



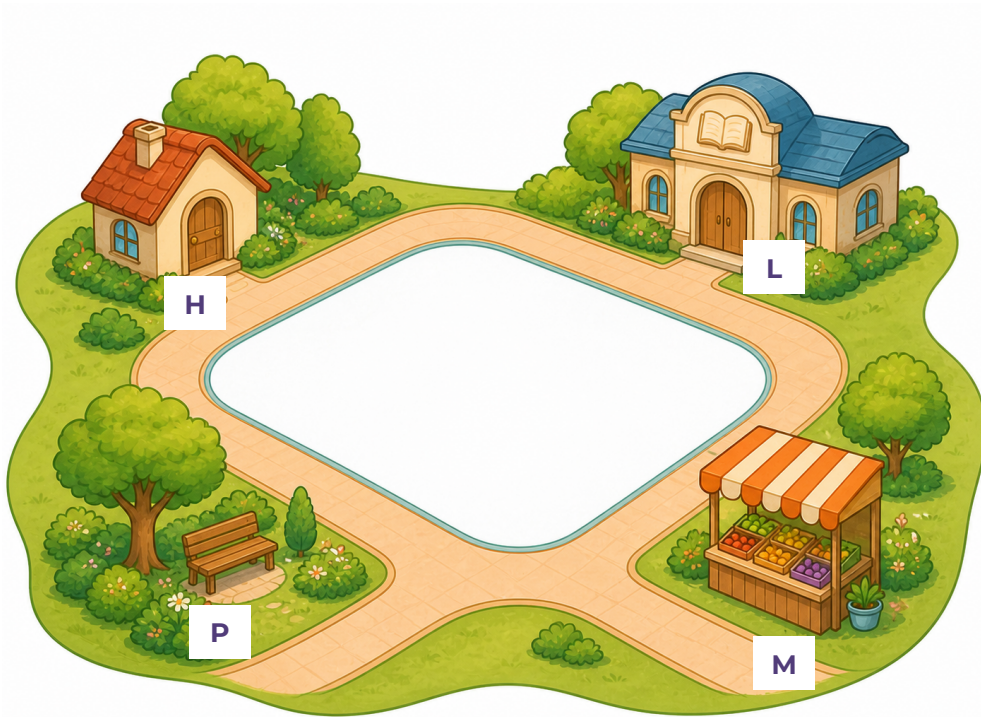
A Place for Drinking Water

Use a map key. Add a place for the neighborhood.

Grade 1

Visitors need drinking water while using the neighborhood. Add somewhere they can get it.

1 Draw a drinking fountain in the white space. Mark it X.



MAP KEY

H Home

L Library

P Park

M Market

X =

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2 Add X to the key. Explain which visitors it could help.

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Talk together: Explain your idea. Listen to someone else's idea.