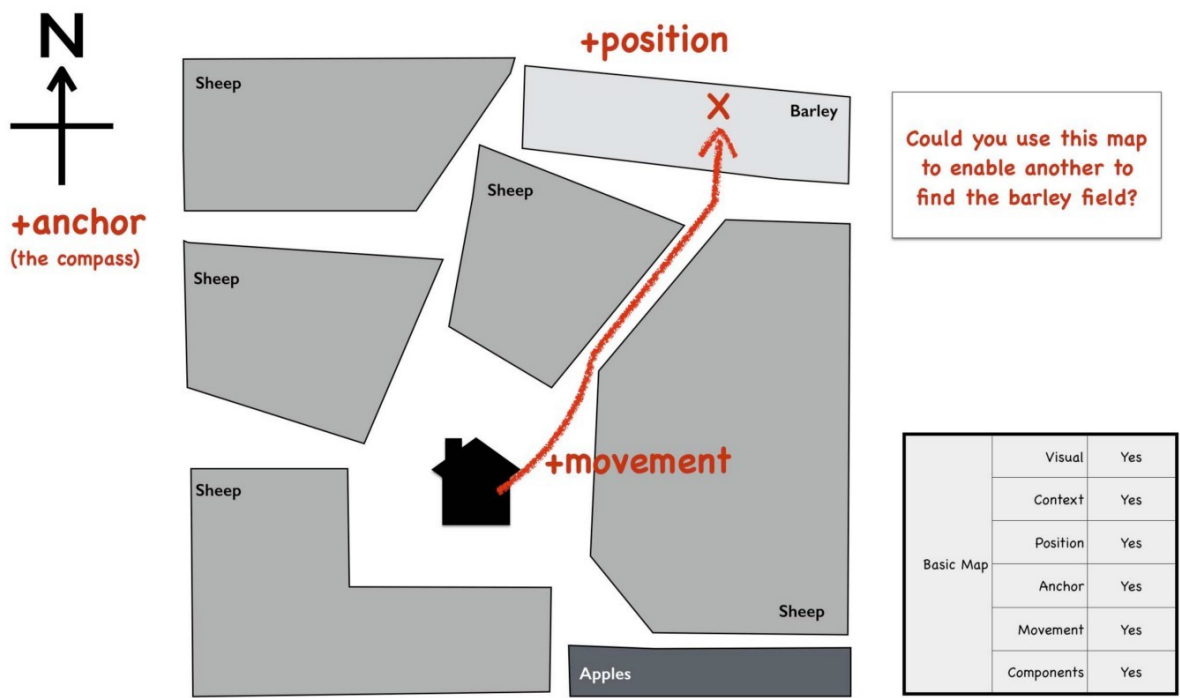


Movement isn't simply about drawing a line on a picture it's about the consistency of meaning of such a line. Position, anchor and movement are essential for navigation. Take a look at figure 146. It's a farm (that's the context), it's visual, it has position of fields relative to an anchor (in this case the compass) and you can draw movement on it. You'd probably agree that you can give this map to someone else and they could quite happily find the barley field with it.

Figure 146 — A map of a farm.



I've taken the same map, kept the same number of fields plus their shape and relative areas but removed any concept of position and the anchor. I've just placed the fields in order of what type they are — fruit, livestock and crop. I've also added a movement line to it. The