

Year 4 Geography Assessment: Mastering Grid References

Learning objective: To identify, locate, and use four-figure grid references to navigate maps and understand map symbols.

Read each question carefully. Use your knowledge of map skills to answer. For the grid reference questions, remember to go 'along the corridor and up the stairs'.

Finn the dolphin has been exploring the coastline near the village of Pebble-on-Sea. He has created a map of his favourite spots. The map is divided into squares using vertical lines (Easting) and horizontal lines (Northings).

Word bank: Grid reference · Easting · Northing · Key · Symbol · Ordnance Survey · Coordinates

1. Explain the rule for finding a four-figure grid reference. Why do we say 'along the corridor and up the stairs'? (2 marks)

2. If a lighthouse is located in the square where the Easting line 14 meets the Northing line 22, what is the four-figure grid reference? (2 marks)

3. Finn finds a hidden sea cave in grid square 1624. Which two numbers represent the Eastings and which two represent the Northings? (2 marks)

4. Why is a map key essential when using grid references to navigate an area? (3 marks)

5. Look at the map grid. If you are at 1220 and want to move to 1422, describe the direction you must travel in terms of North, South, East, and West. (3 marks)

6. Imagine you are an explorer like Finn. Describe a journey from your home (at 1010) to a forest (at 1313). Include at least three landmarks you might pass, using grid references to show your route. (5 marks)

7. If a boat costs £12.50 to hire for one grid square of travel, how much would it cost to travel from 1010 to 1210? Show your working out. (3 marks)

8. Define what an 'Easting' line is in your own words. (2 marks)

9. What is the purpose of a map scale? (3 marks)

Draw: Draw a simple 4x4 grid. Label the bottom lines 10, 11, 12, 13 and the side lines 20, 21, 22, 23. Place a symbol for a 'tree' in square 1121 and a symbol for a 'house' in square 1323.



Extension challenge: Total: /25