Merit Tutoring

Worksheet 37

Year 3 Mathematics — Australian Curriculum v9.0

Subtopic: Create 2D Representations of Environments

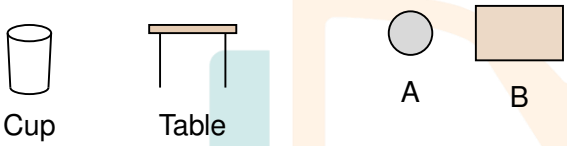
Name: _____ **Date:** _____

Score: _____ / 30

Section 1: Fluency — Bird's Eye View (Questions 1–10)

Instructions: Match the object to its bird's eye view (top-down view).

Question 1: Match the object to its bird's eye view. Draw a line to connect them.



Answer: _____

Question 2: What does a round table look like from above?

Answer: _____

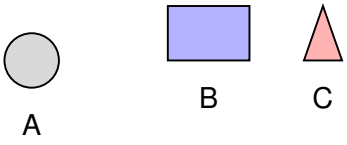
Question 3: Look at this bird's eye view. What object could this be?

Answer: _____

Question 4: From above, a tree crown looks like which shape? (Circle, Square, Triangle)

Answer: _____

Question 5: Match these top-down views. Which is a book?



Answer: _____

Question 6: True or False: From a bird's eye view, people look like circles or ovals.

Answer: _____

Question 7: What shape does a football field look like from above?

Answer: _____

Question 8: Draw what a pencil looks like from above.

Question 9: From above, a swimming pool is usually which shape?

Answer: _____

Question 10: Look at this bird's eye view. What could this represent?

Answer: _____

Good Job!

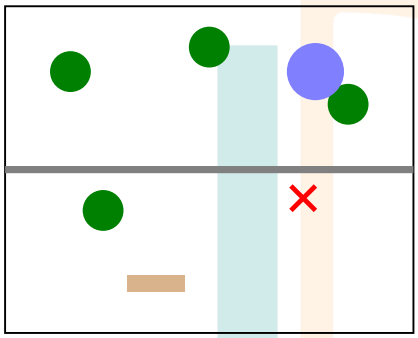
Where do pencils go on vacation? To Pennsylvania!

Section 2: Reasoning — Using a Legend (Questions 11–20)

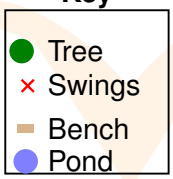
Instructions: Use the map and key to answer questions.

Questions 11-15: Look at this Park Map and use the Key to answer questions.

Park Map



Key



Question 11: How many trees are in the park?

Answer: _____

Question 12: What does the blue circle represent?

Answer: _____

Question 13: What does the red X represent?

Answer: _____

Question 14: How many benches are in the park?

Answer: _____

Question 15: Is there a pond in the park? (Yes/No)

Answer: _____

Question 16: Why do we use symbols on maps?

Answer: _____

Question 17: If you wanted to add a playground to the map, what symbol might you use?

Answer: _____

Question 18: True or False: A map key helps us understand what symbols mean.

Answer: _____

Question 19: Look at the park map. Which is more common: trees or swings?

Answer: _____

Question 20: If green circles represent trees, what might yellow circles represent?

Answer: _____

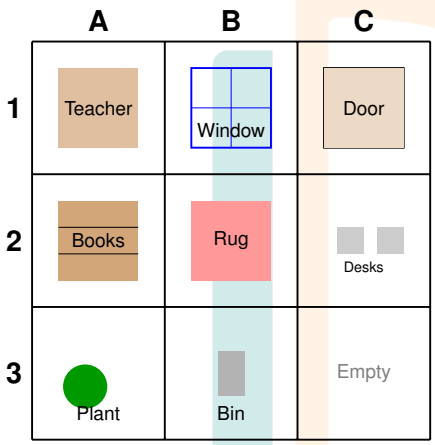
Good Job!

Why did the map go to school? To find its way around geography!

Section 3: Challenge — Grid Coordinates (Questions 21–30)

Instructions: Use the grid map to answer location questions.

Questions 21-28: Use this Classroom Grid Map to answer questions.



Question 21: What is located at B2?

Answer: _____

Question 22: What is located at A1?

Answer: _____

Question 23: Where is the Door located? (Give grid coordinates)

Answer: _____

Question 24: Where is the Plant located?

Answer: _____

Question 25: Is there anything at C3?

Answer: _____

Question 26: What is next to the Rug (in grid B2)?

Answer: _____

Question 27: How many items are in Row 1?

Answer: _____

Question 28: Which column has the Window?

Answer: _____

Question 29: If you walked from A3 to C3, what direction would you walk? (Left, Right, Up, Down)

Answer: _____

Question 30: True or False: Grid coordinates help us find exact locations on a map.

Answer: _____

Good Job!

Why did the pirate use a grid map? To find his treasure at coordinates Arrrr-2!

Excellent Work! You've completed Worksheet 37!

Answer Key — Worksheet 37

Year 3 Mathematics

Section 1: Fluency

1. Cup - A, Table - B
2. Circle
3. Rectangle/Book/Box (accept reasonable)
4. Circle
5. B
6. True
7. Rectangle
8. Check drawing (long thin rectangle)
9. Rectangle (or oval)
10. Tree/Bush/Ball (accept reasonable)

Section 2: Reasoning

11. 4 trees
12. Pond
13. Swings
14. 1 bench
15. Yes
16. To represent real objects simply
17. Answers vary (e.g., squares, slide)
18. True
19. Trees
20. Flowers/Lights (accept reasonable)

Section 3: Challenge

21. Rug
22. Teacher's Desk
23. C1
24. A3
25. No (Empty)
26. Bookshelf (A2) and Desks (C2)
27. 3 items
28. Column B
29. Right
30. True

Worksheet 38

Year 3 Mathematics — Australian Curriculum v9.0
Subtopic: Create 2D Representations of Environments

Name: _____ **Date:** _____

Score: _____ / 30

Section 1: Fluency — Drawing Symbols (Questions 1–10)

Instructions: Draw simple symbols to represent objects on a map.

Question 1: Draw a simple symbol to represent a House.

Question 2: Draw a simple symbol to represent a River.

Question 3: Draw a simple symbol to represent a Tree.

Question 4: Draw a simple symbol to represent a Road.

Question 5: Draw a simple symbol to represent a School.

Question 6: Which shape would be best for a table from above? (Circle, Rectangle, Triangle)

Answer: _____

Question 7: Draw a simple symbol for a Car (from above).

Question 8: Draw a simple symbol for a Playground.

Question 9: What color should you use for water on a map?

Answer: _____

Question 10: What color should you use for grass/parks on a map?

Answer: _____

Good Job!

Why did the artist love making maps? Because they were always drawn to it!

Section 2: Reasoning — Positioning (Questions 11–20)

Instructions: Follow the instructions to draw items in the correct positions.

Questions 11-15: Use this empty room plan. Follow the instructions.

Bedroom Plan

(Draw items as instructed)

Question 11: Draw a bed in the top right corner.
Question 12: Draw a rug next to the bed.
Question 13: Draw a wardrobe on the left wall.
Question 14: Draw a window on the top wall (middle).
Question 15: Draw a door on the bottom wall (left side).

Question 16: In your own words, what does ”next to” mean on a map?

Answer: _____

Question 17: What does ”behind” mean when giving directions?

Answer: _____

Question 18: Draw a simple classroom map below. Include: 1 teacher’s desk, 4 student desks, 1 door.

Question 19: Why is it important to show where things are on a map?

Answer: _____

Question 20: True or False: Position words like ”next to” and ”behind” help us create accurate maps.

Answer: _____

Good Job!

Why don’t houses ever get lost? They always know their place!

Section 3: Challenge — Mapping a Story (Questions 21–30)

Instructions: Follow the step-by-step instructions to create a map on the grid.

Questions 21-30: Use this grid. Follow ALL instructions carefully.

	A	B	C
1			
2			
3			

Adventure Map Grid

Question 21: Draw a House at A1.
Question 22: Draw a Tree at B2.

Question 23: Draw a Pond (blue circle) at C3.
Question 24: Draw a Path from A1 to C3 (diagonal line).
Question 25: Draw a Mountain (triangle) at C1.
Question 26: Draw a Flower at A3.
Question 27: Draw a Bridge at B3.
Question 28: Draw a Sun in the top right corner (outside grid).
Question 29: Create a Key/Legend for your map below:

Question 30: Write one sentence describing your Adventure Map:

Answer: _____

Good Job!

Why did the explorer bring a ladder to read the map? To reach new heights!

Fantastic! You've completed Worksheet 38!

Answer Key — Worksheet 38

Year 3 Mathematics

Section 1: Fluency

1. Check drawing (e.g., square with triangle roof)
2. Check drawing (e.g., wavy blue line)
3. Check drawing (e.g., green circle)
4. Check drawing (e.g., gray line/rectangle)
5. Check drawing (e.g., building shape)
6. Rectangle (or Circle for round table)
7. Check drawing (e.g., small rectangle)
8. Check drawing (e.g., swings, slide symbols)
9. Blue
10. Green

Section 2: Reasoning

11-15. Check student map drawing
16. Beside/adjacent to
17. On the other side/hidden from view
18. Check student classroom map
19. So people can find things/navigate
20. True

Section 3: Challenge

21-28. Check student grid map with all elements
29. Check student legend/key
30. Check student description (should mention elements)