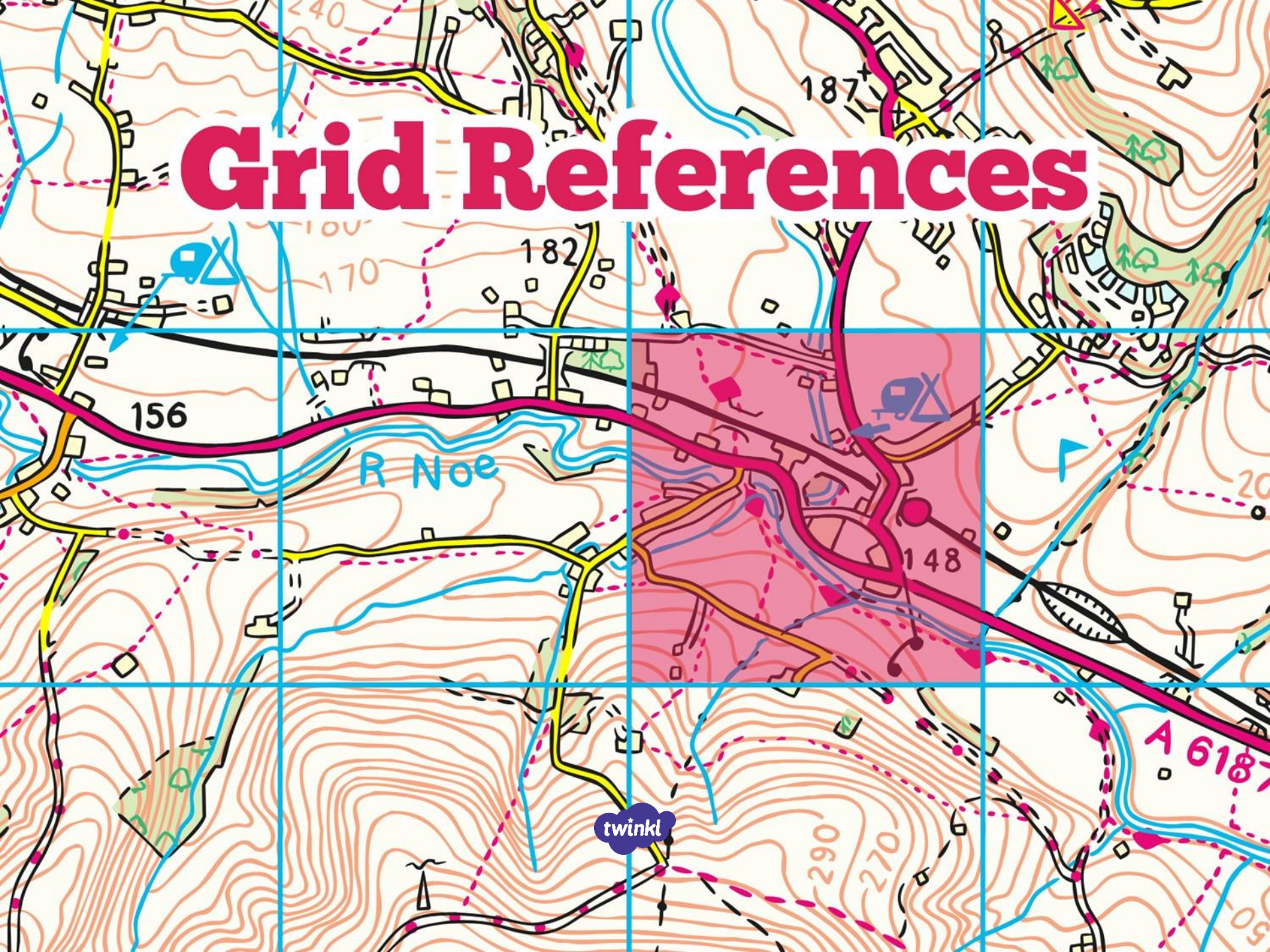


# Grid References





A detailed topographic map serves as the background for the entire slide. It features brown contour lines indicating elevation, with some lines labeled with numbers like '240' and '20'. Blue lines represent rivers and streams, while yellow and red lines denote roads. Various symbols for buildings, trees, and other geographical features are scattered across the map. The map is oriented with North at the top.

# Aim

- I can use four and six-figure grid references to locate places on a map.

## Success Criteria

- I can tell you how to give co-ordinates by going across first and then up.
- I can find a location from four or six-figure co-ordinates.

# Where Is The...?

Write down your answers in your exercise book

Lighthouse

Golf course

Parking

Viewpoint

Cycle path

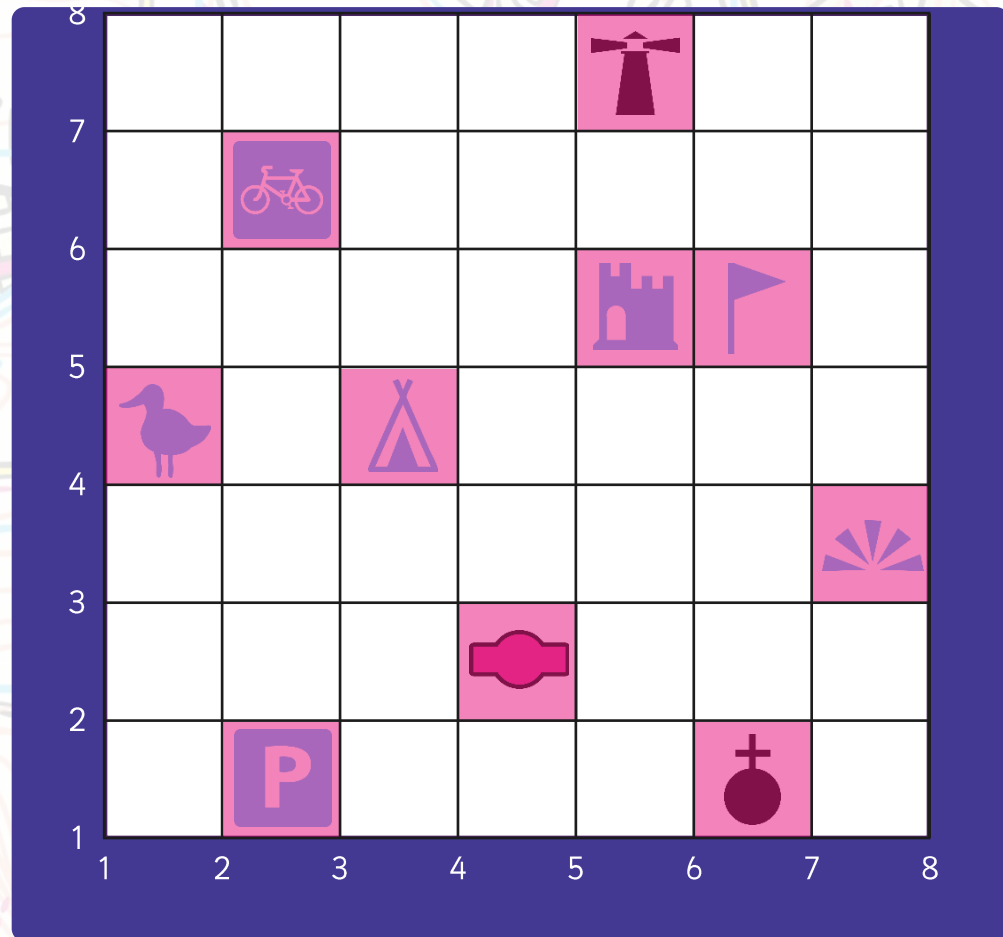
Castle

Campsite

Bus station

Church

Nature reserve





# Where Is The...?

## Check your answers

**Lighthouse**

(5,7)

**Golf course**

(6,5)

**Parking**

(2,1)

**Viewpoint**

(7,3)

**Cycle path**

(2,6)

**Castle**

(5,5)

**Campsite**

(3,4)

**Bus station**

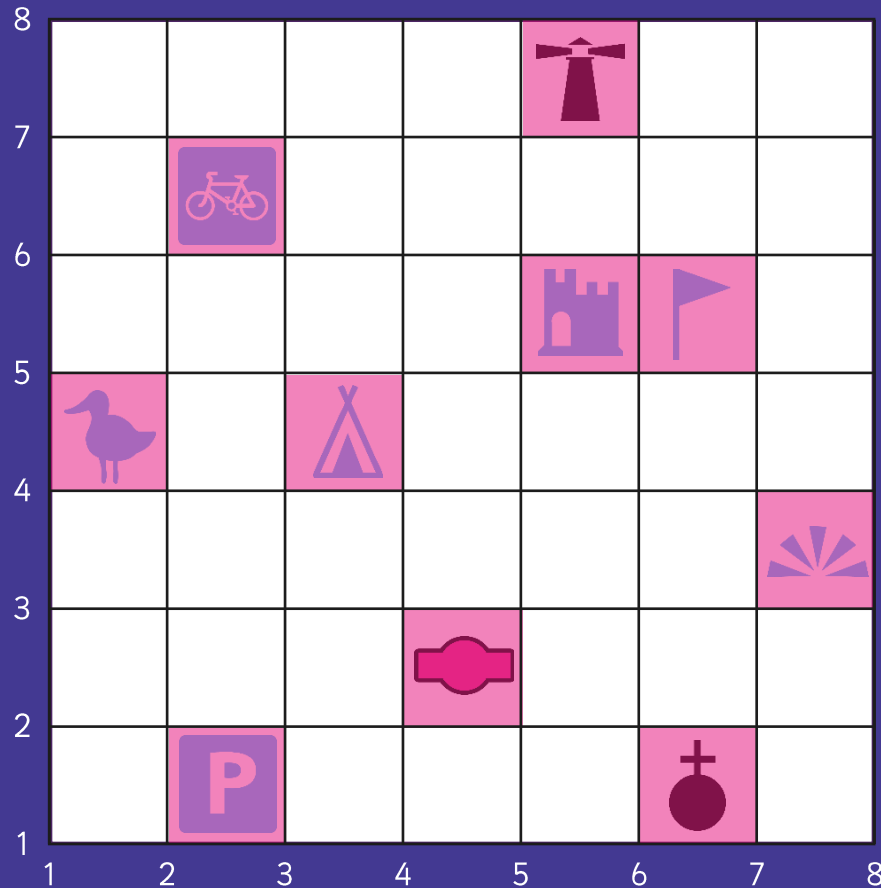
(4,2)

**Church**

(6,1)

**Nature reserve**

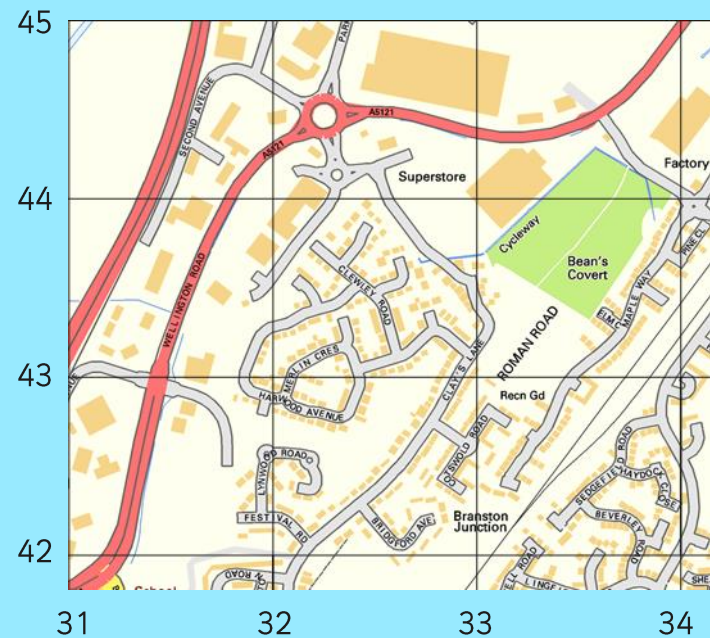
(1,4)



# Grids on Maps

Your map is criss-crossed with lots of horizontal and vertical lines. This creates lots of squares, known as a grid. Using the grid and squares helps to narrow the area to search – making it easier to locate features on the map!

Did you know? That on an Ordnance Survey map, each square represents the same size area: 1 square km ( $1\text{km}^2$ ).





# Eastings and Northings

Have you ever looked at  
co-ordinates in Maths?  
This is very similar!

All the grid lines are numbered to help find specific areas on the map.

**Eastings** are the numbers that run from left to right on the map.

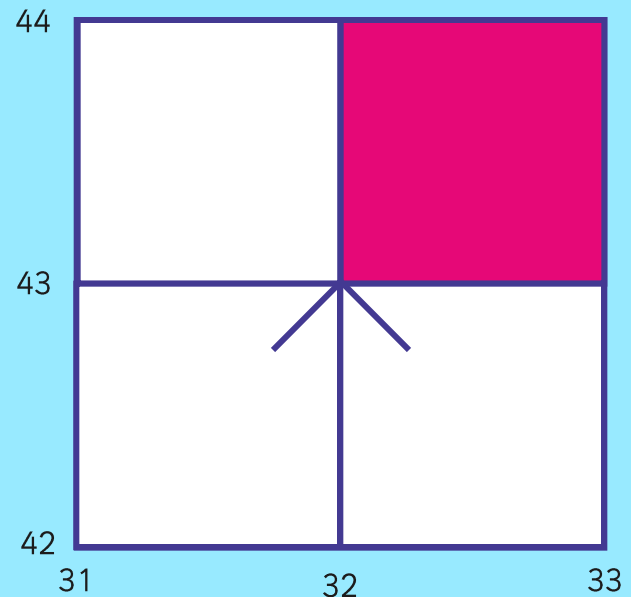
**Northings** run from south to north.



# Four-Figure Grid References

Using the 2 digits of the easting and the 2 digits of the northing creates a four-figure grid reference. This is the reference for the bottom left corner of a square on the map. This makes it easier to search the map for features.

**Remember!** Always start with the eastings first (try using the phrase 'along the corridor and up the stairs' to get the right order).



(32,43)



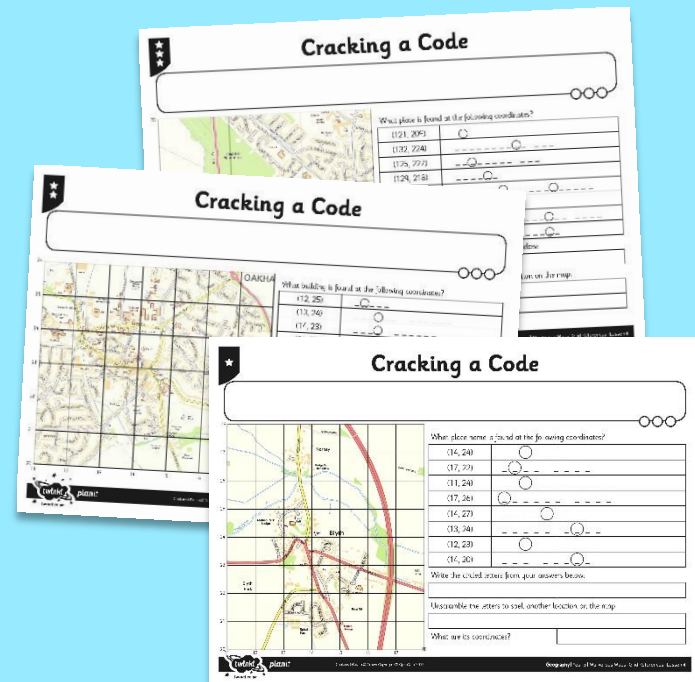
# Cracking a Code

Now it's your turn!

Use your map and the co-ordinates to find the places.

Then, use the circled letters to find a hidden location.

Can you write down its co-ordinates?



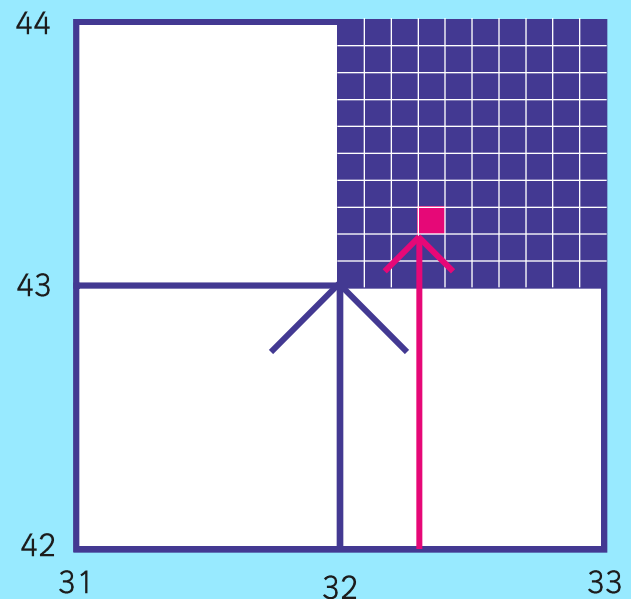


# Six-Figure Grid References

We can make our references even more precise by adding an extra number to both the easting and northing. This helps us to work out whereabouts in the square the feature you are looking for is.

Just imagine each square is actually a 10x10 grid. So if the feature is half way then the extra number will be 5!

This extra number helps to pinpoint a resource to a place within 100m on the map!



**(324,433)**

# The National Grid

Using six-figure grid references is great for pinpointing a particular feature accurately, but how do we know where in the country to begin looking? The National Grid splits the country into much bigger squares (bigger than the ones on your map), each of which is 100km across! These squares can be identified using 2 letters (for instance – 'SK').

Just like on the maps, the National Grid squares are split into more manageable sections to make them easier to use. An easting and northing number are used to do this (SK63).

