



## 'SYMBO': THE GEOGRAPHER'S BINGO

### **Description:**

This activity will sharpen students' understanding of how symbols can be similar or diverse, yet they can symbolize the same geographical entity. It also permits students to examine firsthand how symbols reflect the uniqueness of a place or region, and how symbols provide the map reader with important information quickly and efficiently.

### **Grade Level:**

Primary

### **Learning Outcomes:**

When my students finish this activity they will be able to:

1. Provide practice in the interpretation of map keys and symbols
  - TEKS Alignment - 113.13.b.5.A - interpret information on maps and globes using basic map elements such as title, orientation, and legend/map keys;
2. Provide practice in interpretation of legends and keys on visuals.
  - TEKS Alignment - 113.14.b.5.C - identify and use the compass rose, grid system, and symbols to locate places on maps and globes;
3. Expand their abilities to analyze information.
  - TEKS Alignment - 113.18.b.3.A-D - uses geographic tools to answer geographic questions;
4. Be actively and directly involved in the learning process.

### **Fundamental Themes:**

Location

Place

Region

Movement

### **Related Learning Opportunities:**

Math

Art

Language Arts

\*Excerpted from:

Texas Alliance for Geographic Education. *Young Geographers Alliance: Program Guide*. (San Marcos, Texas: Southwest Texas State University, 1991), 46-49.

### **Classroom Procedures:**

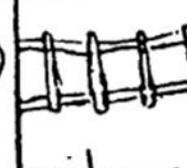
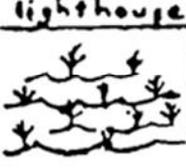
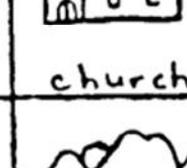
1. Group children in teams of four members. Give each group a variety of maps from different regions.
2. Teacher will instruct the students to identify, and record on paper, as many different symbols as they can from each map. Have students draw the symbol and write by the side what it symbolizes, for example: "capitol."
3. After studying several maps, students will discover that some symbols are alike and others are different for the same geographical entity. *\*Emphasis should be placed on collecting as many different symbols as possible.*
4. Have students draw and label the map symbols they have collected on the chalkboard. All symbols should be recorded regardless of duplication among the teams. Both the symbol and what it symbolizes should be written so that students can note likenesses and differences in representing the same entity on a map.
5. Help students identify how map symbols differ from region to region. For example: "ferry routes" and "ski areas" are less familiar to students in Texas than are the symbols for a "desert," an "Indian reservation," or an "oil field."
6. Discuss with the class why cartographers use symbols.
  - a. How are they helpful?
  - b. What information can we learn about a place or region from symbols?
7. What surprised you about this investigation?
8. Extend this experience by creating individual "Symbo" cards. (See Sample) These cards look like "Bingo."
9. Give each student a "symbo sheet" and have them select from the board the symbols they would like to include on their individual card.

**Note:** Symbols may be placed on the card in any arrangement. Each card will be different. This saves the teacher from the burden of designing 25 individual cards. (sample card included)
10. The teacher should be the caller for the "Symbo" game the first time it is played.
11. Name a geographical entity which appears on the board and have students designate that it is on their card by marking the symbol with their pencil or token.
12. The rules for "Symbo" are like "Bingo."
13. When a student has 5 symbols marked across, ndiagonally; or down the card, he/she should say "Symbo."
14. Check answers and let a student become the next caller.
15. Continue playing until more students have the opportunity to win.

### **Materials:**

1. Road maps from different cities, states, and countries.
2. Several large chalk boards.

# Sample Symbo Card

S	Y	M	B	O
 lighthouse	 desert	 lake	 railroad	 school
 swamp marsh	 wall	 state highway	 oil field	 forest
 fire zone	 airport	FREE	 mining	 ski area
FREE	 church	---	 Indian Reservation	 valley
 capital	 mountain	FREE	 bridge	 river

Students may make their own "symbo" card from symbols they find on maps.

<b>S</b>	<b>Y</b>	<b>M</b>	<b>B</b>	<b>O</b>
		<b>FREE</b>		
		<b>FREE</b>		