

MAPS : GENERAL RULES

General rules to remember when making maps.

- Name:** Must be printed neatly in the top right hand corner.
- Title:** A map must have a title to show its purpose. The map with a single purpose is generally the most effective one.
- Keys:** Number keys are of little value when making maps for study purposes. A good map should explain or show something at a glance. Keys that achieve this are : picture keys (e.g. little pictures of trees to represent forest) or colour keys. However, their use is limited.
- Location:** Locations should be as accurate as possible. On a small world map the thickness of a little line may represent 30 km. or more. 2cm. makes the difference of 1,000km. If a city is located on the north side of a bay or river it must be placed on the south side.
- Legend:**
- a) *Cities:* Names should be parallel to the base of the map when possible. They must also be represented by a dot.
 - b) *Rivers:* Should be printed on the line representing the river.
 - c) *Mountains:* The name should follow the direction of the mountains when possible.
 - d) *Lakes & Water Bodies :* Parallel to the base when possible.
 - e) *Clarity, neatness, pen (fine print)*
- Size:** Names of equal importance are of equal size. The more names of one type, the smaller the printing.
- Colour** Most maps are of more value when coloured. The combinations of colours used must not either clash or blend together too easily. Light shades allow the printing to be read with ease. Borders may be darkened for emphasis.
- Use:** Maps can be used for showing comparisons and relationships.

* Do not fold or crease. Keep in Map Section of your binder.

Marks: indicated on the assignment