
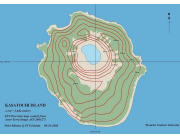



Week 1: Island Project Schedule


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.

	Monday - Introduction and Brainstorm
	Introduction Details Brainstorm Sheet

	Tuesday - Location, location, location
	Use the brainstorming sheet to help name the places. Name bodies of water, landforms and places on the island map. Location, Location, Location Worksheet

	Wednesday
	Make your map (view sample here) <ul style="list-style-type: none"><input type="checkbox"/> Draw island<input type="checkbox"/> Add a title (name your island)<input type="checkbox"/> Put on landforms/cities/roads to connect<input type="checkbox"/> Make compass rose and fill in key with symbols<input type="checkbox"/> Major tourist attractions<input type="checkbox"/> Label locations Visual of Completed Map

	Tourism - Thursday
	Create a postcard- your postcard should include a description of the weather on your island, what kind of food you ate while you were there and what activities you enjoyed while vacationing there (and anything else you would like to add!). The postcard should have a drawing on the front representing your island as well as a message, address and postage stamp on the back.

	Finalize Friday
	Finish up your map by coloring. Make sure everything is labeled. If you gave this map to a tourist, would there be enough detail to get around the island? Are the major attractions designated on the map?