## Mapping around the space A. Choose the correct answer: 1. A map is a a) 3D model b) 2D representation of a space c) 1D sketch d) pictogram 2. Which direction is opposite to East on a map? a) North b) South d) South-West c) West 3. The top view of a building shows a) the height of the building b) how it looks from the front c) the layout from above d) the side design 4. The front view of a cube shows a) one square face b) two square faces c) three square faces d) one circular face 5. Which of the following helps in understanding position in space? a) Compass b) Bar graph c) Thermometer d) Stopwatch **B.** Write the Missing Terms to Complete the Sentences: 1. A shows the position of objects from a top-down view 2. The four main directions are North, South, East, and \_\_\_\_\_\_. 3. The front view of a shape shows how it looks from the \_\_\_\_\_. 4. A map represents \_\_\_\_\_ objects on a \_\_\_\_\_ surface. 5. The side view of a shape gives information about its \_\_\_\_\_\_. C. Mark each sentence with a True ( ✓ ) or False (X): 1. A map always shows the front view of an object.

2. The side view of a car shows its full height and length.

3. Top view of a chair shows the shape of its seat.

4. North and West are opposite directions.	
5. Maps help in understanding object positions from above.	

## D. Figure out the answers to these questions:

- 1. Draw a rough map of your classroom showing the position of desks, board, and door.
- 2. Explain the difference between top view, front view, and side view of a table.
- 3. If you face North and turn right, in which direction are you now facing?
- 4. A school gate is facing East. If a student walks straight to the left of the gate, in which direction is the student going?
- 5. Identify the direction you will face if you make three right turns starting from North.

## E. Challenge yourself with these questions:

- 1. Observe and sketch the top view and front view of a cupboard.
- 2. Describe the layout of your school using directions like left, right, front, and behind.
- 3. Use the four main directions to guide a friend from your home to the nearest park.
- 4. Look at a dice and draw how it appears from different sides.
- 5. Explain how maps are useful in locating objects and understanding routes.