

Finn's Coastal Mapping Expedition

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

Follow the prompts below to describe the location of different landmarks on our map of Coral Cove. Use your knowledge of grid references to explain exactly where items are situated.

Finn the dolphin has discovered a hidden treasure map of Coral Cove and needs your help to identify the key landmarks marked on the grid.

Word bank: horizontal axis · vertical axis · coordinate · intersect · located at · furthermore · consequently · in the bottom-left corner · along the bottom · up the side

1. Introduction: Describe the map of Coral Cove. How do the numbers along the bottom and the side help us find specific squares? Start by saying: To find a location on the map, we must first... (2 marks)

2. Locating the Lighthouse: The lighthouse is in square 23, 45. Explain how you found this square using the grid lines. Start by saying: I identified the lighthouse by looking at the number 23 on the horizontal axis and... (3 marks)

3. Comparing Locations: Compare the position of the sandy beach (at 12, 34) with the rocky cliffs (at 56, 12). How are their grid positions different? Use the phrase: While the beach is situated in the... (3 marks)

4. Justifying Accuracy: Explain why it is important to read the horizontal (easting) number before the vertical (northing) number. Why might a map be useless if the coordinates were swapped? Start by saying: It is essential to follow the correct order because... (4 marks)

5. Predicting Patterns: What might happen if Finn wanted to record a feature that sits exactly on the line between two grid squares? How would you decide which reference to use? Start by saying: If a landmark crosses a grid line, I would... (4 marks)

6. Creative Application: Imagine you are designing a new feature for the map, such as a seagrass meadow. Choose a grid reference for it and justify why you chose that specific location. Start by saying: I have placed the seagrass meadow at... (4 marks)

Extension challenge: Design your own 10x10 grid map of a fictional island. Include at least five landmarks (e.g., a forest, a shipwreck, a mountain). Write a set of 'Clue Cards' for a partner using four-figure grid references so they can locate each landmark on your map. Challenge: Can you explain why four-figure grid references are better for general areas, whereas six-figure references are better for pinpointing a single, small object?