Day One-The Discovery!

While out exploring you have come across an uninhabited and undiscovered island that you can now claim as your own kingdom! Where in the world would you like your island to be?

Use online maps or atlases (if you have them) to research your island and use geographical terms to describe its location. Think about:

- Which sea or ocean does your island lie by?
- Is it in the Northern or Southern Hemisphere?
- Which countries or islands are close to your island? How close?
 (look at scale in relation to maps and atlases)
- Which continent might claim your island?

On the next page is a design sheet.

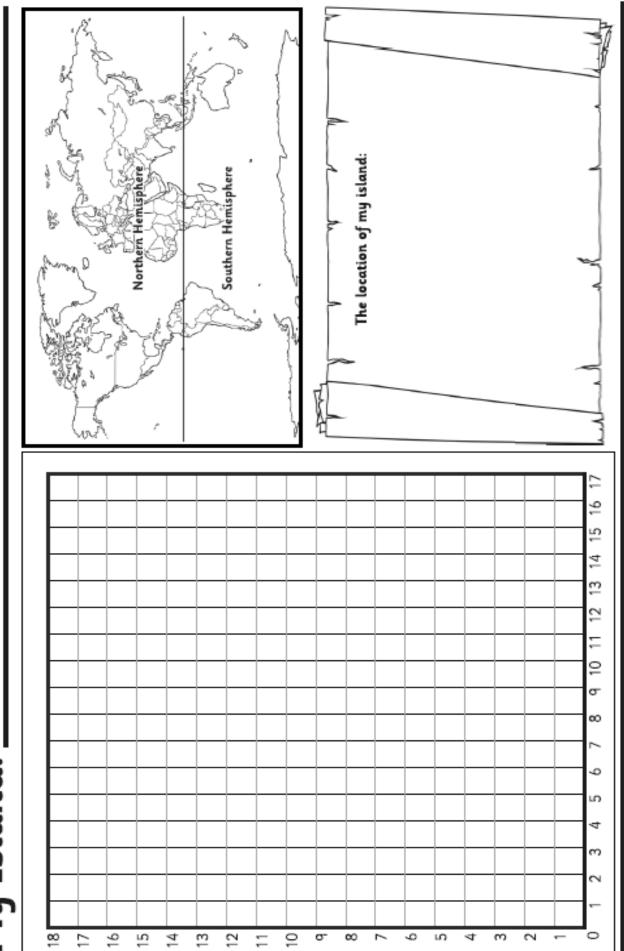
Mark an x on the small world map to show where your island is.

Think about landmarks. What are they? Can you name any landmarks you have visited/seen? Think about the landmarks you might want to have on your island. List them on your design sheet.

You might want caves/mountains/temples or structures from ancient times/shipwrecks etc..

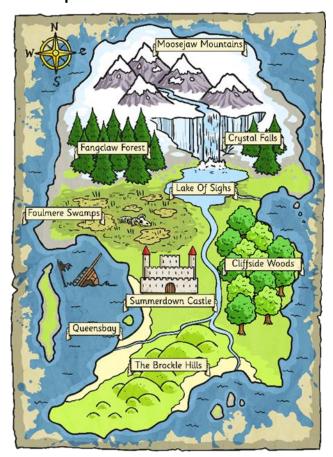


My Island:





Now is your chance to design your island. What geological features will it have? Have a look at these pictures for inspiration:





Use the co-ordinate grid to draw your island.
Add the landmarks
Give your island a name!
What are the co-ordinates of your landmarks?
Which is your most southerly landmark?
Can you work out your island's approximate area?

Day Two-First Impressions

Imagine you are approaching your island for the very first time. Where would your boat dock? Mark this on your map. Which coast would this be on?

Feelings/senses

You arrive on the island and take your very first steps.

What can you hear? What can you see? How might you feel and why?

Make a list of all the words and phrases you might associate with taking your first steps on land. Be ambitious! Use an online dictionary or thesaurus to help you.

Write a short descriptive piece about your island. You may choose to do this on a computer or hand write it. Try and include; lots of vivid description along with some hint not tell; a sense of awe and wonder; and your feelings.

Day Three- National Identity

All countries have different traditions, cultures and languages. Except yours! Now is the chance to begin developing your country's national identity.

Design your country's flag. What shapes and symbols might you use? Which colours? Why these colours? Do they represent something from your island?

Do you know any of our national anthem? What do you think it is about?

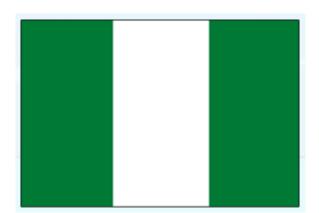
What might your national anthem be about? You might make reference to yourself (as founder!) the coast/land, features or landmarks. Draft out the first verse!

Can you name these flags? Do you have any thoughts about why the colours/symbols may have been chosen?







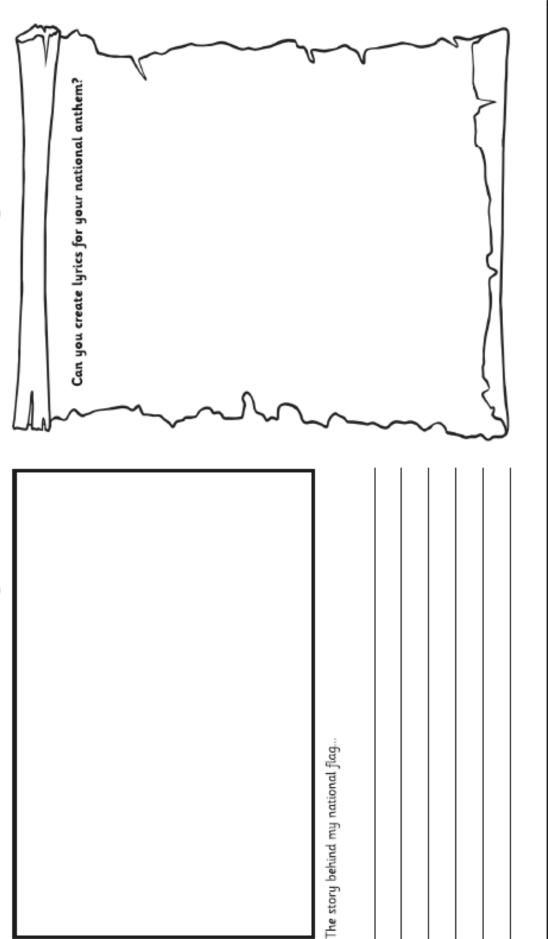


Jot down your ideas and then you might like to conduct your own research to find out.

God save our gracious Queen,
Long live our noble Queen,
God save the Queen!
Send her victorious,
Happy and glorious,
Long to reign over us,
God save the Queen!

O Lord our God arise,
Scatter our enemies,
And make them fall!
Confound their politics,
Frustrate their knavish tricks,
On Thee our hopes we fix,
God save us all!

Creating a National Identity





Day Four- Rules and Laws!

Think about rules and laws and why we have them. What rules/laws do you follow? What would happen if we didn't have rules at home/school/nationwide?

Your island will soon be inhabited. Which rules would you like

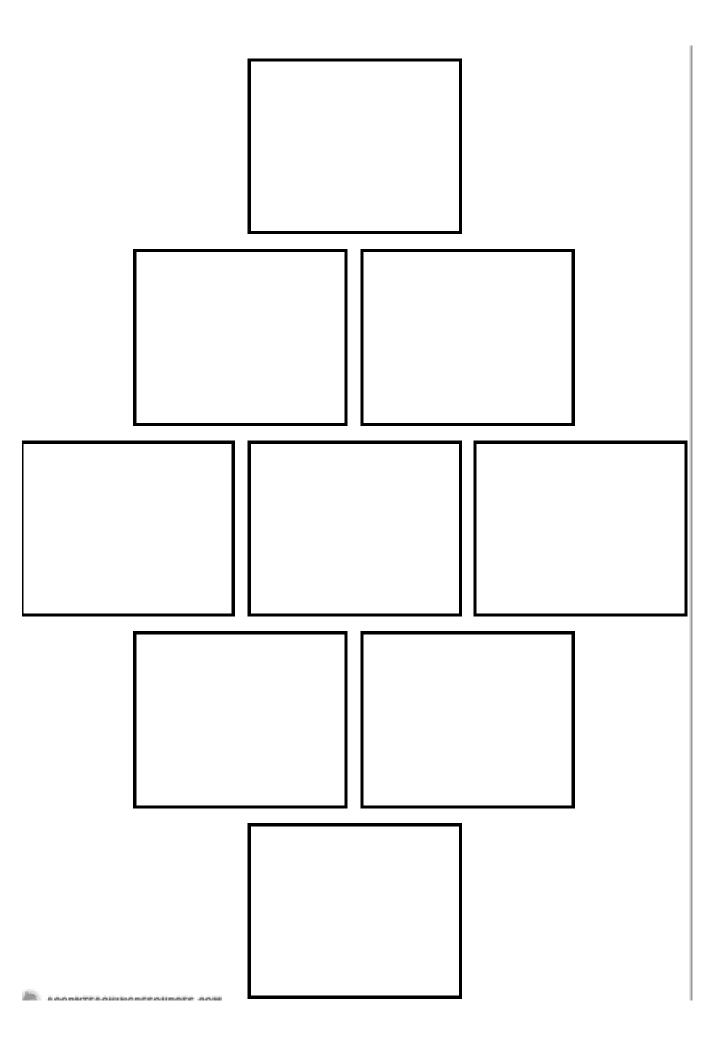
You might want to think about:

• Age restrictions on certain activities.

to have? What laws might need to be set?

- Do children have to go to school?
- Will people be able to have any weapons? If so, what and why?
- How will people be punished if they don't follow your rules? Jot down consequences for different things.
- Do people have freedom of speech?

Write each of your rules in a separate rectangle (see next page) Cut them out then try to order them in a diamond shape from the most important to least important. Create a poster displaying your rules.



Day Five- Developing a tourism industry.

Think about some of the places you may have visited. What did you enjoy the most? What does your island have to offer tourists? Make a list. You might want to include things like:

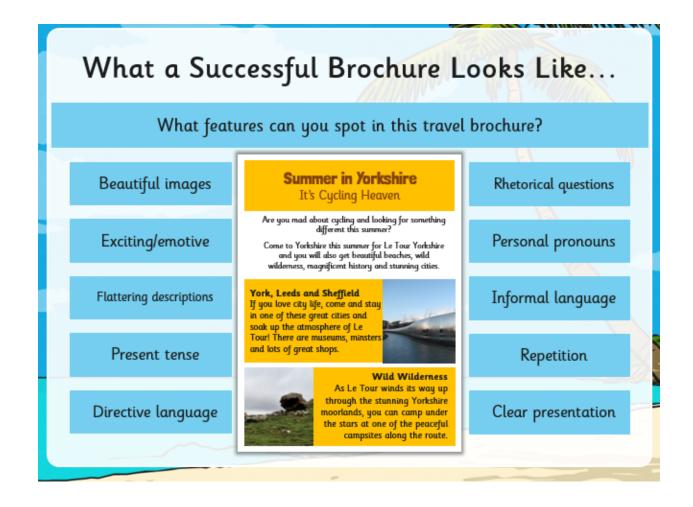
- Diving opportunities
- Walking/hiking trails
- Places to visit
- Other things to do that may be unique to your island.

Your task today is to create a persuasive brochure/advert to advertise your island to tourists. This will hopefully bring in lots of money and make your island prosperous!

Fold a piece of paper into three to create a small brochure. Use a mix of pictures and text.

Each section could be for a different thing, eg intro, things to do, places to go, what you need to know etc..

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You will have space for 6 different sections

Jot down a list of what these 6 sections will be then add
some of your ideas using the above template as a guide
My example:

Endless Sandy Beaches

- Room for all, quiet coves -safe, private own piece of paradise
- Excellent surfing-rolling waves on the west coast of the island
- Perfect pícníc spots with free BBQ access

Next, develop these notes into short paragraphs.

Use this checklist to help you when you create your brochure.

Feature	Examples	Tick
Beautiful images	A beach, mountains or beautiful buildings.	
Exciting/emotive	Come and see the stunning moorland, it will leave you breathless.	
Flattering descriptions	The crystal clear water reflects the mountains like a mirror.	
Present tense	The winding streets lead to an 18th century church.	
Directive language	Come and experience the famous autumn colours first-hand.	
Rhetorical questions	There are amazing views from the top of the mountain, can you face the challenge of getting to the top?	
Personal pronouns	'We', 'us' and 'you'.	
Informal language	If you like parties, this is the place for you.	
Repetition	The weather here is hot, hot, hot!	
Clear presentation	Headings, sub-headings, paragraphs, maps and photographs.	

trefrid, or all

