



Walk Around Australia

Summary

Walk Around Australia uses a map to track the distance students have covered to walk or cycle to school. This highly visual tool prompts students to walk or cycle more often, especially if they are challenged to complete the distance within a certain time (e.g. 1 week). You could even turn it into an inter-class competition.

Use the information in this guide to help you complete the activity with students. See also *Links to Western Australian Curriculum* on page 5.

Year level: Years Pre Primary – Year 6

Teaching and learning resource. YM Co-ordinator resource.

Learning outcomes

Students will be able to:

- Learn how to create an interactive digital map
- Understand how to read a map and know that symbols are used to represent different locations;
- Collect data, organise into categories and create displays using lists, tables, picture graphs and simple column graphs,
- Learn how to calculate the length of route using Google Maps or road maps.
- Learn how to evaluate data and mark off the distance travelled by students each day.

Who does what?

Your Move student team or coordinator could:

- Create or select the map/s
- Calculate the distance covered by the marked route
- Set up the map/s and
- Mark off the distance travelled by students each day.



Printed maps if required could be organised by

- Teacher
- Student group leader
- Your Move coordinator

Resources

- Map – 1 per class or 1 for whole school. Design your own or use the map provided by [Your Move](#).
- Computer with internet access or road maps to calculate distance covered and share stories – text, video and photographs - about the activity to your school profile page.
- Posters to promote ‘Walk around Australia’ activity around your school.
- Digital device to take photos of the map and participants.



Preparation and Promotion

- Choose a week or day of the week to display the map – one that doesn't clash with sports carnivals, exams or other very busy school days. You could choose a regular Your Move day such as Walk to School Wednesdays.
- Calculate length of route using Google Maps or road maps.
- Survey class mates to record distance travelled to school if they walked or rode their bicycle in kilometres.
- Collect data, organise into categories and create displays using lists, tables, picture graphs and simple column graphs, with and without the use of digital technologies.
- Set a goal (date) to reach your destination.
- Include the process of how the goal and destination was decided upon. Record this on the map and also in promotional material.
- Promote in newsletter, on posters and at assemblies.

Figure 1 - Take the challenge map of WA

Tip:

For families who live too far from school to walk the whole way, suggest they “Park and Walk” from a local park or sporting club nearby.

When you arrive - Celebrate!

1. Tally number of students who walk/ride and mark off the equivalent distance on map.
2. When the route is completed:
 - Hold an assembly

- Note in newsletter
- Post a story on your schools profile page on the your move website to earn reward points.

Extension Activities

Find out more about the places, ports and parks you visited on your *Walk around Australia*. Use the worksheet attached to jot down information.

Recreate a map using ICT or The Arts - on the map include points of interest and include when they arrived there.

Choose a destination in Australia and;

- Calculate how far it is.
- Predict how many days to get to the destination of choice.
- Convert steps to distance and then calculate how far they need to walk, ride etc. to get to the destination.
- Pose a series of questions regarding possibilities of reaching the destination.
- Identify a question of interest based on one categorical variable. Gather data relevant to the question.
- Describe probabilities using fractions, decimals and percentages with regard to the destination, mode of travel and challenge days.
- Use ICT as a creative tool to generate simple solutions, modifications or data representations regarding the destination challenge.



Figure 2 - Take the challenge map of Australia

Table 1: Humanities and Social Sciences

Strand	Sub-strand
Geographical knowledge and understanding	<ul style="list-style-type: none"> • People are connected to many places (Year 2) • Places are both similar and different (year 3) • Factors that shape the human and environmental characteristics of places (year 5)
Humanities and Social Sciences Skills	<ul style="list-style-type: none"> • Questioning and Researching • Analysing • Evaluating • Communicating and Reflecting

Table 2: Mathematics

Strand	Sub-strand
Statistics and probability	<ul style="list-style-type: none"> • Data representation and interpretation • Chance

Table 3: The Arts: Visual arts

Strand	Sub-strand
Making	<ul style="list-style-type: none"> • Developing skills and processes

Table 4: Technologies: Digital Technologies

Strand	Sub-strand
Creating solutions by	<ul style="list-style-type: none"> • Investigating and defining

General capabilities

- Literacy, Numeracy, Information and communication technology (ICT), Critical and creative thinking, Ethical behaviour, Personal and social capability

Cross curriculum priorities

- Sustainability, Aboriginal and Torres Strait Islander histories and cultures (dependant on extension activities), Asia and Australia’s engagement with Asia (dependant on area covered and extension activities).



CHALLENGE MAP SUPPORT

Find out about the places, ports and/or parks you visited on 'The Challenge'

Name of place, port and or park:

Latitude/longitude:

Population:

History:

Economic activities:

Agriculture:

Aboriginal name and meaning:

Famous people from the town:

Sport:

Politics or public affairs:

Writer:

Local school names:

Local school logos:

Common flora:

Common fauna:

Main tourist attraction:

Other: