

Finn's Island Map Adventure

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

Read the story below. Use the information to help you answer the questions. You can use the word bank to help you spell tricky words.

Finn the dolphin is exploring a tropical island. To help his friends find their way, Finn has drawn a map of the island. He has divided the map into squares using a grid.

At the bottom of the map, there are numbers for the columns. These go from 1 to 4. On the side of the map, there are numbers for the rows. These also go from 1 to 4. To find a place, Finn looks at the bottom number first, then the side number.

For example, the sandy beach is in square 1, 2. Finn says, 'Always go along the bottom first, then go up!'

In square 2, 3, there is a tall mountain. The thick jungle is in square 3, 1. Finn loves using his grid system because it makes it easy to spot hidden treasures. If you want to find the fresh water spring, look in square 4, 4. Maps are like big puzzles, and Finn thinks they are the best way to see the world.

Word bank: grid · reference · map · location · square · columns · rows

1. Which square on the map contains the tall mountain? (2 marks)

2. What does Finn say is the rule for reading the grid numbers? (2 marks)

3. Why does Finn think that using a grid makes his map better? (2 marks)

4. If you were hiding a treasure on the island, why would you use a grid reference to tell your friends where it is? (2 marks)

5. Do you think Finn is a good explorer? Why? (2 marks)

Draw: Draw a simple 4x4 grid. Label the bottom 1-4 and the side 1-4. Draw a beach in square 1,2 and a mountain in square 2,3.



Extension challenge: Look at a map of your local area or a classroom map. Can you find two things and write down their grid references?