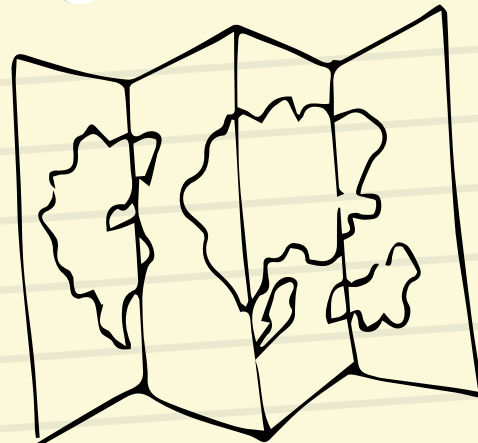
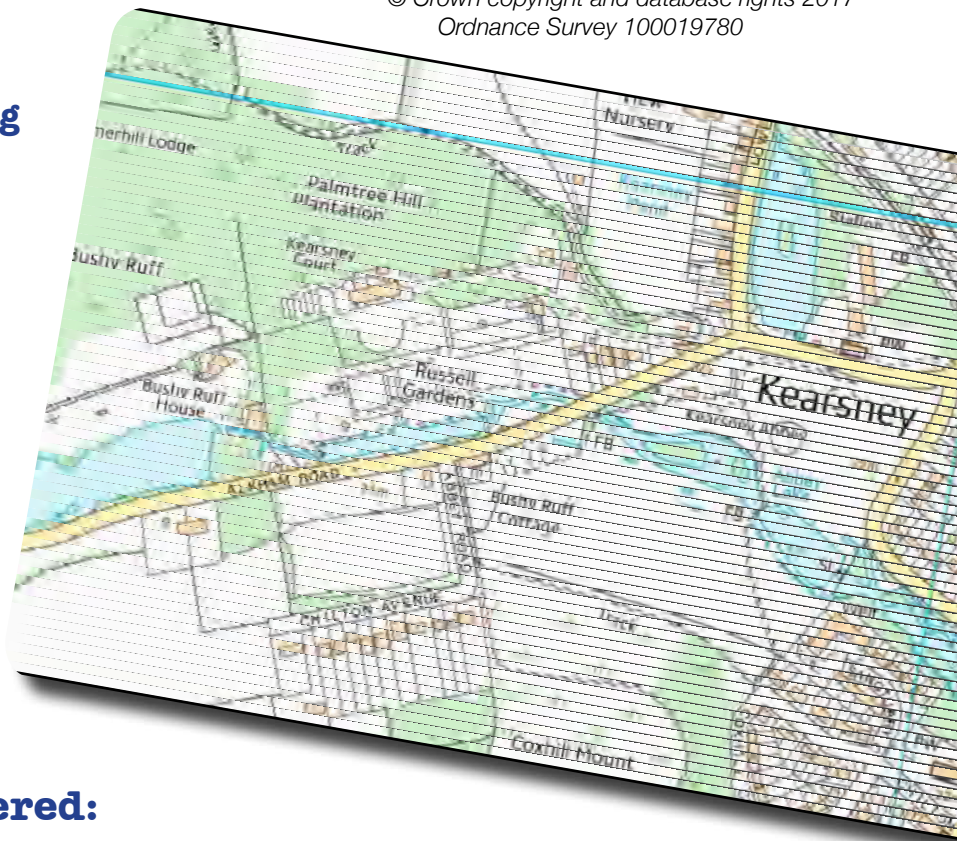


# Map Makers



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Ordnance Survey 100019780

Explore the grounds of **Kearsney Abbey**, studying the terrain to create maps of the park. Using **orienteering skills**, find the highest point of Coxhill Mount – use this vantage point to develop familiarity in interpreting Ordnance Survey maps, supported by directional **compass work**.



Suitable for KS2

Curriculum areas covered:



## Geography

Map making and reading  
Compass bearings  
Distance measuring  
Settlements



## Mathematics

Co-ordinates and maps  
Angles  
Measures  
Scale



## English

Descriptive  
writing  
Evaluation  
discussions



## Art & Design

Developing mastery  
of techniques  
Know about great  
artists and designers



## Design & Technology

Exploring  
Google technology



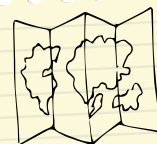
## Physical Education

Outdoor  
exercise



## History

Continuity and  
change



## Before your visit:

- Using the **Kearsney OS maps resource sheet**, look for the old billiard room to find the starting point for their coming exploration.
- If the school has access to the following Ordnance Survey Maps, pupils also compare the information available for each scale:  
**LANDRANGER 179 (SCALE 1:50,000)**  
**EXPLORER 138 (SCALE 1:25,000)**
- Using class computers run a search on **Google Maps** (also looking at the satellite filter) to find and examine the same location, using the following address:  
**Kearsney Abbey and Russell Gardens, Alkham Road, Temple Ewell, Kent, CT16 3DZ.**
- In groups, pupils interpret all of the information from the **Kearsney OS maps resource sheet** and **Google Maps** to visualise the landscape that everyone is about to visit.
- Pupils write descriptions of how they imagine the character of the place to be, sharing their narratives with the rest of the class.

## Where to go:

- Using the **Kearsney OS maps resource sheet**, pupils locate the old billiard room as the start point for their parkland explorations. Collect the **PUPILS' GREY and RED** and **TEACHER'S BLACK RESOURCE RUCKSACKS** to support the expeditions.

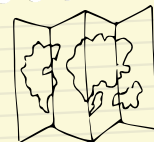
## During the visit:

- The class looks around at the immediate surroundings and discusses how the character of the landscape compares to how everyone imagined it from the map interpretations at school.
- Using the **Kearsney OS maps resource sheet** locate the highest point on Coxhill Mount. The class takes in as much of the park as possible, in a meandering exploration, leading to the finishing point of the highest viewpoint on Coxhill Mount.
- As the group travels, take regular pauses to concentrate on constructing detailed maps of the surroundings. This should be as pictorial as possible, with pupils creating their own symbols/images for any landscape features or landmarks encountered (NB. Map drawings may need to stretch over several sheets of paper!).

- On reaching the highest point pupils have a pop-up gallery session, comparing their drawn maps, and offering useful observations to each other based on the drawing styles and accuracy.
- Using the **Kearsney OS Maps resource sheet**, and working in pairs, pupils mark the group's current position on the OS map. Picking out both local settlement and landscape features in the distance, pupils check their compass bearings and locate them on the OS map. Draw lines on the map from the camp location to each landmark, including their compass bearing.
- Guess how far away each landmark is, and then measure the distances on the map to find out whose estimate is closest. Write the measured distances on the directional lines drawn on the map.
- Take time to compare the visual coding of the OS map with the actual landscape, looking at terrain, contours, transport routes, boundary lines and landscape features.

## After the visit:

- The class uses the Internet to research maps drawn through the ages and from various well-known stories, appreciating the range of styles and artistic licence.  
**SUGGESTIONS:** Map of 'Narnia', Map of 'Mid Earth', Map of 'Hundred-Acre Wood' (Pooh Bear), Map of 'Muggle Town' (Harry Potter), Map of Treasure Island.
- Pupils spend time developing their own maps into beautiful artworks, ensuring they maintain their functionality!
- Explain that for most of Victorian times, Kearsney Abbey was the garden of a grand house (for information, see **Kearsney matters resource sheets 1 and 2**). Ask pupils to imagine whom they might have met there (real or fictional characters). Pupils use their maps as the basis for a piece of creative writing, with characters moving from location to location. This could also be an oral exercise where small groups of pupils each prepare a drama for a different location and watch each other's performances (possibly in the actual locations, on a return visit to the park).

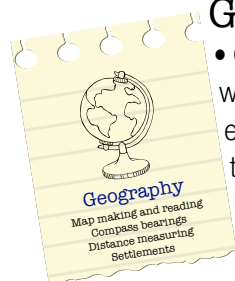


## Resources during visit:

- Use on-site **PUPILS' GREY & RED RESOURCE RUCKSACKS** for clipboards, compasses, rulers, binoculars and waterproof mats in case of rain.
- You will also need the **TEACHER'S BLACK RESOURCE RUCKSACK** for the same items and laminated **Kearsney OS maps resource sheet**.
- **School to supply:** drawing and writing materials (pencils and paper), printouts of the **Kearsney OS map resource sheet**.

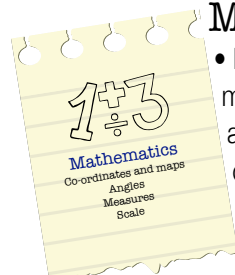
## Curriculum links:

### Geography:



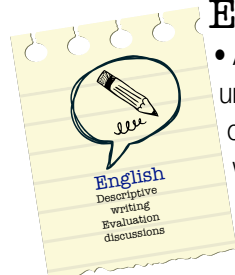
- Collect, analyse and communicate with a range of data gathered through experiences of fieldwork that deepen their understanding of geographical processes.
- Interpret a range of sources of geographical information, including maps, diagrams, globes, aerial photos and Geographical Information Systems (GIS).
- Communicate geographical information in a variety of ways, including through maps, numerical and quantitative skills and writing at length.

### Mathematics:



- Become fluent in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately.
- Reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language.

### English:



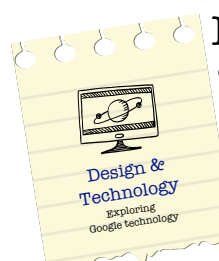
- Acquire a wide vocabulary, an understanding of grammar and knowledge of linguistic conventions for reading, writing and spoken language.
- Write clearly, accurately and coherently, adapting their language and style in and for a range of contexts, purposes and audiences.

- Use discussion in order to learn; they should be able to elaborate and explain clearly their understanding and ideas.
- Comprehension (both listening and reading).
- Articulate and justify answers, arguments and opinions.
- Consider and evaluate different viewpoints, attending to and building on contributions of others.
- Composition (articulating ideas and structuring them in speech and writing).



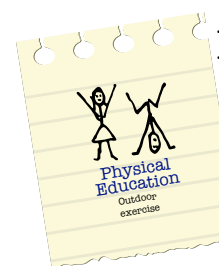
### Art & Design

- Produce creative work, exploring their ideas and recording their experiences.
- Become proficient in drawing, painting, sculpture and other art, craft and design techniques.
- Evaluate and analyse creative works using the language of art, craft and design.
- Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.



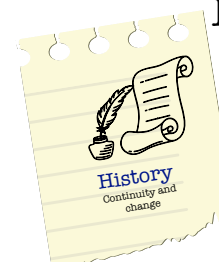
### Design & Technology:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.



### Physical Education:

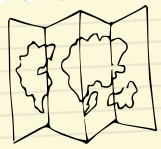
- Are physically active for sustained periods of time.
- Lead healthy, active lives.



### History:

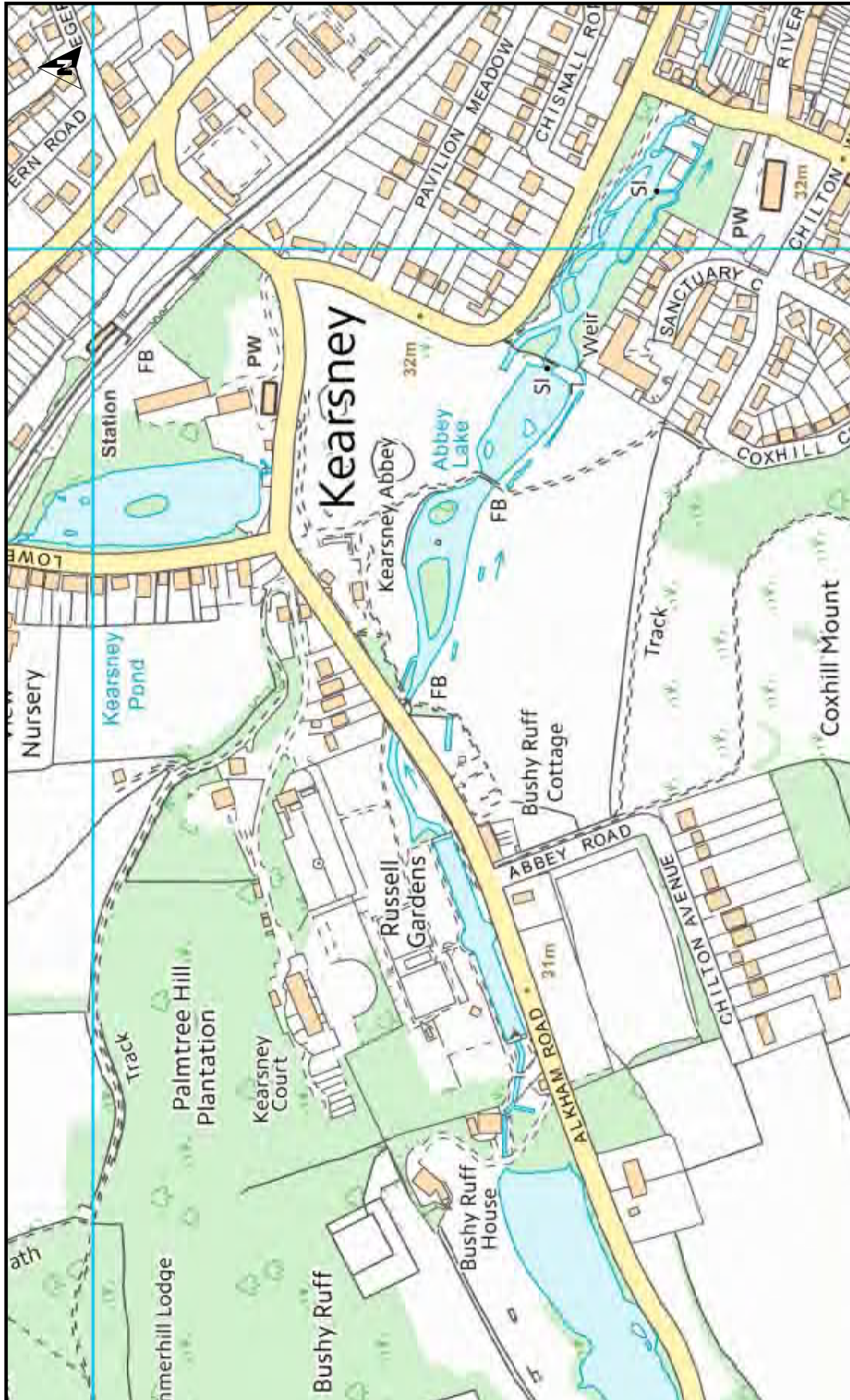
- Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically valid questions and create their own structured accounts, including written narratives and analyses.





# OS MAP 1

## Kearsney Abbey and Russell Gardens



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Dover District Council  
Honeywood Close  
White Cliffs Business Park  
Whitfield  
DOVER  
CT16 3PJ

Kearsney Abbey & Russell Gardens

Scale 1:3,814

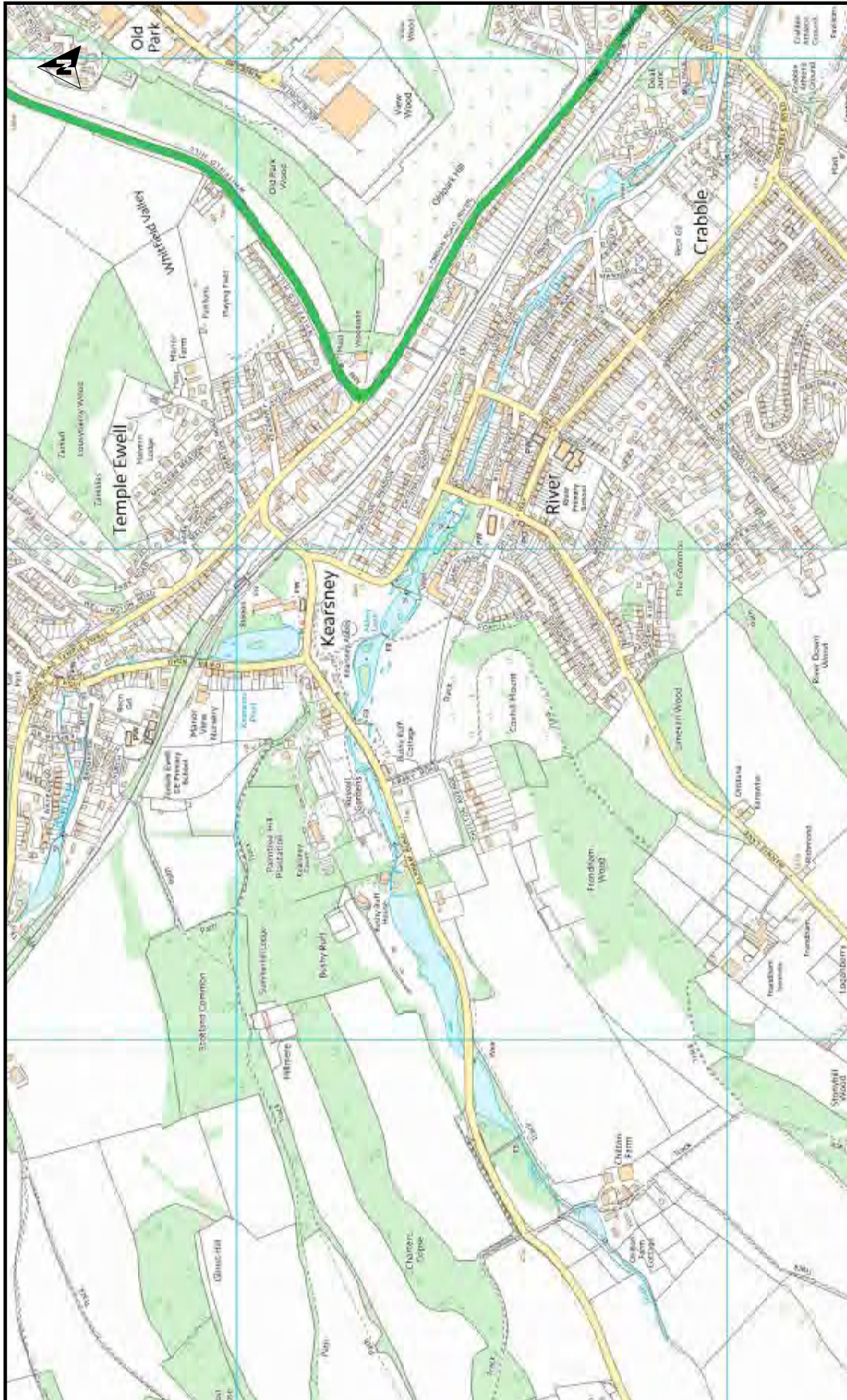
Date: 23/08/2017





## OS MAP 2

# Kearsney Abbey and Russell Gardens



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Dover District Council  
Honeywood Close  
White Cliffs Business Park  
Whitfield  
DOVER  
CT16 3PJ

Kearsney Abbey & Russell Gardens

Scale 1:10,165

Date: 24/08/2017



# Resource Sheet - Kearsney Parks Sketch Map

