

Island Project Introduction

You are off exploring the world and you find an uninhabited island. Here's a chance to create your ideal civilization. You have the opportunity to develop the island: mapping the land, creating cities and towns, minting currency, designing a flag, creating a historic timeline, and promoting tourism,

Directions: You are going to create an island with a theme, something you know a lot about. For example, if you like football your island can be called "Football Island". If you like baking, your island can be called "Bakelandia". Your island theme should be creative and fun!

The island should include the following: -

- The Island Name
- Map Key
- Compass Rose
- 1 capital city
- 2 additional cities/towns
- 3 Bodies of water (ocean, bay, river, lake)
- 5 Landforms