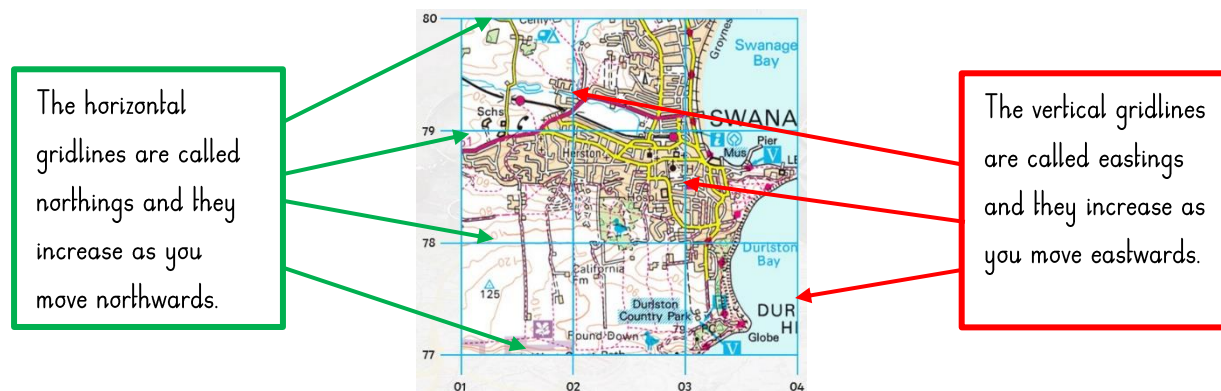


Geography Week 6

WALT: use four-figure grid references.

Some maps use grid references to give locations. A grid map can look like this:



How to find a grid square:

If the grid reference is:

The first two numbers give the eastings.

3226

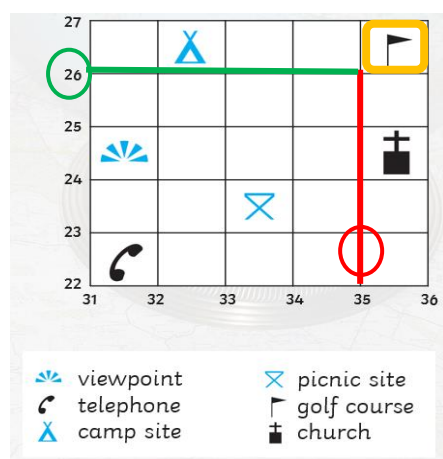
The second two numbers give the northings.

Grid references work the same as using coordinates. You need to look at the **eastings** first and then the **northings** (along the **bottom** and up the **stairs**).

You need to locate the point where the easting and northing grid lines meet. This is the bottom left-hand corner of grid square 3226 – the campsite.

Another example:

If you were finding the grid reference for the golf course:



You would need to look at the **eastings** first. The first two numbers of the grid reference would be **35**.

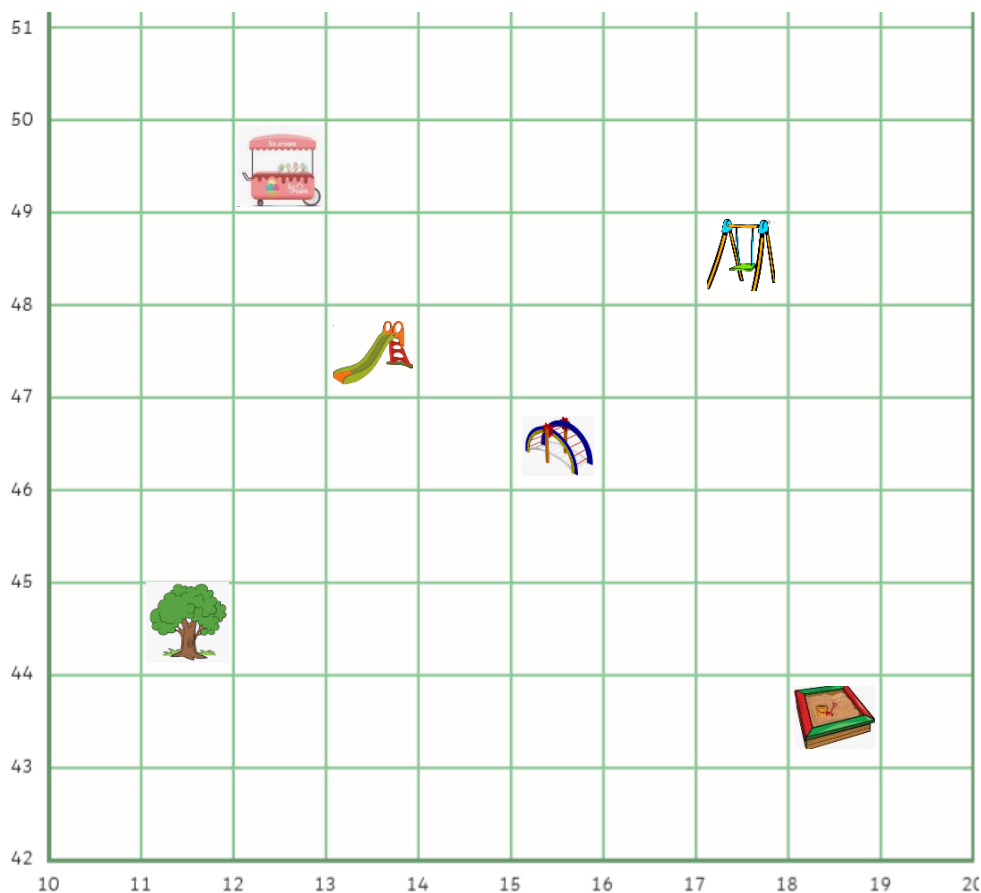
Then, you would need to look at the **northings**. The second two numbers of the grid reference would be **26**.

So, the grid reference for the golf course is:

3526

Task 1:

Using the grid, answer the following questions:



Write the grid references for the following:

1. Climbing frame = _____
2. Sandpit = _____
3. Ice cream van = _____

What is at the following grid references:

1. 1144 = _____
2. 1748 = _____
3. 1347 = _____

Task 2:

Using the grid map template on the next page, create your own treasure map. This could be a map of your home or an area in your neighbourhood (e.g. a local park). Make sure that you have treasure in different areas of your map. Once you have done this, ask someone at home to find the treasure using the map and grid references to help them.

16							
15							
14							
13							
12							
11							
10							
	52	53	54	55	56	57	59