



Map Making

In *Kendra Kandlestar and the Box of Whispers*, Professor Bumblebean draws a map that shows the Eens' journey to the Castle of Krodos. Using a separate piece of paper, design your own map of a fantasy world.

Remember, even though you are creating a fantasy world, your map should include all the elements and objects that you would find on a regular map.

Natural Elements

- Mountains, hills, volcanoes
- Forests, woodlands
- Rivers, lakes, oceans
- Deserts, plains, prairies

Constructed Elements

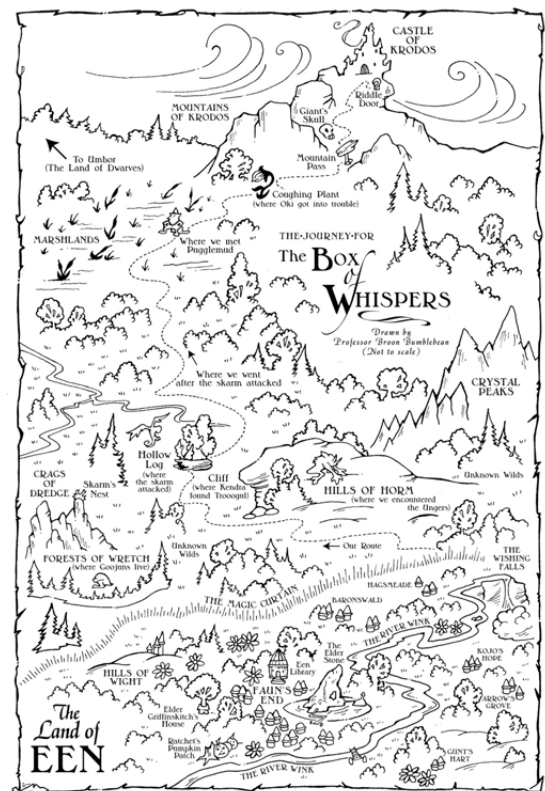
- Towns, villages, cities
- Roads and bridges
- Castles or fortress walls

Cartographical Elements

- Title
- North indicator
- Legend or key
- Scale
- Political boundaries

Storytelling Elements

- Adventure route
- Locations of key characters or objects (such as a treasure)
- Pictorial elements (such as a sea serpent or ship in the ocean)



Professor Bumblebean's Map
The Journey for the Box of Whispers

Drawing a map is one of the best ways to bring a world to life (especially a fantasy world). Once you are finishing creating your map, you can use it as inspiration to write your own story. Think about how your characters might get from one point on the map to the other. Do they have to cross deserts, mountains, rivers, and oceans? Do they encounter villages or towns with strange inhabitants? Is there more than one way to reach their destination?