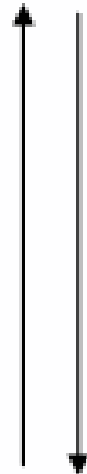
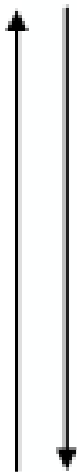
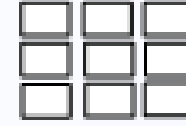
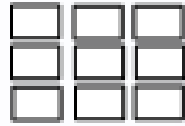
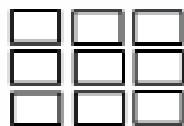
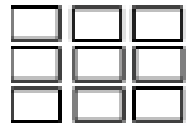


**Set up as shown.**







**Map symbols cards**



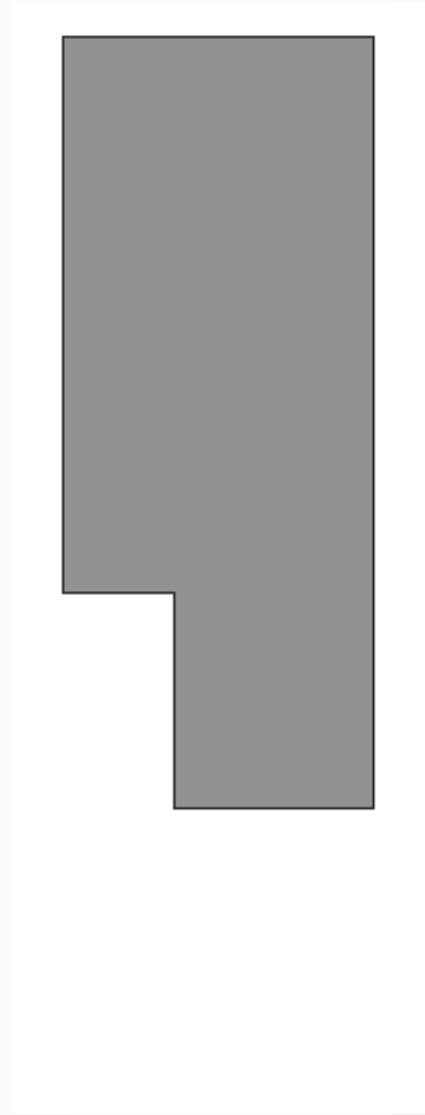
**Piles of symbol names cards**



# Map Key

|   |                         |
|---|-------------------------|
|    | <b>Building</b>         |
|    | <b>Wall</b>             |
|    | <b>Fence</b>            |
|    | <b>Tree</b>             |
|  | <b>Footpath</b>         |
|  | <b>Man made objects</b> |

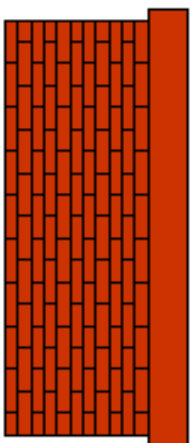
|   |                    |
|---|--------------------|
|    | <b>Open land</b>   |
|    | <b>Playground</b>  |
|    | <b>Forest: Run</b> |
|    | <b>Bushes</b>      |
|   | <b>Pond</b>        |
|  | <b>High Fence</b>  |



# Building

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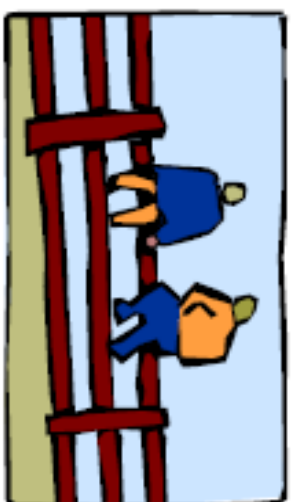
# Wall



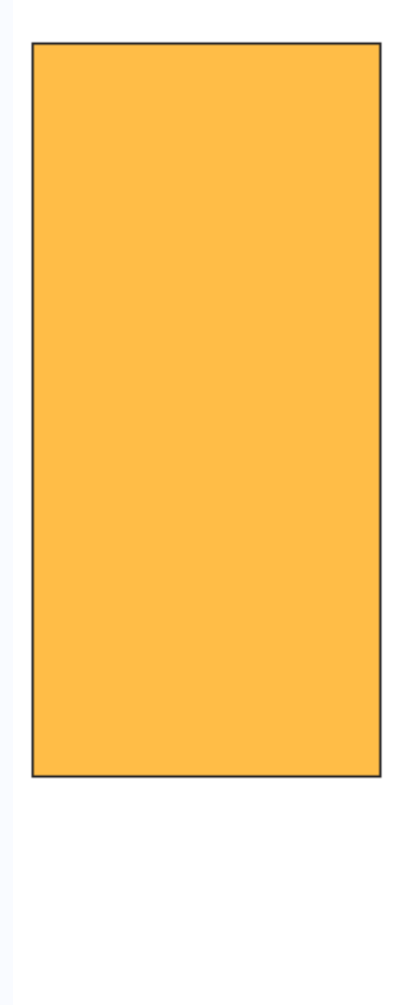
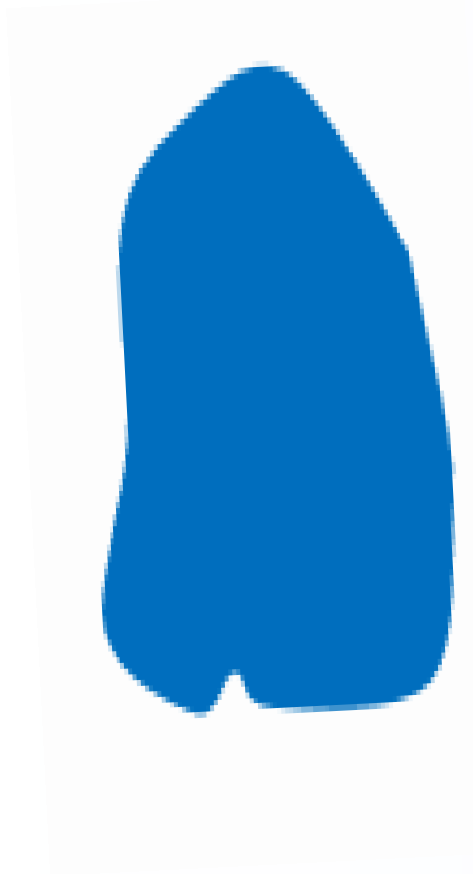


# Fence

# Tree



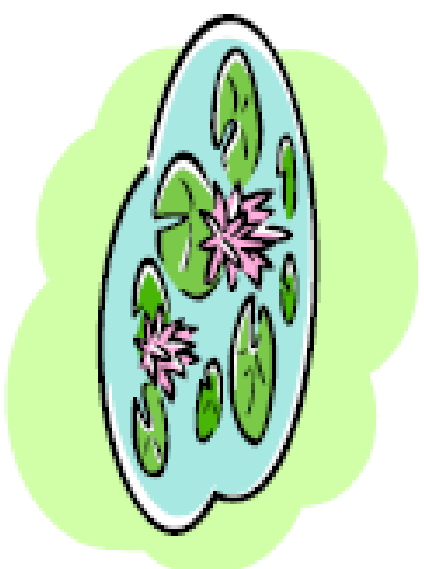




# Open Land

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# Pond

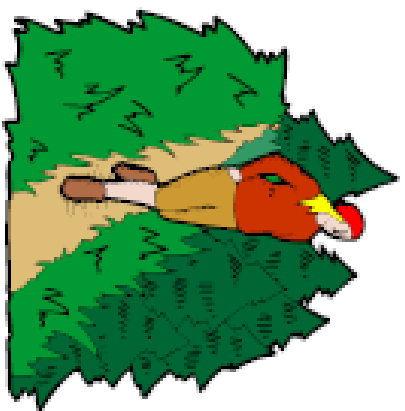




# Bushes

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# Footpath





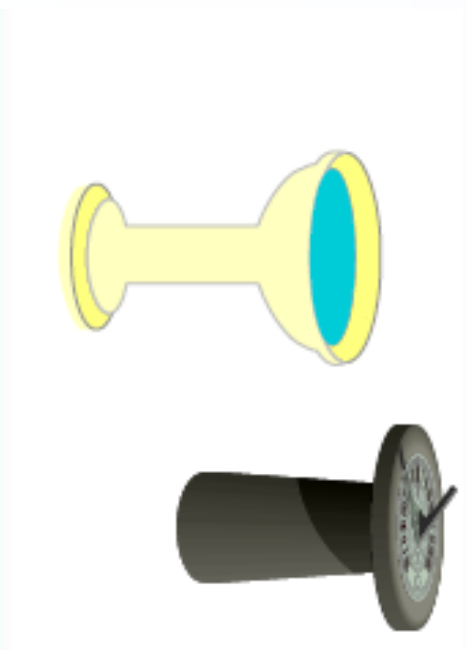
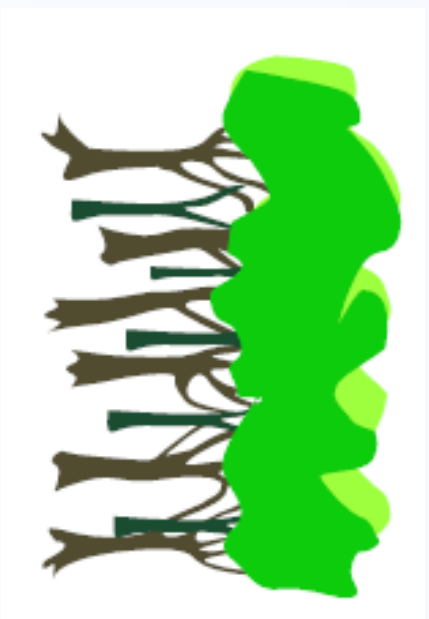
WHITE

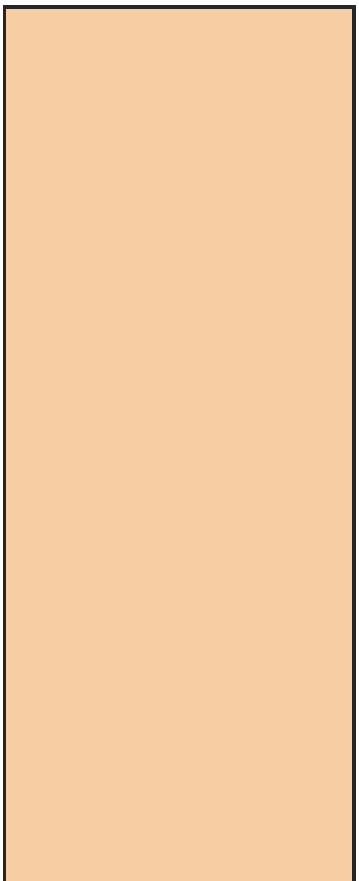
# Forest: Run

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**Man made  
object**



















# High Fence

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# Tarmac/ Playground

|   |   |   |
|---|---|---|
|    |    |    |
|    |    |    |
|    |    |    |
|  |  |  |

|                 |                        |           |
|-----------------|------------------------|-----------|
| High<br>fence   | Path                   | Pond      |
| Forest<br>'run' | Building               | Wall      |
| Fence           | Bushes                 | Open land |
| Single<br>Tree  | Man-<br>made<br>object | Tarmac    |