Mapping the Forest with Finn

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

Use the provided map grid to help Finn the dolphin find his way through the forest. Remember to go 'along the corridor' (horizontal axis) first, then 'up the stairs' (vertical axis).

Finn is exploring the Great Forest. The map is divided into squares labelled 1 to 5 along the bottom and A to E up the side. A grid reference is written as a letter followed by a number (e.g., A1).

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

1. Finn is at the Sparkling Pond located at B2. If he moves one square to the right and one square up, what is his new grid reference? (2 marks)

2. The Ancient Oak Tree is located at D4. Explain in your own words how you find this square on the map. (2 marks)

3. Looking at a map of a town, why is it important to use a grid reference instead of just pointing at the paper? (2 marks)

4. If a shop is at C3 and a library is at A1, which location is further to the left on the map? (1 mark)

5. Finn wants to visit the berry bush at E5. Write down the coordinates for this location. (1 mark)

Draw: Draw a 5x5 grid. Label the horizontal axis 1-5 and the vertical axis A-E. Place a small drawing of a star at B3 and a drawing of a tree at D2.

Extension challenge: Imagine you are designing a park. Create a map with 5 grid squares and place three features (like a bench, a fountain, and a gate). Write three questions for a partner to test if they can find your features using grid references.