



EduTrend Contents

EDUTECH · DESIGNING GAMIFIED LESSONS · PRIMARY

The Map Quest

A five-stage geography quest with grid references, scale and route planning

Ages 10–12

Level: Developing

50 minutes

Teams of 4 · up to 30

Activity 02

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 02 · AT A GLANCE

The Map Quest

Each team of four has a printed local map, five task cards and coloured pens. Each card is a stage: find grid references, measure a distance with the scale, identify land use, plan a safe walking route and justify it. Teams move on once the teacher or another team checks the answer. Teams completing stage three get a hint card for the final task.

Learning outcomes

By the end of the session pupils can:

- use grid references;
- measure distance with a scale;
- identify land use;
- plan and justify a route.

KEY WORDS

grid reference · scale · land use · route · stage · justify

CURRICULUM LINKS

Geography: maps. Maths: measurement and scale. PSHE: road safety.

1**GOAL**

What is the learning goal?

2**CHALLENGE**

What is the task?

3**FEEDBACK**

How do players know?

4**PROGRESS**

How is growth shown?

5**RETRY**

Can they try again?

6**REFLECT**

Did it help learning?

Materials (per team)

- Printed local map per team
- Five task cards
- Stage tracker on the board
- Coloured pens
- Worksheets 1, 2 and 3

Before the session

- Print local maps.
- Write five stage cards.
- Prepare hint cards.
- Draw a stage tracker.

SAFETY

Routes are planned on paper only. Discuss road safety when justifying routes.

ACTIVITY 02 · SESSION PLAN

Step by step

Record which stage each team reached; it shows exactly where the class needs support next time.

Time	What happens	Say or ask
0–5 min Launch	Explain stages and rules.	<i>"How do you move on?"</i>
5–35 min Quest	Stages 1–4.	<i>"Has your answer been checked?"</i>
35–40 min Final stage	Plan and justify a route.	<i>"Why is it safe?"</i>
40–50 min Compare	Teams compare routes.	<i>"Why did you choose that way?"</i>

CHALLENGE CARD (print or copy onto the board)

Complete a five-stage map quest, ending with a safe walking route that your team can justify to others.

ACTIVITY 02 · FACILITATOR NOTES

The lesson design know-how in brief

Grid references locate places on a map. The scale converts a measured map distance into a real distance, for example 1 cm to 250 m.

A quest with checked stages gives immediate feedback and a clear sense of progress. The final justified route shows higher-order thinking, not just recall.

Common ideas to listen for

- “Across the corridor, up the stairs” means along then up for grid references.
- “The straightest route is always best.” Safety matters.
- “Scale is just decoration.” It converts distances.

Adapting the activity

Support

Provide a worked grid reference example.

Stretch

Plan a route for a wheelchair user.

WORKSHEET 1

Stage record

Name: _____

Class: _____ Date: _____

Record answers.

Stage record

Stage	Answer	Checked?
1 Grid refs		
2 Distance		
3 Land use		
4 Route		
5 Justify		

WORKSHEET 2

Distance

Scale calculation.

Distance

Map distance (cm)	Scale	Real distance
1		
2		

WORKSHEET 3

Route justification

Explain your route.

Why our route is safe and sensible

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Uses grid references	Uses scale	Justifies route

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

The Map Quest is a sample activity from the EduTrend Contents Edutech Designing Gamified Lessons programme (primary, level: developing). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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