

Rome - Illustrated Map

Dahlke said: “I was all in on “A Game of Thrones” the moment I opened the cover and laid eyes on a map of an imaginary kingdom (admittedly I am the type of person that would draw such a map in my spare time). Soon I realized, this map was forged as much for utility as enjoyment; the book was filled with castles, rivers, seas, towns and cities that needed to be viewed in perspective to one another and amongst their surroundings. The complexity required visualization...one needs to appreciate the expanse of the North, the strategic disadvantage of Riverrun, the proximity of Dragonstone and the Trident to King’s Landing, and, the mountains guarding Dorne and the Vale. How else would we understand why Stark needed beg of Frey?”

“Now, of course, maps are a necessity not only in the world of graphically violent fantasy literature but also in the world of graphically violent history. A well designed map communicates proximity, strategy, distance and physical features. It contextualizes time and place, and, can even tell a story of considerable depth and detail. As we have been studying Greece and are beginning Rome it behooves us to fully appreciate the geography of Classical Antiquity. Young cartographers, it is your task to create an illustrated map of the Mediterranean (including parts of Europe, North Africa and the Middle East) circa the Late Roman Republic or Early Roman Empire.”

As with all assignments, follow the specific instructions and look at the rubric to view how marks are derived.

Illustrated Map Instructions:

1. Conduct research through the library and on the internet.
2. Use a variety of maps of the particular time period or near to the time period.
3. Combine the information of the maps to plan your map.
4. Complete a rough copy of the map on a regular piece of paper.
5. HAND DRAW (or paint) a good copy of the map on a suitable medium; poster board, paper, canvas.
6. The map must communicate key information about Classical Antiquity – seas, cities, rivers, mountains, monuments, battles, cultures, religions, resources, trade.
7. Include information standard to all maps; title, cardinal points, legend, color coding. Add minimal text where necessary.
8. Add small illustrations as much as possible to communicate more about the various places.
9. Do not just copy a map from the web, attempt to combine information included in various maps and improve the representation.

Illustrated Map Rubric

Below Level 1 0 – 49%	Level 1 50 – 59%	Level 2 60 – 69%	Level 3 70 – 79%	Level 4 80 – 100%											
Knowledge and Understanding															
Almost no knowledge and understanding of the geographic world of Classical Antiquity.	Minimal knowledge and understanding of the geographic world of Classical Antiquity.	Adequate knowledge and understanding of the geographic world of Classical Antiquity.	Good knowledge and understanding of the geographic world of Classical Antiquity.	Thorough knowledge and understanding of the geographic world of Classical Antiquity.											
0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10

Below Level 1 0 – 49%	Level 1 50 – 59%	Level 2 60 – 69%	Level 3 70 – 79%	Level 4 80 – 100%											
Thinking and Inquiry															
No visually appealing additions that contributed to the overall richness and depth of the map – illustrations, text, colors.	Almost no visually appealing additions that contributed to the overall richness and depth of the map – illustrations, text, colors.	Some visually appealing additions that contributed to the overall richness and depth of the map – illustrations, text, colors.	Visually appealing additions that contributed to the overall richness and depth of the map – illustrations, text, colors.	Many visually appealing additions that contributed to the overall richness and depth of the map – illustrations, text, colors.											
0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10

Below Level 1 0 – 49%	Level 1 50 – 59%	Level 2 60 – 69%	Level 3 70 – 79%	Level 4 80 – 100%											
Communication															
An inaccurate map with none of the necessary geographic staples (cardinal points, legend, title, color coding) could not communicate the world of Classical Antiquity.	A partially accurate map with one or two of the necessary geographic staples (cardinal points, legend, title, color coding) minimally communicated the world of Classical Antiquity.	A mostly accurate map with most of the necessary geographic staples (cardinal points, legend, title, color coding) communicated the world of Classical Antiquity.	An accurate map with all the necessary geographic staples (cardinal points, legend, title, color coding) effectively communicated the world of Classical Antiquity.	A very accurate map with all the necessary geographic staples (cardinal points, legend, title, color coding) very effectively communicated the world of Classical Antiquity.											
0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10

Below Level 1 0 – 49%	Level 1 50 – 59%	Level 2 60 – 69%	Level 3 70 – 79%	Level 4 80 – 100%											
Application															
The key seas, cities, rivers, mountains, monuments, battles, cultures, religions, resources and trade were not effectively weighed with overall design illogical and unbalanced.	The key seas, cities, rivers, mountains, monuments, battles, cultures, religions, resources and trade were not effectively weighed with overall design barely balanced.	The key seas, cities, rivers, mountains, monuments, battles, cultures, religions, resources and trade were somewhat effectively weighed with overall design approaching logical and balanced.	The key seas, cities, rivers, mountains, monuments, battles, cultures, religions, resources and trade were effectively weighed with overall design mostly logical and balanced.	The key seas, cities, rivers, mountains, monuments, battles, cultures, religions, resources and trade were very effectively weighed with overall design logical and balanced.											
0	1	2	3	4	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10