

Finn's Ocean Mapping Adventure

Learning objective: To use four-figure grid references to locate features on a map.

Read the passage about Finn the dolphin's map-reading expedition. Use the information to answer the questions below.

Finn the dolphin loves exploring the Great Blue Bay. To keep track of his discoveries, Finn uses a special map divided into squares. Each square has a four-figure grid reference, which helps him find his way around. To find a location, Finn looks at the numbers along the bottom of the map first, called the eastings, and then the numbers up the side, called the northings. For example, if a sparkling coral reef is in the square where 04 meets 12, its grid reference is 0412. Finn recently found a sunken treasure chest at 0715. He carefully marked it on his map so he could return later with his friends. When Finn wants to explore the rocky caves, he looks for the brown symbols on his map key, then identifies the correct grid square. Using these coordinates ensures that Finn never gets lost in the vast ocean. Whether he is searching for hidden shipwrecks or swimming through kelp forests, Finn knows that a good map and a steady fin are all he needs to be a brilliant explorer.

Word bank: grid reference · coordinates · map key · longitude · latitude · navigation

1. According to the text, what are the numbers along the bottom of the map called? (1 mark)

2. What is the four-figure grid reference for the location where Finn found the sunken treasure chest? (1 mark)

3. Why is it important for Finn to look at the map key before he starts his journey to the caves? (2 marks)

4. What does the text suggest about how Finn feels when he is exploring the ocean? (2 marks)

5. Do you think using a grid reference is a better way to find a location than just using a picture? Explain why. (3 marks)

Draw: Draw a simple map of a bay on a grid. Include a treasure chest at grid reference 0203 and a coral reef at 0401. Label your eastings and northings.



Extension challenge: Imagine you are an explorer like Finn. Write three clues for your friends using four-figure grid references to help them find 'hidden' items in your classroom or garden.