

Make a 3D model of a river

Although maps are flat, some include information that helps to build up a picture of the landscape. For example, atlases use colour to show the height above sea level of different areas of land. Many also show areas of forest, grassland, desert or tundra. Other maps, such as OS maps, use contour lines to show height above sea level and to give an indication of how steep slopes are. They also show rivers and lakes and different types of vegetation.

You are going to use the information provided by a map to make a 3D model of a river.

You will need:

- an OS map or an atlas
- a large sheet of card
- marker pens
- papier mâché or thick corrugated card (e.g. old boxes)
- a selection of other modelling materials (e.g. collected recycling)
- glue and/or tape
- paint

Instructions:

- Choose a river from the atlas or map.
- Start by drawing the outline of the country or countries through which the river flows.
- Use layers of corrugated card or papier mâché to build up hills and other areas of high land using the map or atlas for reference.
- Use paint to add colour to your 3D map. You might want to use different colours to show different heights and/or types of landscape.
- Think about what material you want to use for the river. You could for instance use foil or blue tissue paper.
- Think about what other features you can show. For example, you could use sponge or foam to show trees and forests and scrunched up tissue paper to show vegetation.
- If you are using an OS map, you could use boxes and other recycling to add key buildings and landmarks. Try to show the sizes of the different buildings and landmarks in relation to each other if you can.
- Add labels to show the different stages of the river and mark out any significant features along its route.
- Don't forget to add scale, key (to explain any different colours you have used) and compass directions!