## Map Puzzles

## Enduring Understanding(s):

- Color can carry information.
- Colors can be used to communicate ideas, thoughts, and feelings.


## Essential Question(s):

- How are colors used to communicate ideas, thoughts, and feelings?


## Materials

- Max's Dragon Shirt
- images of maps (see Resource)
- poster or tag board
- Ziploc bags
- basket or box to store puzzles
- trays


## Vocabulary

adjacent: near or next to
location: place or position
map: shows us where we are and where we need to go
position words (left, right, center, next to): words that describe the location of a person or thing

Books


## Intro to Centers

Preparation: Set up materials.

| "In Max's Dragon Shirt, Max looked for his sister Ruby. What do you notice?" | Show illustrations. <br> Children respond. |
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| "A map of the store would have been helpful to Max to find Ruby's location <br> - where she was." <br> "Max looked for Ruby in Boy's Sportswear, adjacent - next to - Hats." |  |
| "Today in Puzzles (Manipulatives) you can solve map puzzles." | Model assembling a <br> simple puzzle, using <br> position words. <br> Children respond. |
| "We solved this puzzle of a__map. What do you notice?" | Children respond. |
| "How could this map be helpful? |  |

## During Centers:

Encourage children to describe their puzzle-solving strategies (if they put all the edge pieces together first). Encourage children to count the number of pieces in the puzzles. Scaffold puzzle-solving by providing images of completed puzzles for children to reference.

## Guiding Questions During Centers:

- What strategy did you use to solve this map puzzle?
- How is your map puzzle similar to or different from your friend's map puzzle?
- What do the different colors on this map represent?
- How is this map similar to or different from a $\qquad$ map?


## Thinking and Feedback:

Invite children to share their processes. Encourage children to describe the challenges they might have encountered.

## Documentation:

Collect samples of the children's work as well as photographs and/or video of their process; use the documentation to launch a discussion during Thinking and Feedback.

## Provocation:

- Ask children if they would like to create puzzles using their Classroom Maps.
- Ask children and families to bring in maps that they might have at home that parents would allow to be laminated and made into jigsaw puzzles.
- Compare and contrast 2-dimensional maps to interactive maps (GPS).


## Differentiation/Accommodation:

For Intro to Centers, children with limited verbal skills can use a pre-programmed voice output device to answer questions about the story. (Keep in mind these will likely be closed-ended questions, as those are easiest to program into devices.) This can also be used to help students answer Guiding Questions. During Centers, have a range of number of puzzle pieces (some puzzles with five pieces, some with seven, etc.) to match children's level of challenge.

