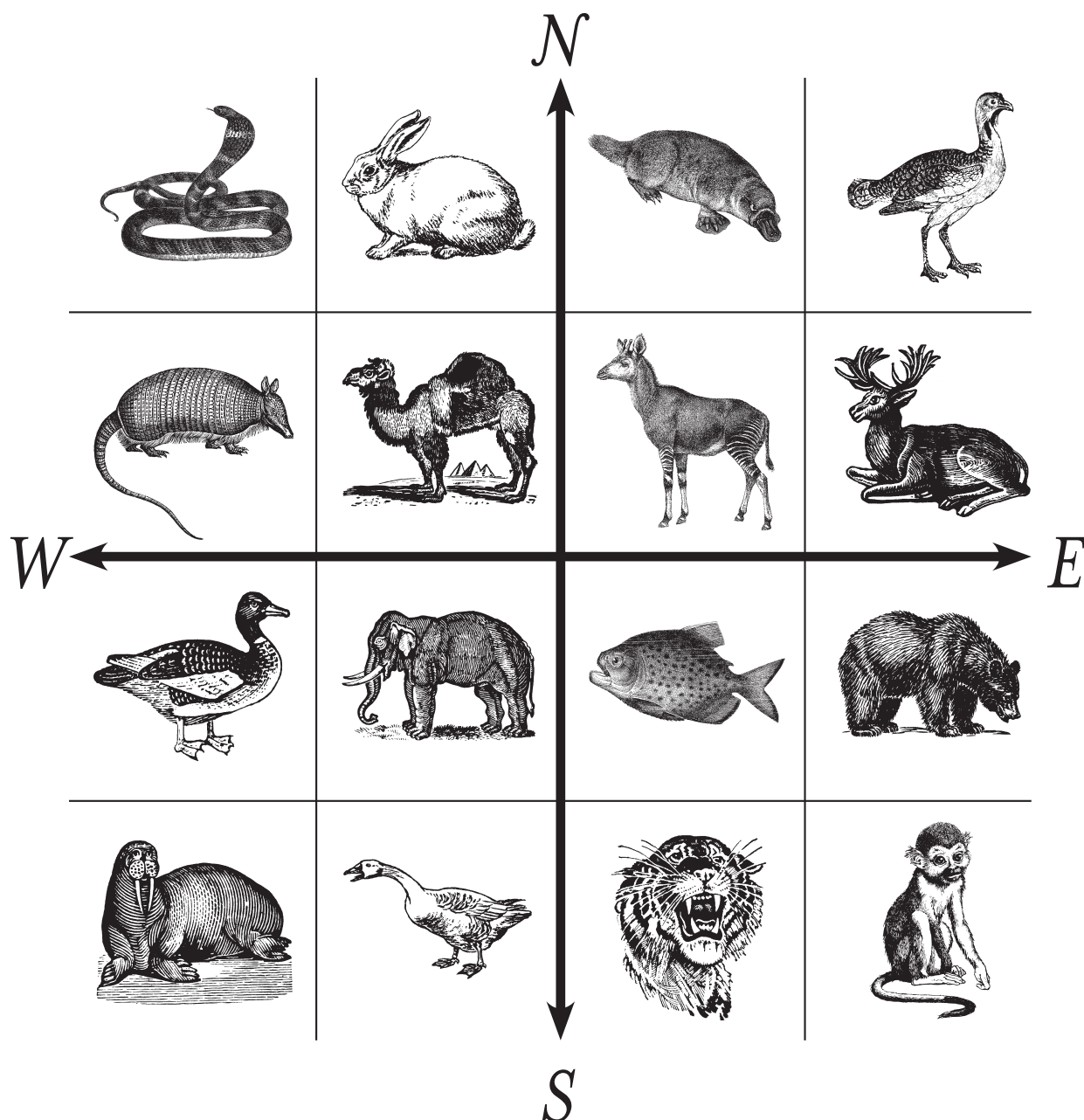
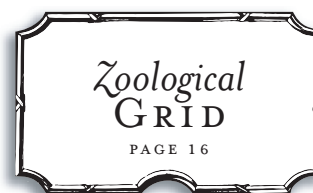


“East and West are the other points of the compass. East is where the Sun comes up in the morning, and West is where the Sun goes down every night,” said Mr. Longitude.

Mr. Tardy is still confused about East and West. Color the Sun that is setting in the West red and the Sun that is rising in the East yellow.



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Color the animal red that is one space directly south of the bear.
 Color the animal blue that is one space directly west of the camel.
 Color the animal yellow that is one space directly north of the walrus.
 Color the animal green that is one space directly east of the elephant.

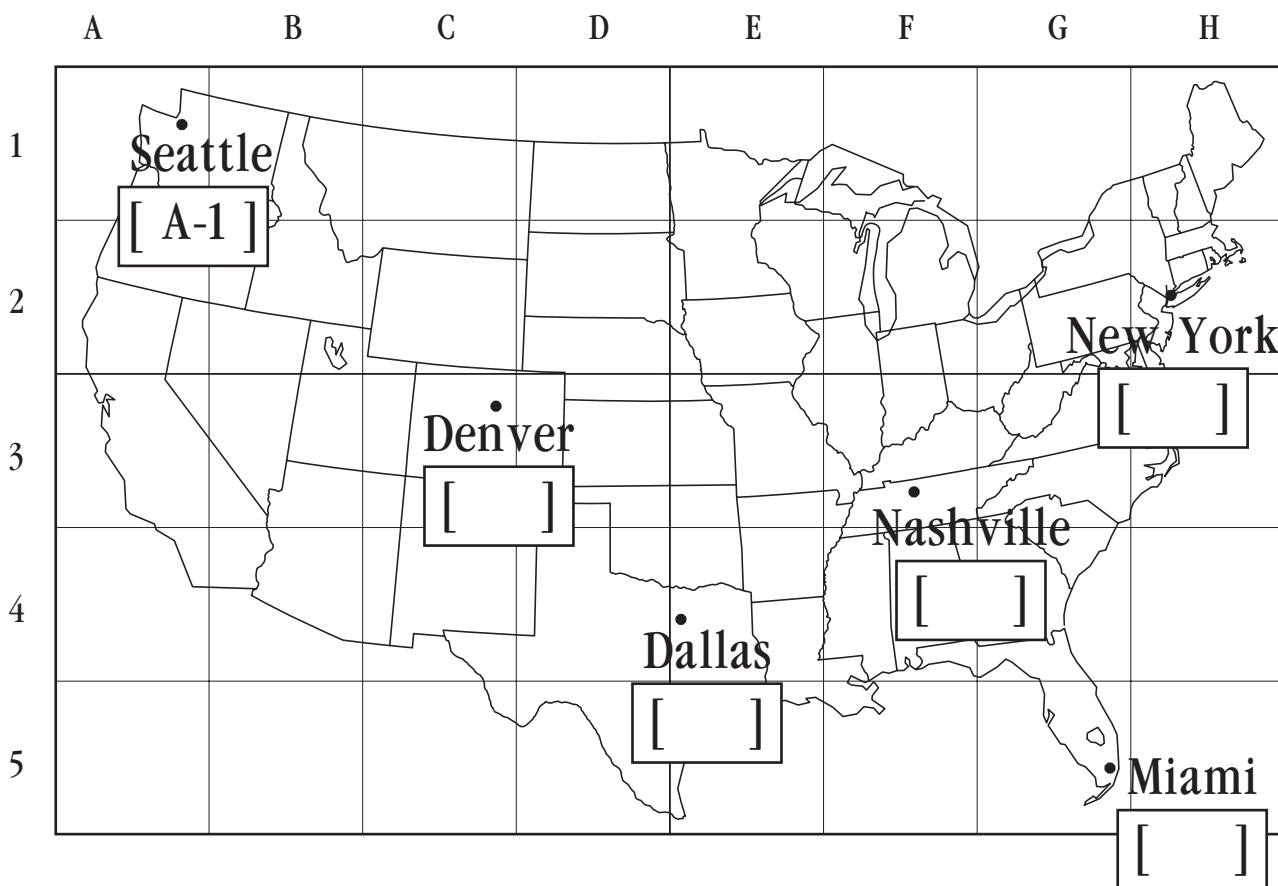
LEGENDS & LEAGUES

Parallels and MERIDIANS

PAGE 17

“Some of my favorite things on maps are the elegant lines that run around the world from East to West—called parallels.”

Mr. Latitude likes the lines called parallels because they help you find your latitude on a map (your position up and down). Meridians are Mr. Longitude’s favorites because they help locate your longitude (your position left to right). By using both latitude and longitude you can describe where you are or where you want to go without ever having been there or even knowing the name of the place. You can locate places on a map using a similar feature that uses letters and numbers from a grid. Label the cities on the map according to their dot’s coordinates on the grid.



In the book
Legends & Leagues, the
perpetually lost Mr. Tardy
stumbled into the offices
of Mr. Longitude and
Mr. Latitude where he
learned about getting
from Here to There.

In this workbook,
students can apply what
they gleaned from
Mr. Tardy's education.
All the ideas in *Legends
& Leagues* are reinforced,
as well as others that
were only hinted at.
Some of the activities
include making a
compass, dividing up
your classroom into
graticules, cut and
paste geology, and
projects with time zones
and maps of each state.

