

Map Your Own World

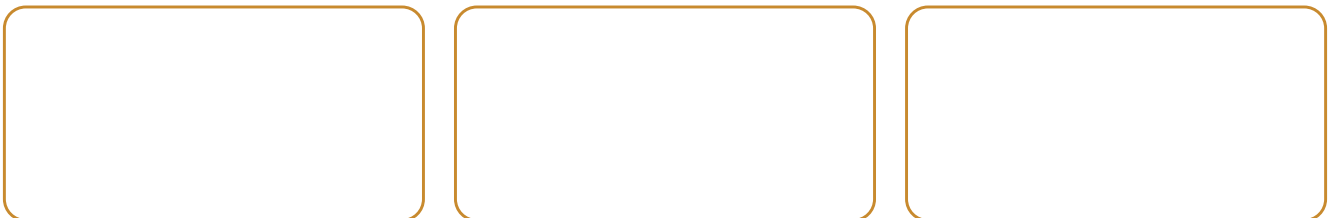
An activity from Theo and his Wandering Numbers by Robin Ashlin

Numbers wander off Theo's page — but his mind is a map-maker, building whole worlds nobody else can see. That's not a broken job. It's a different, brilliant one. Build yours here.

- 1 Draw a world only you can see. Islands, forests, a tunnel under the sea, a door at the top of a tree. There's no wrong shape for a world.

your world

- 2 Every map needs a key. Draw three symbols and say what each one means.



- 3 Now number three places on your map — 1, 2, 3. On a map, numbers aren't a test. They're just how you find your way back to somewhere good.

"Numbers wander. Map-makers wander on purpose." — Theo