Mapping the Wilds with Finn the Dolphin

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

Use your knowledge of map skills to answer the following questions based on a standard Ordnance Survey-style map grid. Remember: 'Along the corridor and up the stairs'!

Finn the dolphin has been mapping the coastline near the BookFlik estuary. He has created a grid system for the area where each square represents 1km by 1km. To pinpoint exact locations for his friends, he uses both four-figure references (for the square) and six-figure references (for precise points within the square).

Word bank: Grid reference · Easting · Northing · Scale · Key · Contour lines

1. Finn spots a lighthouse in grid square 4215. Explain what the numbers '42' (the easting) and '15' (the northing) represent in this four-figure grid reference. (2 marks)

2. If Finn is at the 6-figure reference 425153, how many tenths of a kilometre has he travelled east across the square, and how many tenths has he travelled north up the square? (2 marks)

3. Look at a map grid where a campsite is located in square 3822. If the campsite is exactly halfway across the square and exactly halfway up the square, what is the six-figure grid reference? (2 marks)

4. Why is a six-figure grid reference more useful than a four-figure grid reference when trying to find a specific small building, such as a bird-watching hide? (2 marks)

5. Max the monkey wants to buy a map of the local forest. The map costs £4.50. If he pays with a £10 note, how much change should he receive? Write your answer in pounds and pence. (1 mark)

Draw: Draw a 10cm x 10cm square on your paper to represent a 1km x 1km grid square. Inside, draw a river running from the bottom-left corner to the top-right corner, and place a small 'X' at the six-figure reference 050050.

Extension challenge: Imagine you are planning a nature trail for Bea the honeybee. Create a list of four checkpoints using six-figure grid references and describe one physical feature (e.g., a pond, a tall oak tree, or a rocky outcrop) you would find at each point.