

CREATE A COUNTRY!

PLACE: LAND FORMS AND *PHYSICAL FEATURES*

You will be creating a physical PLACE on Earth today. The process of creating a new and unique country will help you better understand the different types of land forms and *physical features* found throughout the world.

1. You must determine the LOCATION of your country in relation to existing countries. You must decide whether your made up country will be a newly discovered island or will be carved out of existing countries (for example: bordering France along the English Channel). Your country must border a sea or an ocean to allow for certain physical features to be included.
2. Once you know where in the world your country is located, you will start to imagine the PLACE where your country is located. This is the land and *physical features* that existed before humans arrived. Begin by drawing its shape. Today's objective for creating your country is to include as many *PHYSICAL FEATURES* as possible within the borders of your country. This is why your country must border a sea or an ocean on at least one side. Use the packet of *physical features* provided by Mr. Kyle if you need help identifying and drawing the characteristics of each feature. A copy of this packet is on the website (mrkylesclass.weebly.com)
3. Include a *scale* for your *physical map* so you can determine its approximate size in relation to other countries on the map.
4. Remember that people will eventually habitat your country. The physical features you place within your country will impact how these people will live. We will learn about this idea of Human Environment Interaction in later lessons.
5. Also, some physical features cannot be included in your country depending where in the world you placed it. If you have an island country in the tropics, you will not have glaciers or icebergs. If you are near Greenland, you will not have a rain forest.
6. Use the checklist of *physical features* on the back of these directions to keep track of what you have added to your map. You should include a *key* with symbols to represent some of the features such as waterfalls, volcanoes and plateaus. Too much writing on the map will limit space to add details and clutter the *physical map* of the place you have created.

The completed rough draft of your country will be due on: _____