## **Grade 2: Creating a Park Map Design Challenge**

Name	:		Group:		
	define the PROBLEM):	You are a civil engineer a	and have been asked to create a comm	unity park in a town. The town พ	vould
like:					
	a pond and a stream th	nat connects to the pond			
	2 hills				
	2 roads -one road that	runs north to south, and a	nother road that runs from east to west.	. These roads also need to conn	ect. An
	Ozobot needs to be ab	ole to travel on these roads	S.		
	1 parking area for Ozol	bot to end his journey thro	ugh the park		
lmagi	ine (brainstorm SOLUT	TIONS): Use the area belo	w to brainstorm how your map may loo	k. Include a <b>KEY</b> and a <b>COMPA</b>	SS.

• • • • • • • • • • • • • • • • • • • •	s a groupWhat materials will you use to represent each part of your park? Make a list and draw					
	you will use where. How will you design your roads so Ozobot can read what you want it to do?					
<ul><li>□ Pond and a Stream</li><li>□ Two hills</li></ul>						
☐ Two roads: 1 road running N to S; 1 road running E to W						
☐ Parking lot						
Materials:	Illustration of park with labeled materials (include a KEY and COMPASS).					
1. box						
2						
3						
4						
5						
6						
7						
Improve (adjust your design to make it better): What things can you improve to make the design of your park better?						