

## **Walk the Plank – Teacher’s notes**

### **Overview**

In this fun activity, pupils meet a group of blood-thirsty pirates, including Bob who keeps getting them lost by using the wrong map. Captain Nobeard makes Bob walk the plank, and the only way to save him from the sharks is for Bob to identify a map correctly. The pupils select one of the maps and answer Bob’s five questions about it. If pupils answer correctly, Bob is able to guess the correct map and is saved, but if they answer incorrectly then poor Bob is fed to the sharks! The activity could be used completely independently by pupils, but it might be more productive to demonstrate it initially with the whole class on an interactive whiteboard.

### **Aims of the resource**

- To enable pupils to become more familiar with different views and projections of the world map.
- To reinforce the concept that maps affect our perception of the world by making certain countries seem important due to their position or relative size.

### **Key objectives**

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

- name accurately several different views and projections of the world map.

### **Using the resource**

1. Ensure you have the 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.) You can switch the subtitles on or off at this point.
3. Watch and listen to the animation. Once the scene has been set, the instructions will be displayed. Discuss these with pupils to ensure they understand.
4. Select one of the maps from the barrel. Poor Bob is shivering on deck. He asks you his first question (e.g. ‘Does Britain look ‘upside-down’ to you?’). To see the map full-size, just click the small version of the map.
5. When pupils know the answer, click BACK and then either THAT BE TRUE ME HEARTIES or NO HO HO. Bob takes a step along the plank after each question.
6. Pupils can see whether they have answered questions correctly or incorrectly as a tick or cross appears each time a question is answered.
7. When you have answered all five of Bob’s questions, it’s time for Bob to say which map he thinks you’re looking at. If you have answered all of the questions correctly, Bob will guess the right map and be saved (while the ship sinks with the other pirates). Otherwise, he’ll be fed to the sharks!
8. You now have the option to pick another map to test Bob with. Having run through the activity once with the whole class, now is a good time to let the pupils tackle it independently for subsequent rounds.
9. When the time is up, gather the pupils together and click the Plenary button to jump to some questions for discussion.

### **Useful information**

- Note that the questions Bob asks about the maps not only help to identify which map is which, but also get pupils thinking about how maps affect our perception of the world, e.g. by placing certain countries in central, prominent positions.

- If pupils answer just one of Bob's questions incorrectly, he will not be able to guess the right map. His guesses are not random, they are determined by how pupils answer his five questions.
- Photocopiable outline versions of the maps featured in this activity are available in Mapping our World the book. To order a copy please visit <http://www.oxfam.org.uk/coolplanet/mappingourworld>