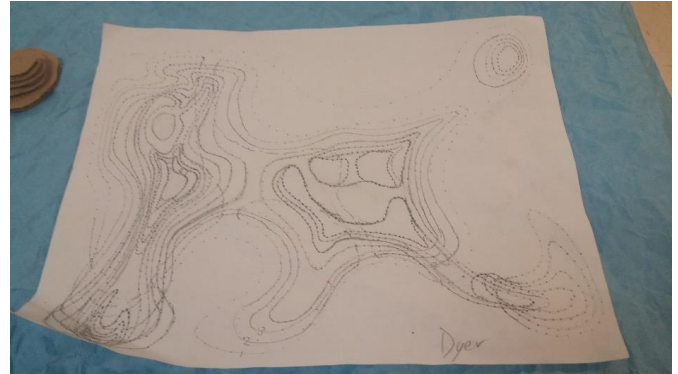


Islands of Adventures extra credit

Part 1 (25%): Topographic Map

- Draw a topographical map with its highest point be at 15 contour lines. You are encouraged to include fun features like caves, rivers, waterfalls, volcanoes, lakes and so on.
- Map must be approved by Mr. Dyer before continuing to you model.



Part 2 (50%): 3-D Model

- Using cardboard, foam core, or foam mat; use your map and a push pin to outline each contour line, one at a time, onto the cardboard, using the outline to cut out the layer. Then move to a fresh piece of cardboard to start the next contour layer. Use Elmer's glue sparingly to stick the 2 layers together at a time, weighing them down with a book to prevent the cardboard from warping.



Part 3 (25%): The Legend of your Island

- The mystical island you have made possesses amazing qualities that defy reality. Come up with a unique story about your island, making mention of its topographical features, potential global position, climate, types of plants and animals as well as some special properties.