

5. Homework

- Using the conventional sign sheet, create a table with the headings Point, Line and Polygon and insert each sign under the appropriate heading.
Suggestion: Draw the symbols using the correct colours as well as writing the names.

REFERENCE		VERKLARING
National Freeway; National Route		Nasionale Deurpad; Nasionale Roete
Arterial Route		Hoofverkeersroete
Main Road		Hoofpad
Secondary Road; Bench Mark		Sekondêre Pad; Hoogte-mark
Other Road; Bridge		Ander Pad; Brug
Track and Hiking Trail		Dowwe Pad en Voetslaanpad
Railway; Station or Siding		Spoorweg; Stasie of Sylyn
Other Railway; Tunnel		Ander Spoorweg; Tunnel
Embankment; Cutting		Opvulling; Daurgrawing
Power Line		Kraglyn
Built-up Area (High, Low Density)		Beboude Gebied (Hoë, Lae Digtheid)
Buildings; Ruin		Geboue; Murasie
Post Office; Police Station; Store		Poskantoor; Polisie-stasie; Winkel
Place of Worship; School; Hotel		Plek van Aanbidding; Skool; Hotel
Fence; Wall		Dragoëning; Muur
Windpump; Monument		Windpomp; Monument
Communication Tower		Kommunikasietoring
Mine Dump; Excavation		Mynhoop; Uitgraving
Trigonometrical Station; Marine Beacon		Poëlbaken; Seevaartbaken
Lighthouse and Marine Light		Vuurtoring en Seeveertlig
Cemetery; Grava		Begraafplaas; Graf
International Boundary and Beacon		Internasionale Grens en Baken
Provincial Boundary		Provinsiale Grens
Protected Area		Bewarings Gebied
Perennial River		Standhoudende Rivier
Perennial Water		Standhoudende Water
Non-perennial River		Nie-standhoudende Rivier
Non-Perennial Water		Nie-standhoudende Water
Dry Water Course		Droë Loop
Dry Pan		Droë Pan
Marsh and Vlei		Moeras en Vlei
Pipeline (above ground)		Pyplyn (bo die grond)
Water Tower; Reservoir; Water Point		Wattertoring; Reservoir; Waterpunt
Coastal Rocks		Kuslynrotse
Prominent Rock Outcrop		Prominente Klipbank
Erosion; Sand		Erosie; Sand
Woodland		Beboste Gebied
Cultivated Land		Bewerkte Land
Orchard or Vineyard		Boord of Wingerd
Recreation Ground		Ontspanningsterrein
Row of Trees		Rye Bome

Answer:

Point	Line	Polygon
Bench mark	National Freeway	Built-up areas
Tunnel	National Route	Mine dumps
Buildings	Main road	Excavations
Ruins	Secondary Road	Cemetery
Post Office	Other road	Dam
Shop	Track	Pan
Police Station	Hiking trail	Dry pan
Post Office	Railway	Marsh, Vlei
Place of Worship	Other railway	Prominent rock outcrop
Hotel	Power line	Erosion
Windpump	Fence; Wall	Sand dunes
Monument	International Boundary	Woodland / forest
Communication Tower	Provincial Boundary	Cultivated land
Trigonometrical Station	Perennial River	Orchard, Vineyard

Marine Beacon	Non-perennial River	Recreation area
Lighthouse	Dry water course	Protected Area
Grave	Pipeline	
Water tower	Coastal rocks	
Reservoir	Row of trees	
Fountain, Water point		

- Using the Musina 2230AC and AA, identify any two **qualitative** symbols that relate to:
 - Recreation (*Answer: Golf, Recreation Centre, stadium, landing strip, rifle range = Polygon*)
 - Primary Activities (*Answer: Fish farm; mining – copper = Polygon*)
 - Education and Commercial (*School, Post Office = Point*)
 - Different methods of transportation (roads, railway, a
- Next to each of the above, state whether they are point, line or polygon features.
- There are only three quantitative symbols on the Musina map, identify and draw one example of each (*Answer: Spot height, trig station, contour lines*)



Challenge Homework question:

- You are a town planner and have a large area of land available for the development of a new town.
- Using an A3 sheet of paper and coloured pencils design a new town.

Instructions:

- Use a minimum of 20 different symbols. You must use point, line and polygon shaped features.
- Different urban functions (such as education, medical, communications, administrative etc.) and land uses must be evident. (Include a rural-urban fringe function)
- Include both natural and man-made features.
- Map elements including a suitable name (map title) for your town and a north arrow (You need not show scale.)
- The legend with the symbols and their names, should be drawn on a separate A5 page (or cut an A4 page into two).
- Use the following colours for your symbols:
 - Blue for water features
 - Green for vegetation features
 - Black for man-made features
 - Brown for natural features
 - Red for either a town boundary or a marine beacons
- After drawing the town, exchange your drawing with another learner, without the legend, and identify each other's features. (This will be difficult to do without the legend)
- Now hand each other the relevant legend and compare their identified features with the actual symbols.
- Discuss the importance of a legend in identifying symbols on a map? (*Shows you what features are represented*)
- Did the colour categories help in identifying features? (*Yes*)