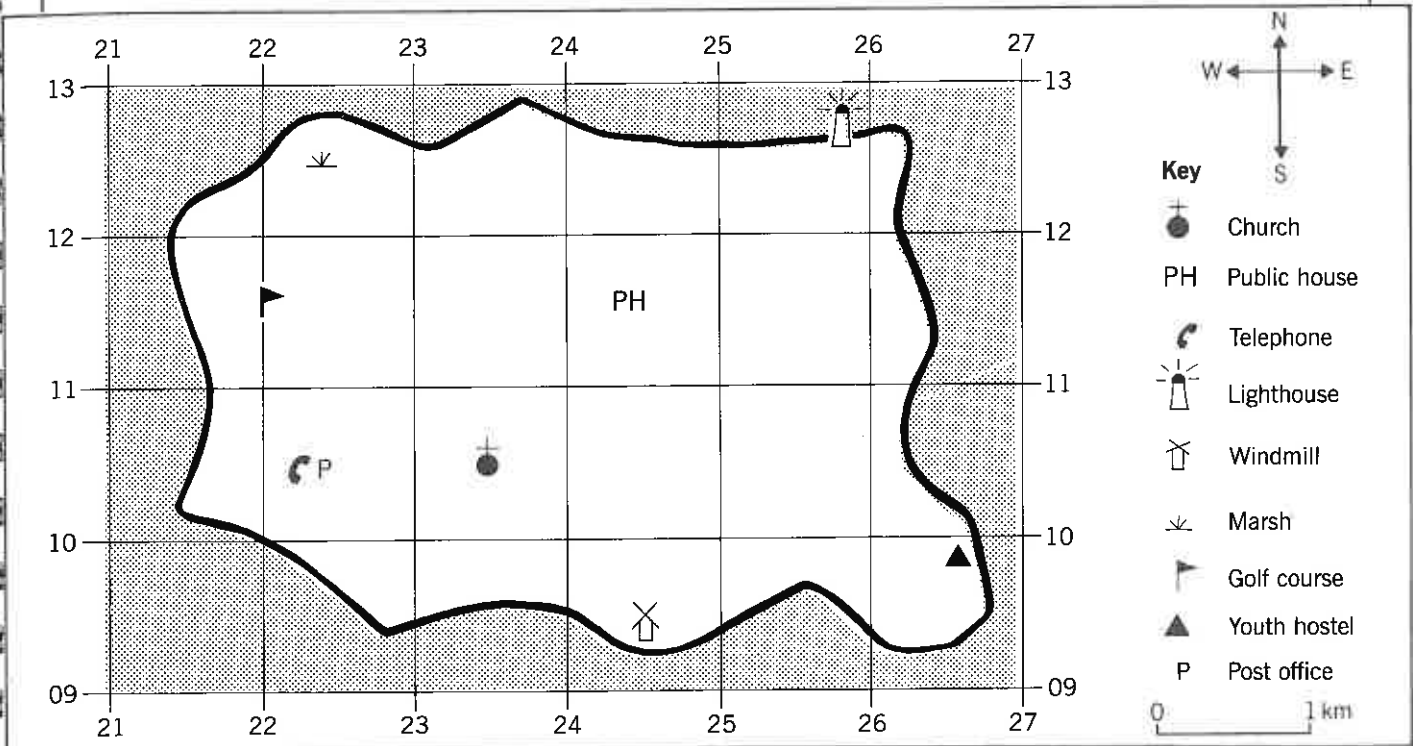


Map skills



1 Tick **true** or **false** for the following.

- a) The windmill is further south than the church.
- b) The church is further west than the telephone.
- c) The windmill is south-east of the public house.
- d) The windmill is south-east of the church.
- e) The lighthouse is more than 2 km from the church.

True	False

2 Answer **telephone, marsh, public house** or **windmill** to the following.

- a) The \_\_\_\_\_ is in square 2411.
- b) The \_\_\_\_\_ is in square 2409.
- c) The \_\_\_\_\_ is in square 2212.
- d) The \_\_\_\_\_ is in square 2210.

3 Use the map scale to give the lengths of each of these lines in kilometres.

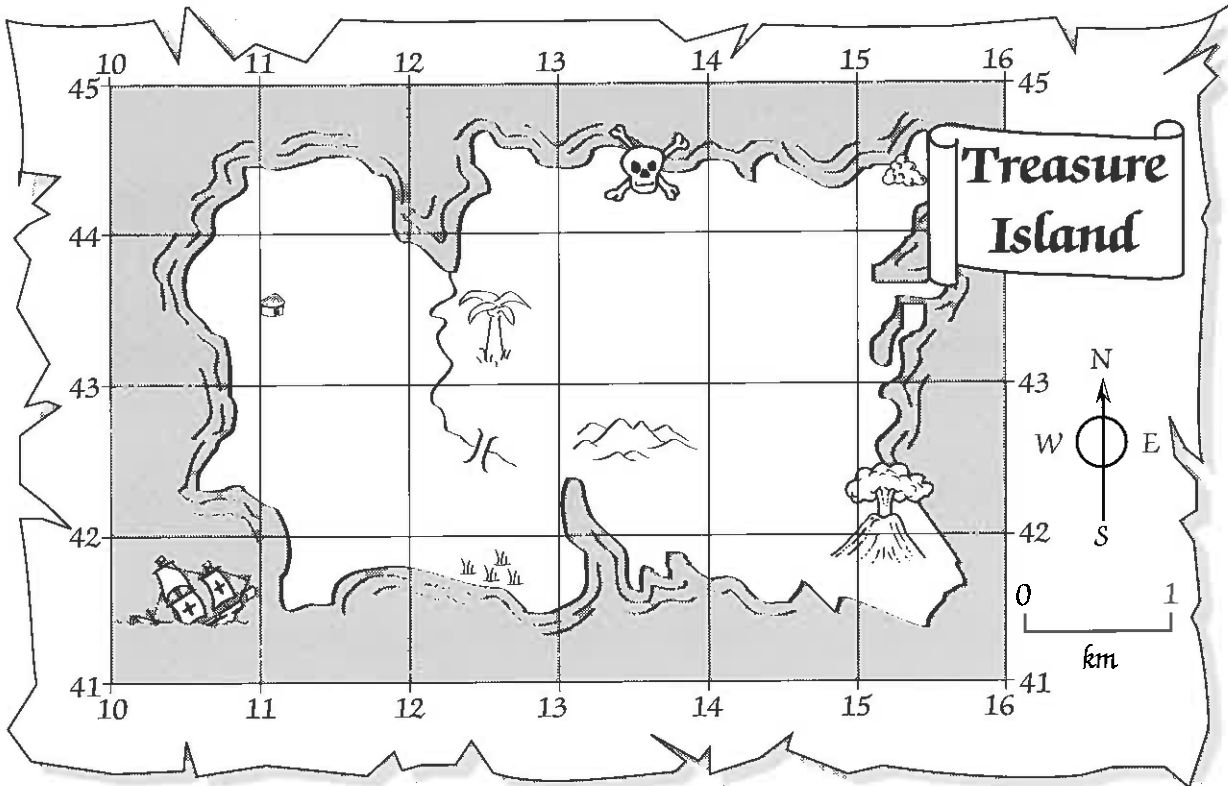
- a) \_\_\_\_\_ km
- b) \_\_\_\_\_ km
- c) \_\_\_\_\_ km
- d) \_\_\_\_\_ km

4 Give the following distances in kilometres.

- a) The public house to the windmill is \_\_\_\_\_ km.
- b) The post office to the youth hostel is \_\_\_\_\_ km.
- c) The lighthouse to the windmill is \_\_\_\_\_ km.

5 Give the six figure grid reference for each of the following.

- a) The lighthouse \_\_\_\_\_
- b) The golf course \_\_\_\_\_
- c) The youth hostel \_\_\_\_\_
- d) The church \_\_\_\_\_



1 Tick **True** or **False** for the following:

True False

a) The skull is further north than the volcano		
b) The hut is further east than the bridge		
c) The marsh is south-east of the mountains		
d) The pile of stones is north-east of the mountains		
e) The wreck is more than 2 km from the palm tree		

(5)

2 Answer **wreck**, **mountains**, **palm tree** or **marsh** to the following:

- a) The \_\_\_\_\_ is in square 1243.      b) The \_\_\_\_\_ is in square 1342.  
 c) The \_\_\_\_\_ is in square 1041.      d) The \_\_\_\_\_ is in square 1241.

3 Give the six figure grid reference for each of the following:

- a) The skull \_\_\_\_\_      b) The hut \_\_\_\_\_  
 c) The volcano \_\_\_\_\_      d) The pile of stones \_\_\_\_\_ (4)

4 Give the following distances in kilometres:

- a) The bridge to the mountains is \_\_\_\_\_ km.  
 b) The hut to the palm tree is \_\_\_\_\_ km.  
 c) The wreck to the volcano is \_\_\_\_\_ km. (3)

5 Follow these instructions to find the treasure.

The treasure is at \_\_\_\_\_

From the pile of stones go west for 2 km.  
 Go south for 2 km then west for 1 km.  
 Now go north for 1 km and finally south-west  
 for 3 km.

(4)

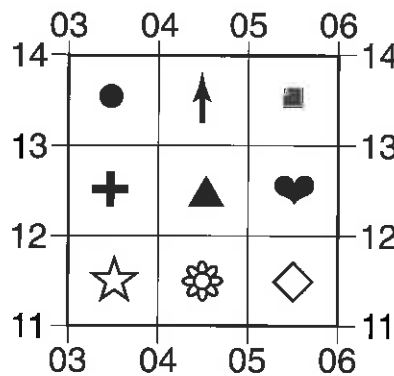
*In this activity you will learn about four figure grid references*

Many maps have a **grid** of squares drawn on the map to make it easy to find things.

**Grid References** are the numbers which name a grid square. Grid squares need **four** numbers or **figures** to name them.

**Activities**

1 Look at the diagram below and complete the grid references. The first one has been done for you.

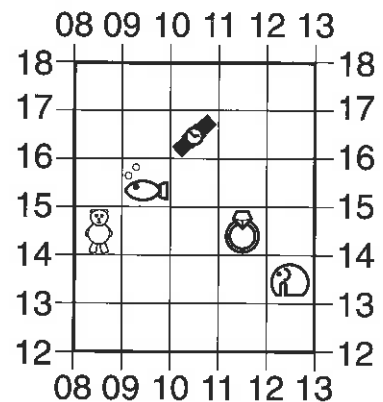


- The ● is in square 0313.
- The ☼ is in square 04\_\_.
- The ♥ is in square 05\_\_.
- The ◇ is in square \_\_\_\_.
- The ☆ is in square 0311.
- The + is in square \_\_\_\_.
- The ↑ is in square 0413.

2 Follow the lines below to find the **grid references** at the end. Look them up in the diagram underneath to see what prize each person has won at the fair.

Sam		→ 0915
John		→ 0814
Amy		→ 1016
Lisa		→ 1213
Ben		→ 1114

- Sam has won \_\_\_\_\_
- John has won \_\_\_\_\_
- Amy has won \_\_\_\_\_
- Lisa has won \_\_\_\_\_
- Ben has won \_\_\_\_\_



**Recap**

*Four figure grid references are the numbers which help us to find **g** \_\_\_\_\_ **s** \_\_\_\_\_ on maps.*

*In this activity you will learn about four figure grid references*

Many maps have a **grid** of squares drawn on the map to make it easy to find things. **Four figure grid references** are the numbers which help us to find a particular square.

- The **first two** numbers of a grid reference are found along the **bottom** or **top** of a map.
- The **last two** numbers of a grid reference are found up the **sides** of a map.

### Activity

Use the following grid references to work out the coded message in the diagram below. Write the letter which appears in each square in the correct space. (If the square is empty, it is the space between words.)

Cross out the references as you go.

1 0423	6 0624	11 0226	16 0429
2 0029	7 0822	12 1025	17 0224
3 0723	8 0329	13 0023	18 0620
4 1022	9 0621	14 0828	19 0427
5 0728	10 0926	15 1021	20 1029

### Coded message

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
	00	01	02	03	04	05	06	07	08	09	10	11									
30																					
29	A	B	C	D	E	F	G	H	I	J	!										
28	K	L	M	N	O	P	Q	R	S	T	?										
27	U	V	W	X	Y	Z	A	B	C	D	,										
26	E	F	G	H	I	J	K	L	M	N	"										
25	O	P	Q	R	S	T	U	V	W	X											
24	Y	Z	A	B	C	D	E	F	G	H	"										
23	I	J	K	L	M	N	O	P	Q	R	-										
22	S	T	U	V	W	X	Y	Z	A	B											
21	C	D	E	F	G	H	I	J	K	L											
20	M	N	O	P	Q	R	S	T	U	V	.										
	00	01	02	03	04	05	06	07	08	09	10	11									

### Recap

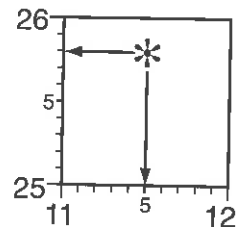
Four figure grid references help us to find **g** \_\_\_\_\_ **s** \_\_\_\_\_ on a map. The first two numbers are found along the **b** \_\_\_\_\_, the last two are found up the **s** \_\_\_\_\_.

In this activity you will learn about six figure grid references

We can find **exact points** on a map by using **six numbers or figures**.

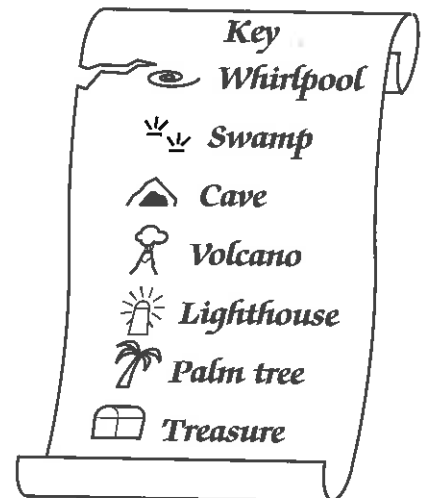
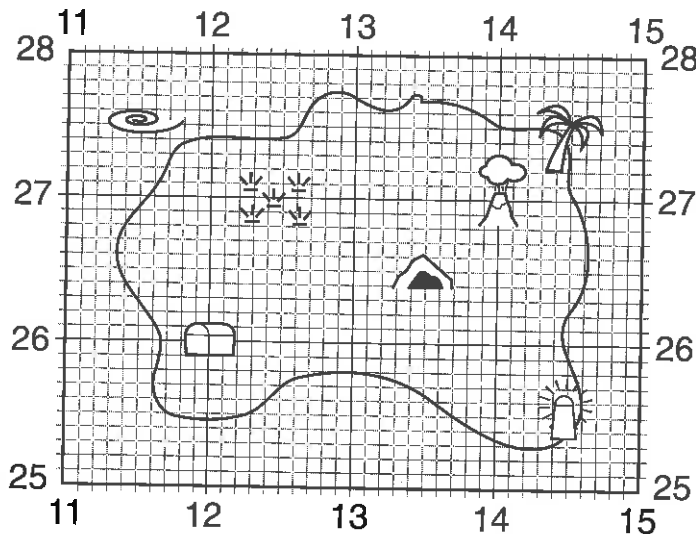
- The **first three** numbers tell us how far to go along the bottom or top of the map. The **third** number tells us the number of **tenths** of a grid square.
- The **last three** numbers tell us how far to go up the side of the map. The **sixth** number tells us the number of **tenths** of a grid square.

The \* in this diagram is at **115 258**



## Activities

1 Look at the map below. It shows **Danger Island**



Using the map and the key, **underline** the correct answer for each of the following statements.

- There is a **lighthouse** at    255 145      145 255      140 155.  
 There is a **cave** at            135 265      135 275      265 145.  
 There is **treasure** at          125 265      265 130      120 260.  
 There is a **palm tree** at       145 272      142 275      273 145.  
 At **113 276** there is a          whirlpool      swamp          cave.  
 At **124 270** there is a          wreck          swamp          whirlpool.  
 At **140 270** there is a          swamp          whirlpool      volcano.

2 Now mark ● at 135 255, \* at 130 270 and ✕ at 111 259.

**Recap**          figure grid references help us to find exact          on maps.

*In this activity you will learn about contours*

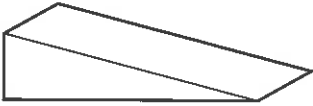
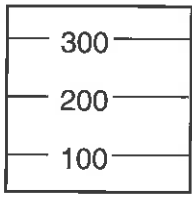
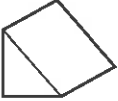
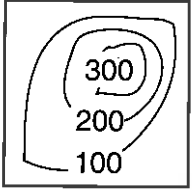

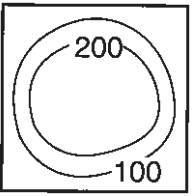

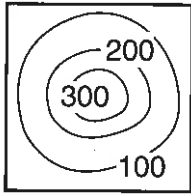

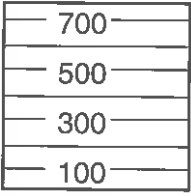
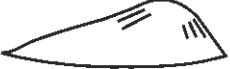
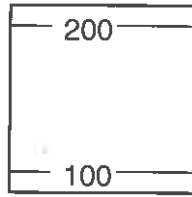

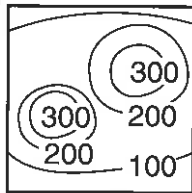

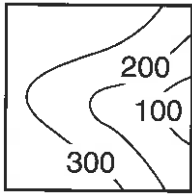
**Relief** is the **height** and **shape** of the land.

Contours are lines drawn on a map that can tell us what the relief is like. Contours that are **close together** show **steep** slopes. Contours that are **far apart** show **gentle** slopes.

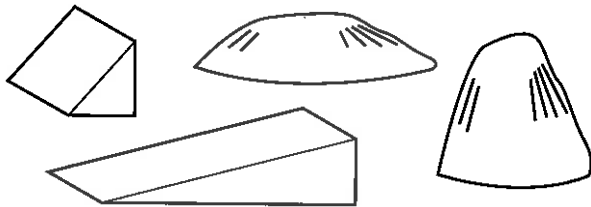
The **pattern** of the contours tells us about the **features** of the land.

**Activities**

1 Match each of the **land-shape** drawings below to the correct contour pattern by writing the correct letter in the space provided. The first one has been done for you.

Land shape	Letter	Contour pattern
	→ <b>A</b>	<b>A</b> 
	→ <input type="checkbox"/>	<b>B</b> 
	→ <input type="checkbox"/>	<b>C</b> 
	→ <input type="checkbox"/>	<b>D</b> 
	→ <input type="checkbox"/>	<b>E</b> 
	→ <input type="checkbox"/>	<b>F</b> 
	→ <input type="checkbox"/>	<b>G</b> 
	→ <input type="checkbox"/>	<b>H</b> 

2 Look at the land-shapes below. Decide which contour pattern in the table describes each land-shape, and copy them into the correct space in the table.



		CONTOUR PATTERNS	
		circles	straight lines
far apart	far apart		
	close together		

**Recap** Relief is \_\_\_\_\_.

The **p** \_\_\_\_\_ of contours and their distance **a** \_\_\_\_\_ tell us about the features of the land.

## In this activity you will learn how to describe routes

Maps can be used to **describe** routes between places.

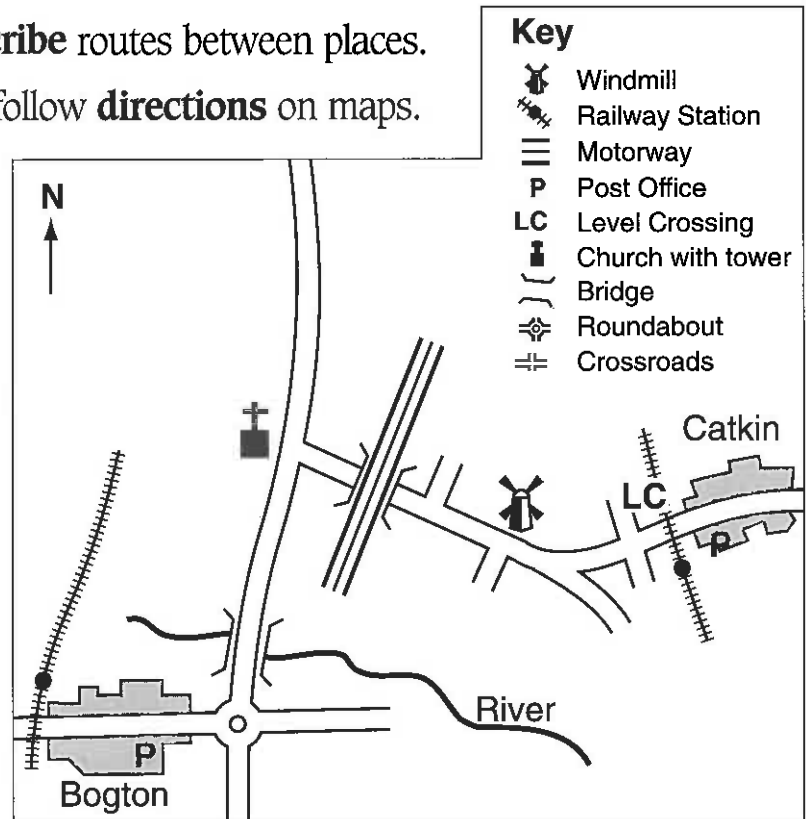
This means that you can follow **directions** on maps.

### Activities

This map shows the route between **Bogton** and **Catkin**.

1 Imagine you were going from **Bogton Station** to **Catkin Post Office**. The table below lists some of the features you would pass on the way.

Write out the features in the order you would pass them in the second column of the table. It has been started for you.



List of features	Order of features	left/right/both
Bogton Station	<i>Bogton Station</i>	—
Church with tower	<i>Bogton Post Office</i>	R
Crossroads		
Bogton Post Office		
Bridge over river		
Roundabout		
Motorway bridge		
Level crossing		
Catkin Post Office		
Windmill		

2 If the features are on your **left** as you pass them write **L** in the last column of the table. If the features are on your **right**, write **R**. If the features are on both the **right and the left** or if they cross your route write **both**.

### Recap

We can describe r \_\_\_\_\_ on maps by giving dir \_\_\_\_\_.