

ACTIVITY 2

# SETTINGS: MAPPING IT!



**PART 1:** Imagine you are a Dungeons & Dragons character, and you are about to embark on the adventure of a lifetime! To get started, you need to learn the lay of the land. First task – create a map of your location or setting for your story.

Look closely at the D&D setting you described in Activity 1. Imagine where this location would be situated and what lies beyond one section of the scene. For example, what more can you see from the “Sailor” lighthouse? What lies ahead for the “Hermit” goats? What’s on the other side of the foreground in the “Farmer” house? What’s on the other side of the “Charlatan” tent?

On a separate sheet of paper, design a top-down map that features the elements in this larger setting. Use your imagination, the clues in the setting featured in Activity 1, and these tips to draw your map – it’s your setting, so have fun!

1. Outline the border of your larger setting. It can be any shape. The borders might be water, land masses, space, or anything else you like.
2. Sketch the image from Activity 1 on the map.
3. Add details to the map to create your own expanded setting. For example, if the D&D setting features a lake, your map might show the area around the lake, including a small fishing hut that you imagine. Items to consider adding include:
  - Land types like a forest, water, mountains, hills, etc.
  - Roads and paths
  - Other buildings and structures

**PART 2:** Once your drawing is complete, create a map key. Use the categories below as a starting point and then add your own details. Use symbols and words. When finished, cut out the key and attach it to your map.

## MAP KEY

**Location Name and Description:** \_\_\_\_\_

\_\_\_\_\_

**Landmarks or Points of Interest:** \_\_\_\_\_

\_\_\_\_\_

**Environmental Features** (land type, weather, vegetation, etc.): \_\_\_\_\_

\_\_\_\_\_

**Population or Inhabitants:** \_\_\_\_\_

\_\_\_\_\_

**Legend for Symbols Used:** \_\_\_\_\_

\_\_\_\_\_