

Chat Show – Teacher’s notes

Overview

In this animated chat show, pupils meet the creators of the Mercator and Peters projections. They hear the arguments for and against each projection, and are introduced to the difficulties of translating a 3D globe into a 2D image. The activity is designed as a whole class activity, to be watched like a TV programme on an interactive whiteboard.

Aims of the resource

- To introduce the qualities of two different projections.
- To explain the reasons why map makers might disagree on what a world map should look like.

Key objectives

At the end of this activity pupils will be able to:

- identify the Mercator and Peters projection maps.
- explain the key differences between the two projections and give some reasons for them.

Using the resource

1. Ensure you have sound switched on so that the dialogue and sound effects will be heard.
2. Click the LAUNCH button to start the activity. (If it doesn't launch, try turning off your pop-up blocker.)
3. Watch and listen to the Projection Objection Chat Show. The two map makers will defend their own projection, then the pupils will be asked to vote for the one they think is the best.
4. The voting can be carried out in a variety of ways. You might give out MERCATOR and PETERS pieces of paper for the pupils to hold up, then the teacher enters the number of votes by tapping the whiteboard. Alternatively, you might get the pupils to simply raise their hands for the projection they think is best, and again the teacher enters the results. If you don't want the pupils to be influenced by each other, you could do this with the pupils' heads down and eyes closed. Another way would be to allow the pupils to come up to the board one by one and tap in their own vote. This is fun for the pupils, but can be time-consuming!
5. After the vote, the chat show host explores the effect of the different projections on our view of the world, and discusses the 'fairness' of how different countries are represented. The difficulties of trying to create an accurate representation of a globe are explained, as is the fact that all world maps are compromises.
6. Some quite complicated ideas are introduced in this activity and you may want to watch the whole thing again, using the pause button (at the bottom of the screen) this time at appropriate places to discuss and clarify the points raised. The slider at the bottom left can be used to quickly skip through to particular points you want to revisit.
7. When you think pupils understand the main points, it's time to jump to the Plenary where there are some questions to test pupils' understanding.

Useful information

- On the launch screen, there is the option to switch subtitles on or off. When they are on, captions will appear at the bottom of the screen for all dialogue.