

CULTURAL MAPPING (PART 3)

- In groups of 4, create sketches and online graphing blueprints for your final design.
- Read all directions on the preceding pages.

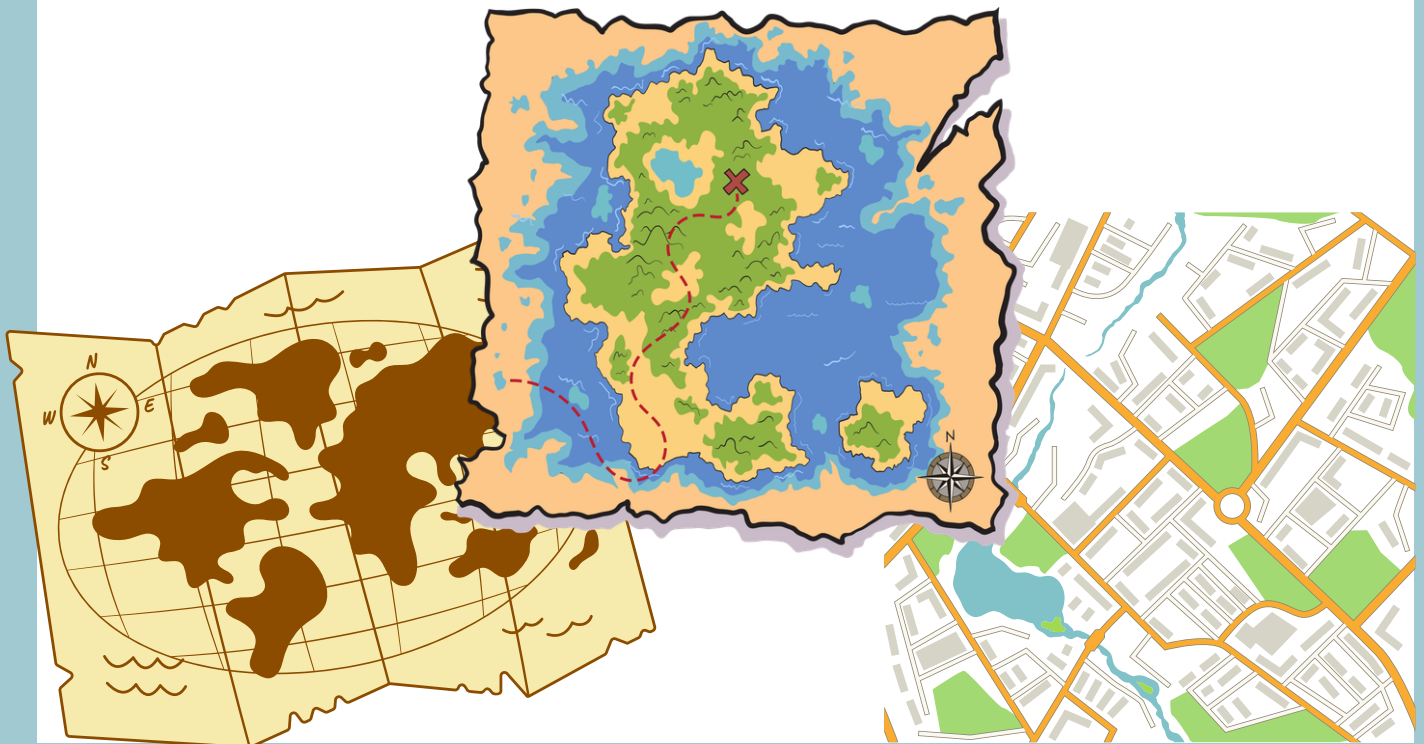


SKETCH

REQUIREMENTS:

In your group, you will create your own mapping system. It can be as abstract as you want, or as concrete as a real-life-looking map of a place that you design.

1. Sketch your mapping system on graph paper.
 - a. Must cover all four quadrants.
 - b. Does not need coordinates or labels (yet!)
 - c. Consider image reflections on your map and the distances between different components.
2. Get your teacher's approval of your sketch before moving on to your blueprint.
 - a. Note: You will design the final version on a large piece of poster graph paper. Consider this when drawing your sketch.



BLUEPRINT

REQUIREMENTS:

In your group, you will create your own mapping system. It can be as abstract as you want, or as concrete as a real-life-looking map of a place that you design.

1. Each partner will log in to [Desmos.com/calculator](https://www.desmos.com/calculator)
 - a. Designate a partner for each quadrant.
 - i. They will plot points in their quadrant, each in the designated colors below.
 1. Quadrant I=green
 2. Quadrant II=blue
 3. Quadrant III=red
 4. Quadrant IV=purple
 - b. In each quadrant, each partner must create 5 distinct landmarks.
 - i. Plot and label those landmarks with coordinates at their centers.
 - c. After all four members complete their quadrants, share your graphs with your teacher.

Note: In your final version, you will need to have reflections across both the x-axis and y-axis, so consider that when creating your blueprints.

