

Mapping Adventures with Finn the Dolphin

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

Follow the map below. Look at the grid lines carefully. Remember to go along the corridor (bottom line) first, then up the stairs (side line). Use the word bank to help you.

Finn the dolphin is exploring a coastal map. The map is divided into squares. Each square has a special number code called a four-figure grid reference. To find a square, find the number on the bottom line first, then the number on the side line.

Word bank: Grid reference · Coordinates · Vertical · Horizontal · Map

1. Finn is at the lighthouse. Looking at the grid, the lighthouse is in the square where the bottom line is 02 and the side line is 13. Write the four-figure grid reference for the lighthouse. (2 marks)

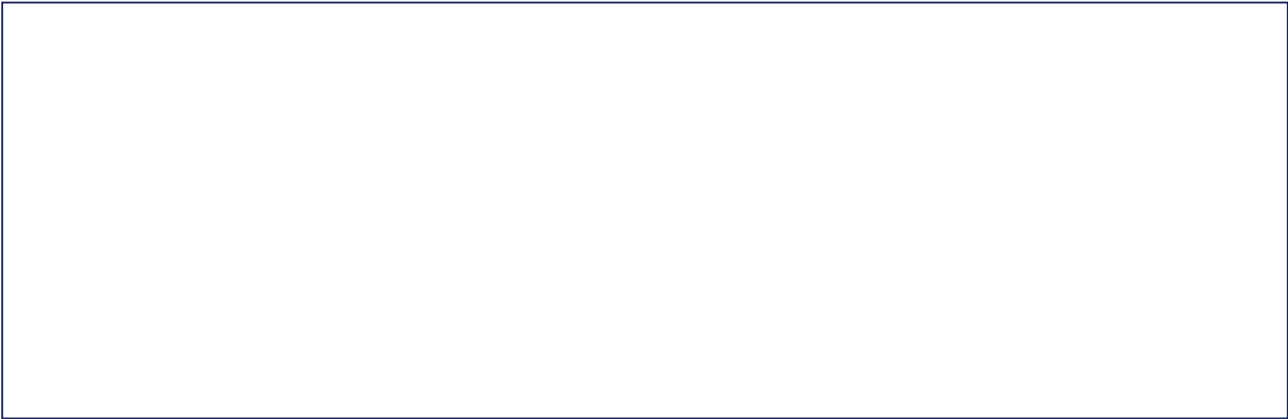
2. Look at the map grid. Which two numbers meet to make the square where the sandy beach is located? (Hint: Write the bottom number then the side number). (2 marks)

3. Why is it important to go 'along the corridor' before going 'up the stairs' when using grid references? (3 marks)

4. Finn wants to swim to the rock pool at grid reference 05 16. Describe how he finds this square on the map. (4 marks)

5. Finn is making a treasure map for his friends. Imagine you are drawing a map. Create a map with four squares (01,10 to 02,11). Draw a tree in square 01,10 and a boat in square 02,11. Explain why grid references help people find hidden treasure. (9 marks)

Draw: Draw a simple 2x2 grid. Label the bottom line 01 and 02. Label the side line 10 and 11. Draw a tree in the bottom-left square and a boat in the top-right square.



Extension challenge: Total: /25