

Map

A map is a two-dimensional drawing of an area. Maps can show the countryside, a town, a country or even the whole world! They are used to help plan routes from one place to another, or to find certain features such as castles or hills.

Different types of map are used for different things depending on whether you are walking, driving or even flying somewhere. Maps can be on paper or on a mobile phone, tablet or computer.

Four and six figure reference points

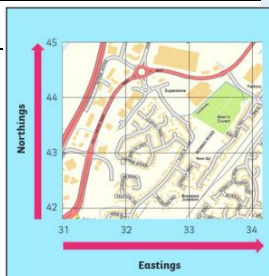
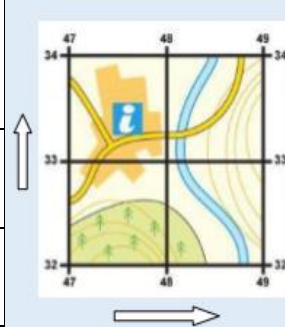
Maps have grid lines on them which help to locate precise locations.

Remember to go along the corridor and up the stairs.

Step 1: Start at the left-hand side of the map and go east until you get to the bottom left-hand corner of the square you want. Write this number down e.g. 47 (EASTING)

Step 2: Move north until you get to the bottom-left corner of the square you want e.g. 33 (NORTHING)

Step 3: Now put your two answers together e.g. 47 33. There is no need to add brackets, commas, dashes etc.



Key vocabulary and spellings

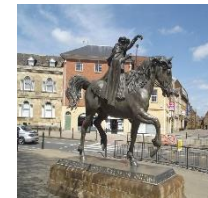
Compass points – the 8 directions commonly used on a compass to help direction.

North, North East, East, South East, South, South West, West, North West.

Contour lines – lines drawn on a map which join places of the same height. On OS maps, they are orange/brown lines. If the lines are close together = **steep land**. If the lines are far apart = **flat land**.

Grid reference – a grid reference system is a simplified grid used for a map area, to make looking up coordinates easier.

Landmark – an object or feature of a landscape that is easily seen and recognised from a distance, especially one that helps somebody identify their location. E.g the fine lady statue at Banbury cross.



Ordnance survey map – Ordnance survey is the national mapping agency for Great Britain. It was first used in 1745.

OS symbols – recognisable symbols which are used across the Ordnance survey mapping network.

Reference point – used to pinpoint locations. A four-figure grid reference is a handy way of identifying any square on a map, six-figure grid references are best for giving exact locations. Grid references are easy, as long as you remember that you always go along the corridor before you go up the stairs.

Scale – map scale refers to the relationship between the distance on a map and the corresponding distance on the ground.



Journeys: map skills

What should I already know?

- Identify the following physical features: mountain; lake; island; valley; river; cliff; forest and beach.
- Know which is North, East, South and West on a compass
- Know and use the terminologies: left and right; below and next to.

What will I know by the end of this topic?

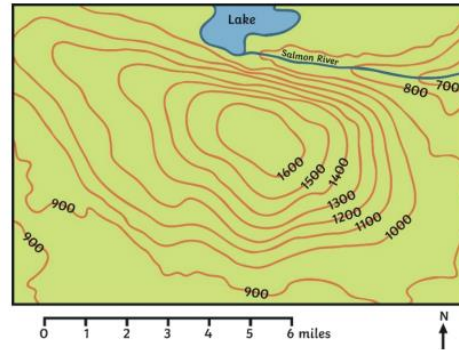
- Identify the main symbols used on an OS map.
- How to find locations on an OS map using four figure grid references.
- Know what the 8 points of a compass are and to use them to describe the location of objects. To understand contour lines and how they describe can describe the physical environment

Map key

It is a good idea to know and be able to identify some of the features shown through OS symbols.

Map Symbols

	Motorway		Post Office
	Dual Carriageway		Clubhouse
	Main Road		Town Hall
	Footpath (Public Right of Way)		Site of Battle
	Railway		Site of Antiquity
	Bridge		Contours
	Electricity Transmission Line		Spot Height (in metres)
	Bus Station		Picnic Site
	Coniferous Trees		Public House
	Non-Coniferous Trees		Public Toilets
	Orchard		Information Centre
	Place of Worship with Spire, Minaret or Dome		Parking
	Place of Worship with Tower		Camp Site
	Museum		Cycle Trail



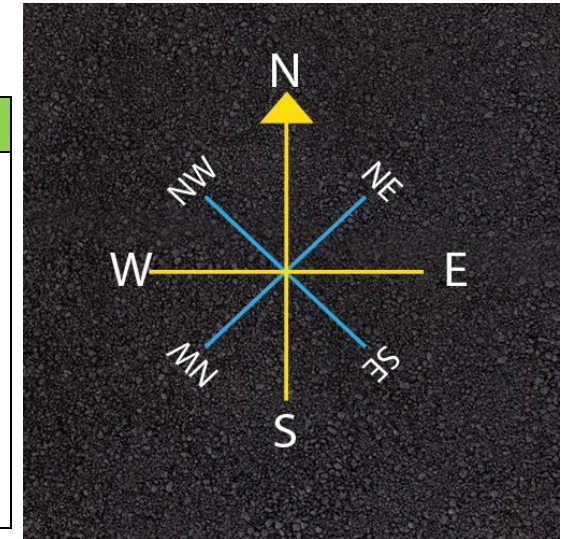
Contour lines

Show places of the same height on a map.

Describing direction

A compass is used to help locate places and can help individuals on a journey.

Cardinals: North, East, South, West
Naughty
Elephants
Squirt
Water



Drawing a map

It's easy to do if you follow this check list;

- 1) Make sure you've identified the bit they want you to sketch - if it's a map you can always add the grid lines on to make it easier
- 2) Draw in pencil - mistakes can be rubbed out then
- 3) Start your sketch...
- 4) Identify some key points that you can draw - look for large features, roads, towns, woodlands etc. that you can draw onto your sketch
- 5) REMEMBER to label your sketch - use a key to help you.

