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TOW TO DIAN

- Print out the caller's cards and cut out each rectangle with a map symbol in. Put these into a hat or bag.
- Print out the player's cards. Cut out each card and give one to each player.
- The caller pulls out a map symbol and reads out what is written. The player has to identify the symbol and mark it off on their player card.
- You can choose to make the winner the first person to complete a horizontal line, or when they mark off all the symbols on their card.

DIES CULTURES

- Start with 'Entry Level' player and caller cards.
- If Entry Level is too easy, swap to the Intermediate player's cards and cut out the Intermediate caller's cards, adding them to the Entry Level cards already cut out.
- Still too easy? Switch to the 'All Levels' player's cards and cut out the symbols to on the Advanced Level caller's card, adding them to symbols you previously cut out.



- Print these cards on a colour printer. Some symbols only differ by colour.
- There are 8 player's cards for each levels. You may wish to print out multiple copies of these for multiple games.
- If you have children learning symbols and they are struggling, the caller can flash their card which contains both the name and picture of the symbol.



Caller's Caros

ENTRY LEVEL

:	Υ				
	Campsite <u>X</u>	Caravan Site	Picnic Site	Golf Course	
>	Garden	Telephone	Nature Reserve	Battlefield **	
	Windmill	Radio Mast	Church with tower	Church with spire/dome	
	Lighthouse 九	Parking P	Information Centre	Castle	
	Walk / Trail	Cycle Trail	Theme Park	Water Activities	



Caller's Caros

INTERMEDIATE

9-	Museum	Museum Pub		Country Park	
~	Slipway	Preserved Railway	Emergency Telephone	Viewpoint	
	Public Footpath	Bridleway	Permissive Footpath	Youth Hostel	
	Contour 75 Lines	Triangulation Pillar	Building	School Sch	
	Coniferous ** Trees	Non-coniferous Trees	Bracken, heath, or rough grass	Water	



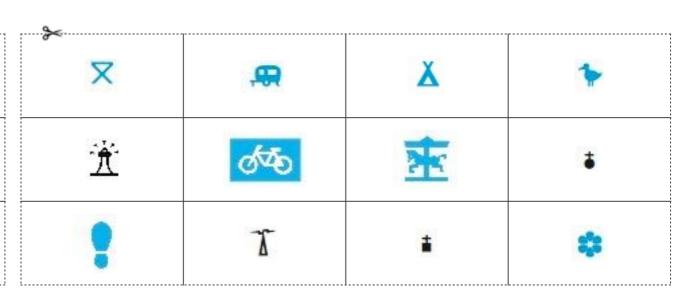
Caller's Caros ADVANCED LEVEL

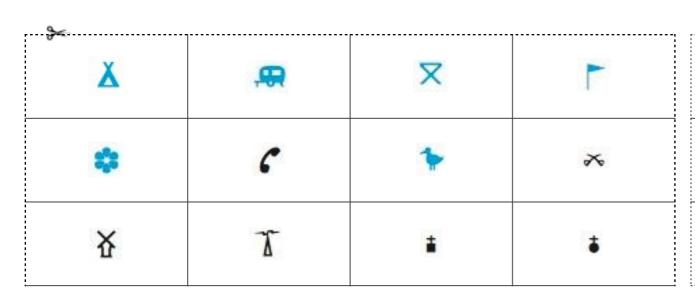
	Roadside	Recreation /	Cycle Hire	Craft Centre
۹.	Assistance	Sports Centre		A
	Boat Trips	Building of Historic Interest	Cathedral	Wind Turbine
	Bunkhouse / Camping Barn	Bus or Coach Station	Orchard	Coppice
	Loose Rock	Boulders	Outcrop	Scree
	Landfill or Slag/Spoil Heap	Mud	Traffic Free Cycle Route	Level Crossing



Player's Caros ENTRY LEVEL

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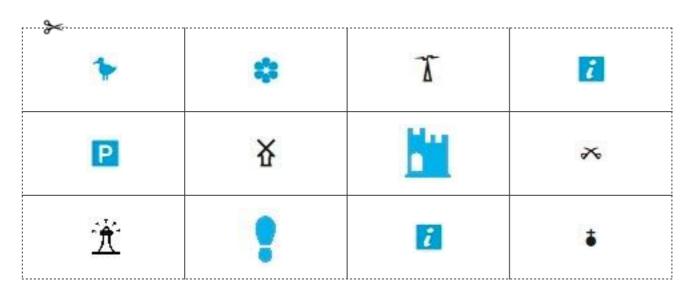




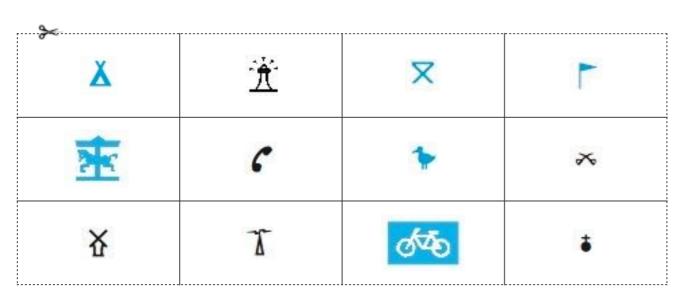


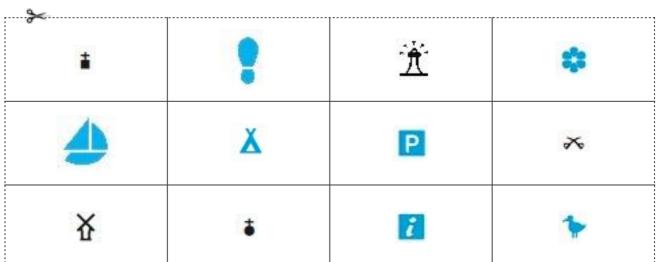


PLAVETS CATOS ENTRY LEVEL



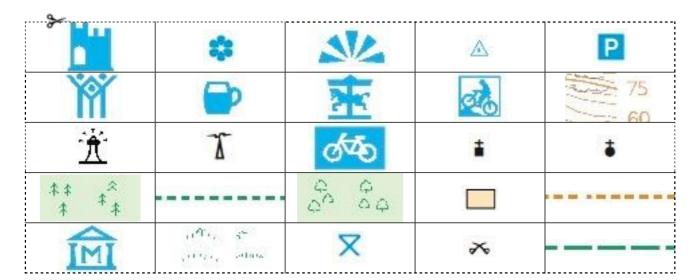


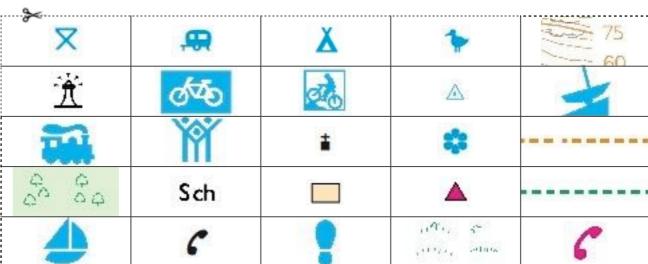


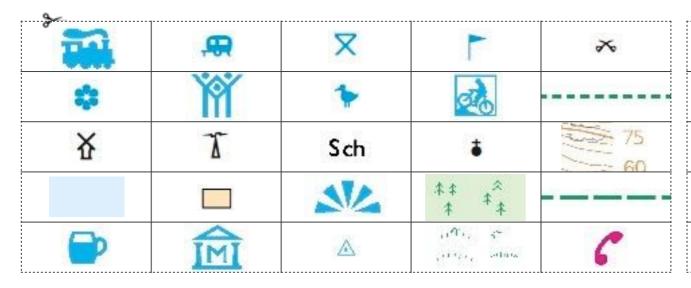


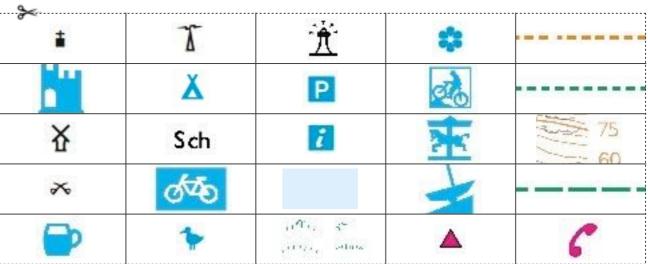


ENTRY - INTERMEDIATE LEVELS



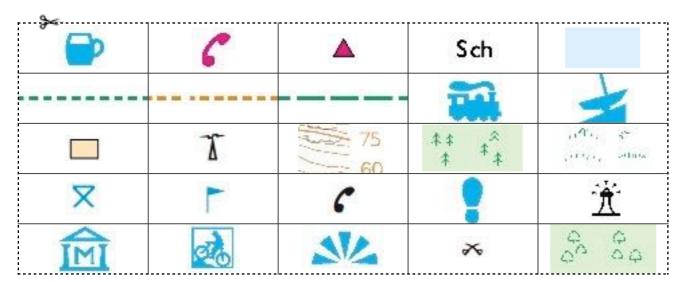




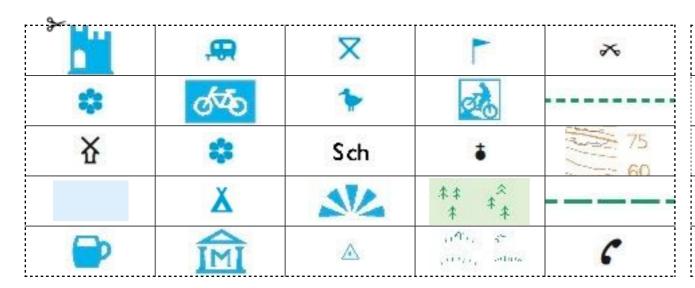


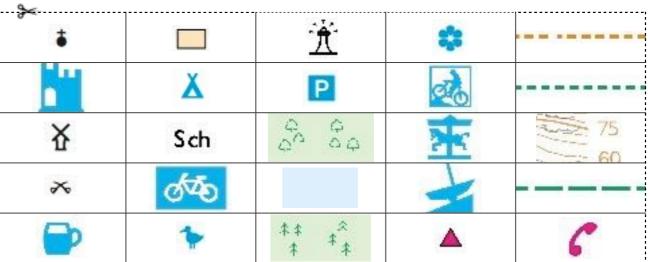


ENTRY "INTERMEDIATE LEVELS



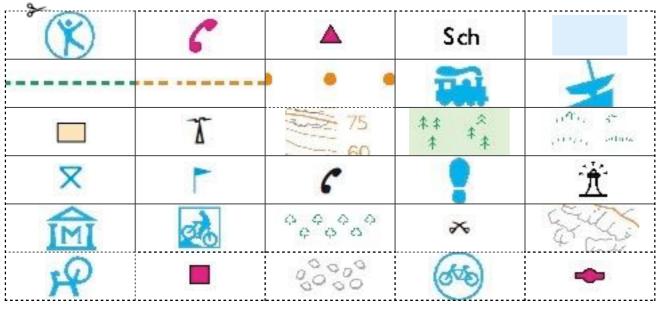
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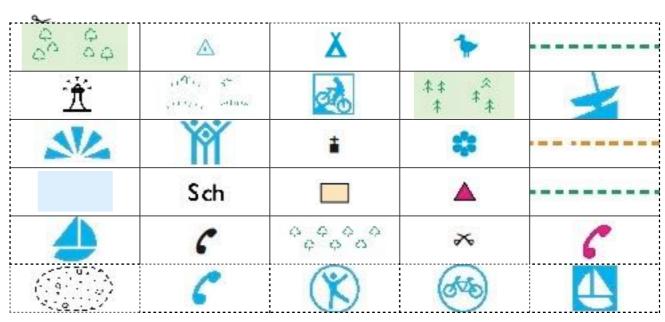


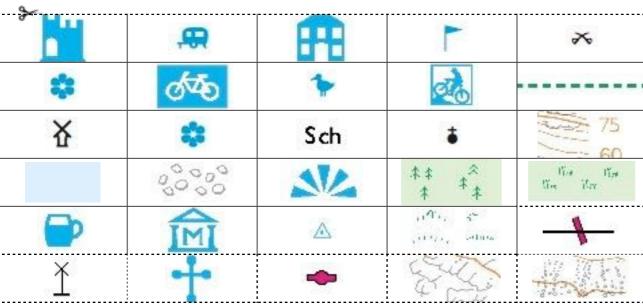


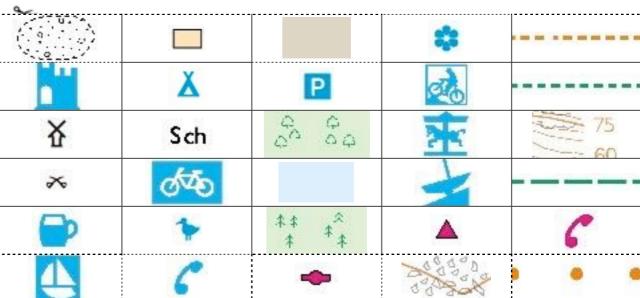


Player's Caros ALL LEVELS











Player's Caros ALL LEVELS

