

# Latitude/Longitude Map

created by: Waseca Learning Environment  
Athens GA 706-546-8833  
wasecalearning.com

## Latitude/Longitude Map

### Small Group Presentation

Included in set:

- wooden Latitude/Longitude map
- Command cards on three levels

**Purpose:** To explore geographical features of the World in relation to lines of latitude and longitude. To identify the equator, the Tropic of Cancer, the Tropic of Capricorn, the Arctic and Antarctic Circles, the North and South Poles and the Meridian of Greenwich. To read longitude and latitude notations and use them to locate specific points on the earth. To describe a location in terms of latitude and longitude notations. To incorporate reading for content and directions into the geography curriculum.

**Preparation:**

1. Cut command cards to 4.25 x 2.75 inches.
2. Laminate all cards for classroom use

Look at the Latitude/Longitude Map with the group. Locate the equator, and the North and South Poles. Determine the Latitude of the equator. Name the horizontal latitude lines on the map north of the equator until you reach the North Pole, remembering to say **30° North**. Name the latitudes south of the equator until you reach the South Pole. Have the children estimate where 10° N, 20° S would be.

Locate the Tropic of Cancer, the Tropic of Capricorn, the Arctic and Antarctic Circles on the map. Estimate their latitude.

Find the vertical line of the Meridian of Greenwich at 0° longitude. Name the vertical lines on the map to the east until you get to 180°. Go back to the Meridian and name the longitude lines to the west. This time continue past 180° W to 150° E, then 120° E. Estimate lines of longitude between the lines on the map.

Take out random puzzle pieces from the map and turn them over so that the control shows on the back. Have the students guess where they go and return them to their place. Students may empty half or all of the puzzle and replace the pieces. Next, take out a piece and have the students guess what the control on the back reads.

Use the command cards beginning with level one. Once that challenge is met, proceed with levels two and three. Before introducing level 3 cards, have the students practice finding certain points of latitude and longitude on the map where the lines intersect. For example, Find the intersection of 90° E and 60° N. Point to an intersection and have the student describe its location by latitude and longitude. Try estimating points within the area of a puzzle piece.

## Extensions and Games:

- Distribute the pieces evenly among 2 to 6 players. (Students can do the math to see if the pieces can be divided evenly among the players.) The player with the piece reading  $30^{\circ}$ - $0^{\circ}$  N and  $180^{\circ}$ -  $150^{\circ}$  W should begin by placing their piece on the map. The game can proceed from this point in one of two ways:

1. A directional cube from Waseca can be rolled to determine which piece is placed next. All players turn over their pieces to read the code and check to see if they have the next piece to be played.

2. The player who realizes they have an adjoining piece can play their piece and describe the next stop in a trip that goes around the world several times. Example: The next player places a piece north and states that the group takes a cruise of the Aleutian Islands. With experience, players can learn to cooperate in order to fill the map in as much as possible.

- Individuals may start a log book and record their position each day of a voyage around the world. They should include notes about the weather and sightings of land, ports they visit, etc.

- Make a chart to compare average temperatures at different latitudes on the same longitude. Make another chart to compare average temperatures at different longitudes on the same latitude. Draw a conclusion from your research.

- Have the class make up new command cards for one another.

This material can be very dynamic. We have only touched the surface of creative ways to use it. Please share your ideas with us and we will include them on our website and in future editions with credit to you and your class.

Thank you,  
the Waseca Staff

created by Koa Roper with assistance from Sharon Duncan and Janelle Smart for Waseca Learning Environment

©copyright Waseca Learning Environment, Inc. 2004