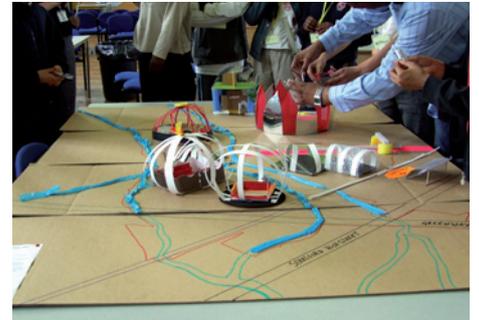


bringing the games home!

resource: mapping zone



Making a large scale site model base

Whether your chosen site is from an on-line digital map, OS or A-Z type paper map or from your own handy survey work, it's almost bound to be way too small a scale to contemplate building 3D models on.

Even if you have access to a photocopier it's still unlikely to be able to reproduce your site plan large enough, without access to a costly professional plan copier, so you will need to do it by eye. Surveyors call this Interpolating or Extrapolating.

Before you start you will need to think about the materials you have for modelling and how big each group's individual venue models will be in relation to the site model and crucially how much room you have in your classroom for the final exhibition!

- ▶ Set about marking key points around the boundary of your original site map
- ▶ Scale up these points onto a very big piece of cardboard or paper by a fixed ratio or proportion
- ▶ It may help to measure some of the angles of intersecting boundaries
- ▶ It will also be very useful to mark on any key geographic features such as roads, rivers, railways, adjoining buildings etc.
- ▶ Don't worry too much about topography contours etc. unless this is something you want to cover with your class

Tips

- ▶ Make the site base in smaller sections –it's much easier to move and store.
- ▶ Big sheets of corrugated card from TV's, fridges etc. are good to use as model bases as they are stiff.
- ▶ If you have older more skilled students you might want them to make much more intricate smaller scale models.
- ▶ Give each group or individual a smaller card base to make their model on. This means they can make it at their table and not the whole class trying to work on the same base at the same time.
- ▶ It's rare for schools to have scale rules but if you do you may choose to make scale venue models as well.

Scale

The term 'scale' can be very confusing. Scale can be described as:

- a. the proportion that a map, model, etc. bears to the thing that it represents; ratio between the dimensions of a representation and those of the object e.g. a scale of one cm to a mile
- b. a line marked off on a map to indicate this ratio or proportion

Scale 1:1 is the actual size of something. A map with a scale of 1:1,000,000 is a 'small scale' map meaning that things appear much smaller than real life (therefore it shows less detail). A map with a scale of 1:100 is a 'large scale' map meaning that things appear larger (therefore shows more detail).