



## Map to a New World

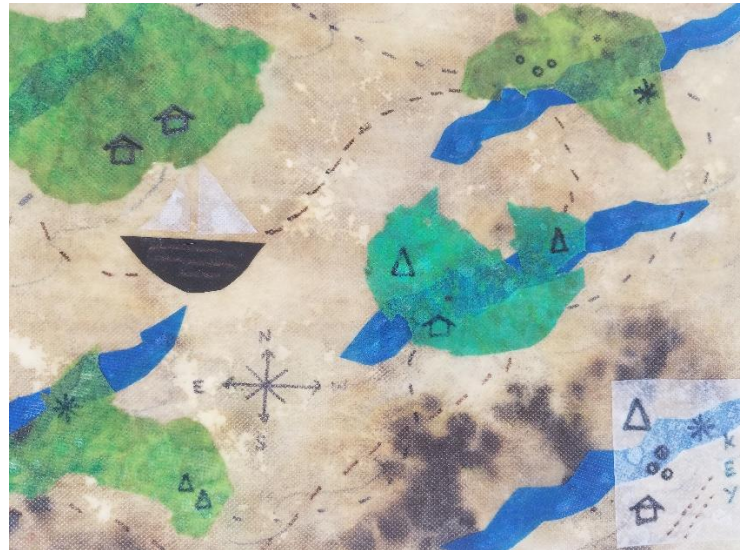
**Grade/Skill Level:** Elementary, Middle, School, Jr. High

**Duration:** 3 Sessions, lasting up to 60 minutes per session

**Media:** Drawing and Collage

**Cross Subject Integration:**

Historical Facts on Christopher Columbus' Voyages to "The New World"  
Map Characteristics



**National Achievement Standards:**

**VA:Cr1.1.3** Elaborate on an imaginative idea.

**VA:Cr2.3.3** Individually or collaboratively construct representations, diagrams, or maps of places that are part of everyday life.

**VA:Pr6.1.3** Identify and explain how and where different cultures record and illustrate stories and history of life through art.

**Objective:**

To plan and prepare a map with actual map parts.

To explore visual and actual textures through the use of crayon, marker, paint (visual) Mod Podge and Smart Fab (actual).



### **Materials:**

Map Characteristic List.

Crayons

Permanent Markers (Black a must)

Map Texture Wash: Brown acrylic paint and water.

12x18 Cream SmartFab Sheet from Asst. pack,  
or 12x18 sheets cut from Cream Smart Fab roll.

Smart Fab Assorted Pack with pieces cut in  
Yellows, Browns, Greens, Blues.

Other colors may be needed for accents.

Scissors.

Fabric Glue (glue-all works too).

Mod Podge in matte.

Optional: Sand, gems, jewels, string to tie.

## **Procedure:**

### **Day 1:**

1. Students research maps, map characteristics and purposes.
2. Create a list or circle map (possibly collaborative) of parts of a map and map characteristics.
3. Design a realistic map similar to the one Christopher Columbus would have used when sailing to "The New World" by adding parts from the map characteristic list.
4. Get a 12x18 sheet of cream Smart Fab for background.
5. Begin adding texture by doing a hard pressure crayon rubbing on background in brown or black.
6. Make Map Texture Wash by adding brown paint to water and gently mixing, leaving some globs of paint.
7. Crumple Smart Fab background and dip gently into wash. Squeeze out excess, open and repeat as necessary. This should achieve a weathered textured look for map background and crayon rubbing should resist some of the wash.
8. Create parts of the map using Smart Fab scraps (islands, waves, mountains, compass, key, etc).
9. Use crayons and permanent markers to add visual textures (lines, shapes, patterns) to each scrap (waves, grass, rocks, etc.) OPTIONAL: These can be crumpled and dipped in wash
10. If there is time, start gluing map parts to background (use a placemat, a little glue may seep through).

### **Day 2:**

11. Add or make any other map parts with Smart Fab scraps as desired. Don't forget to add texture to all parts.
12. Use permanent markers to add more map characteristics (I.E. compass, trails, symbols, etc.).
13. Paint entire map with Matte Mod Podge (with non-stick placemat underneath) and allow to dry on drying rack completely.

### **Day 3:**

14. Use scissors to add a jagged edge for map
15. OPTIONAL: Use fabric glue and add sand or gems and jewels for additional texture (you may need additional drying time if you do this step).
16. Roll and tie map.
17. Give artist presentations, add to digital portfolio.

### **BULLET POINT VERSION:**

#### **Day 1:**

12x18 Cream Smart Fab for background  
Rub black or brown crayon for texture  
Squeeze brown paint into water and lightly mix  
Crumple and dip Smart Fab into wash  
Squeeze out excess and repeat  
Cut scraps for map parts  
Add details and textures to map parts  
OPTIONAL dip map parts into wash

#### **Day 2:**

Add more map parts  
Add marker details with black permanent marker  
Paint entire map with matte mod podge on a nonstick placemat (we used a laminated paper)  
Let dry

#### **Day 3:**

Cut jagged edges around map  
OPTIONAL add additional textures  
Roll and tie map

