

Mapping the Wild with Finn the Dolphin

Learning objective: To identify and use 4-figure grid references to locate geographical features on a map.

Use your knowledge of map skills to help Finn the Dolphin navigate the coastal reserve. Remember, when using a 4-figure grid reference, always go along the corridor (eastings) first, then up the stairs (northings).

Finn the Dolphin is mapping the coastline. The map of the reserve is divided into squares. Each square has a 4-figure grid reference. To find a square, look at the number on the bottom edge (the easting) and the number on the side edge (the northing). The square is identified by the number at the bottom-left corner of the grid box.

Word bank: Grid reference · Eastings · Northings · Symbol · Key · Ordnance Survey · Coordinates

1. Finn is currently in the square with the grid reference 12 45. If he moves one square to the east, what will his new 4-figure grid reference be? (1 mark)

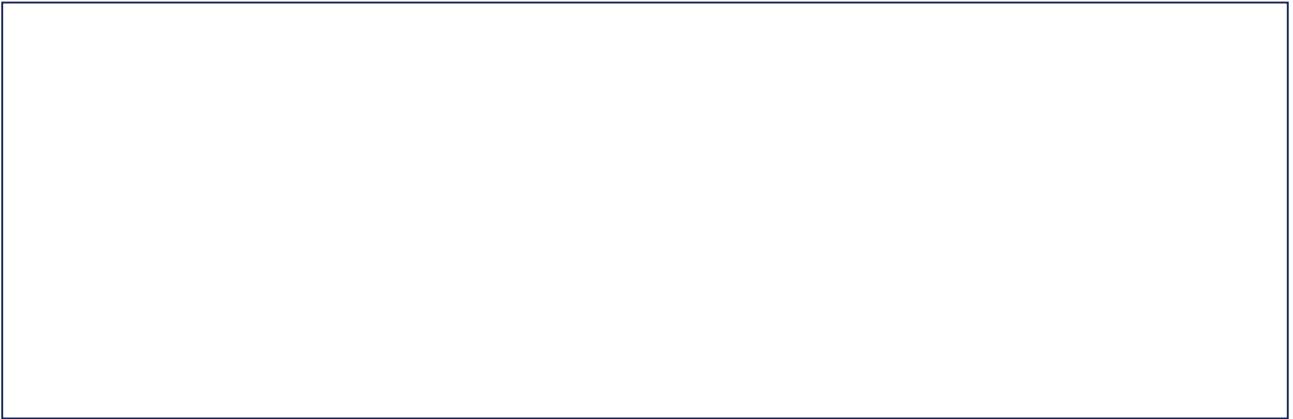
2. There is a lighthouse located in grid square 14 47. Explain the steps you would take to locate this square on a map. (2 marks)

3. If a hidden cove is located in square 15 48 and Finn moves one square to the north, what is his new location? (1 mark)

4. Why is it important to always look at the eastings (the numbers along the bottom) before the northings (the numbers up the side)? (2 marks)

5. Look at a map of your local area. Find a local park or school. Write down the 4-figure grid reference for that location. (2 marks)

Draw: Draw a simple 4x4 grid. Label the bottom axis 10, 11, 12, 13 and the side axis 20, 21, 22, 23. Draw a small starfish in square 11 22 and a seashell in square 12 20.



Extension challenge: Imagine you are designing a new nature trail. Choose three grid squares for points of interest (like a bird hide or a picnic bench) and write a set of instructions for a visitor to find them using 4-figure grid references.