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.



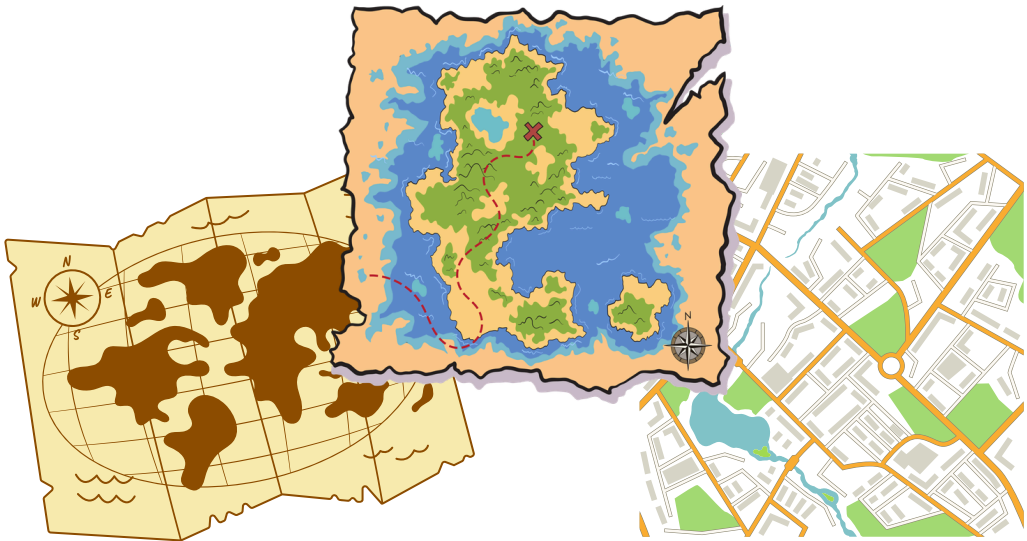
Sketch

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.

Note: It must have some sort of evident visual connection to your assigned cultural mapping system.

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
    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.

