The Great Geography Quest: The Lost Atlas

Make a map key

You can draw, point, write or talk it through with someone.

Have a go

Invent a tiny island with a spring, a hill and a landing place. Give each feature its own symbol and make a key beside your map.

Try another step

Mark a route from the landing place to the spring. Ask someone to use the key to follow it. Add one clue if a turning is unclear.

Explore the book

Tap here or scan the code for the paperback and story preview.