Finn’s Coastal Map Challenge

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

Finn the dolphin has created a map of 'Sunny Bay'. Look at the grid below. Each square has a letter across the top (A, B, C, D) and a number down the side (1, 2, 3, 4). To find a location, look at the letter first, then the number. For example, the Lighthouse is in square B2. Use this grid to answer the questions below.

Word bank: Grid reference · Coordinates · Map key · Symbol · Latitude · Longitude

1. Finn is swimming near the Fish Market. Looking at the grid, the Fish Market is in square A4. What feature is located in square D1? (1 mark)

2. The local children are playing at the Park. If the Park is in square C3, describe how you found it using the letter and number. (2 marks)

3. A boat is docked at the Harbour. If the Harbour is in square B4, and the boat moves one square to the right, which square is the boat in now? (1 mark)

4. Finn wants to visit the Ice Cream Stand. It is located in square D2. Write the four-figure grid reference for this location. (1 mark)

5. If you wanted to build a new Sandcastle Playground in square A2, explain why using a grid reference helps people find it on a map. (2 marks)

Draw: Draw a 4x4 grid. Label the columns A, B, C, D and the rows 1, 2, 3, 4. In square B2 draw a lighthouse, in square A4 draw a fish, in square C3 draw a swing set, and in square D2 draw an ice cream cone.

Extension challenge: Imagine you are designing your own village. Create a new 4x4 grid and place four different buildings in different squares. Write three 'clue' questions for a partner to solve using your grid references, such as: 'What is hidden in square B3?'