

# Arturo's Transportation Explorer Mission

## Materials Needed:

- A large sheet of paper (butcher paper, the back of wrapping paper, or several pieces of printer paper taped together)
- Crayons, markers, and/or colored pencils
- Arturo's favorite small transportation toys (e.g., toy cars, a truck, a toy airplane, a train)
- Stickers (dots, stars) or small building blocks to represent landmarks
- Optional: A children's book about maps or transportation (e.g., "Me on the Map" by Joan Sweeney)

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## Learning Objectives

By the end of this lesson, Arturo will be able to:

- Create a simple, symbolic map of a familiar area (his neighborhood).
- Identify key landmarks and represent them with drawings or stickers.
- Use his map to guide a toy vehicle from one point to another.
- Verbally describe a simple route using directional or spatial language (e.g., "go down the road," "turn here," "next to the park").

## Lesson Activities & Procedure

### Part 1: The Mission Briefing (5 minutes)

1. **Engage:** Say, "Arturo, today you are a Master Explorer! And every great explorer needs a map. Do you know what a map is? A map is like a special drawing that shows us where things are and how to get there."
2. **Introduce the Concept:** If you have a book like "Me on the Map," read it together. If not, simply say, "We are going to make a map of our own neighborhood so your toy cars know exactly where to go on their adventures!"
3. **Set the Goal:** Lay out the large sheet of paper. "Our mission is to create the best map for your toy cars. Let's start with the most important place. What do you think that is?" (Guide him to say "Our house!").

### Part 2: Map Creation (15-20 minutes)

1. **Draw the Starting Point:** Have Arturo draw your house in the middle of the paper. It doesn't need to be perfect—a square with a triangle on top is great! You can help if he asks.
2. **Add Roads:** Ask, "What comes out of our driveway?" (A street!). Have Arturo draw the main road that goes past your house. Talk about whether it's straight or curvy.
3. **Place Landmarks:** Now, ask questions to build the map based on his experience.
  - "If we walk down this road, what do we get to? The park? Great! Let's draw a green spot for the park over here. What's in the park? A slide? Let's draw a little slide."
  - "What else is near our house? The grocery store? Let's put a sticker here for the store. What color is the store's sign?"
  - Continue adding 2-3 more familiar places: a friend's house, the library, a grandparent's house, a big red mailbox, etc. Use stickers or small blocks to mark them.
4. **Connect Everything:** Help Arturo draw roads or paths connecting all the landmarks to the main road and your house. This is a great time to talk about what you see on those walks or drives.

### Part 3: The Explorer's Journey (10-15 minutes)

1. **Start the Play:** Say, "Great job, Explorer Arturo! The map is complete. Now it's time to test it out. Pick a car for our first trip."
2. **Give "Missions":** Provide simple prompts that encourage him to use his map.
  - "Your red car is at our house and needs to get to the park to play. Can you show me how it would drive there on our map?"
  - "Oh no! The fire truck is at the grocery store and it hears an alarm at the library! Drive it there as fast as you can!"
  - "Can the airplane fly over the whole neighborhood you drew?"
3. **Encourage Storytelling:** Ask questions during his play. "Is the car stopping at a stop sign? Is it driving slow or fast? Who is it going to visit at the park?" This builds language and creative thinking skills.

### Part 4: Mission Debrief & Wrap-Up (5 minutes)

1. **Review the Map:** Ask Arturo to be the teacher. "Can you show me your favorite place on the map? How do you get there from our house?"
2. **Praise and Reinforce:** Tell him what a fantastic job he did creating and using his map. "You are an amazing map-maker! Now your toys will never get lost."
3. **Display the Work:** Hang the map on the wall in a place where he can see it and play with it again later. This shows his work is valued.

### Assessment (Informal Observation)

During the lesson, watch to see if Arturo:

- Understands that the drawings and stickers represent real places.
- Can physically trace a path from one point to another with his finger or a toy.
- Uses any spatial or directional words.
- Stays engaged and enjoys the process of creating and playing.

### Differentiation & Extension

- **For Support:** You can pre-draw the main roads and the outline of the house, and have Arturo focus only on adding the landmark stickers and drawings. Give him one-step directions during the play part (e.g., "Drive to the park.").
- **For a Challenge:** Encourage him to add more details, like trees, traffic lights, or rivers. He could also try to write the first letter of a landmark next to it (e.g., "P" for park). Another day, he could create a map of an imaginary place, like a pirate island or a city for dinosaurs.