

**GRID REFERENCES**

Use the map below. The map has letters along the bottom and numbers up the side. This gives you a **grid reference** to help you find things on the map. For example, the barn is in square 1533.

What feature is in square 1336? And in 1130?

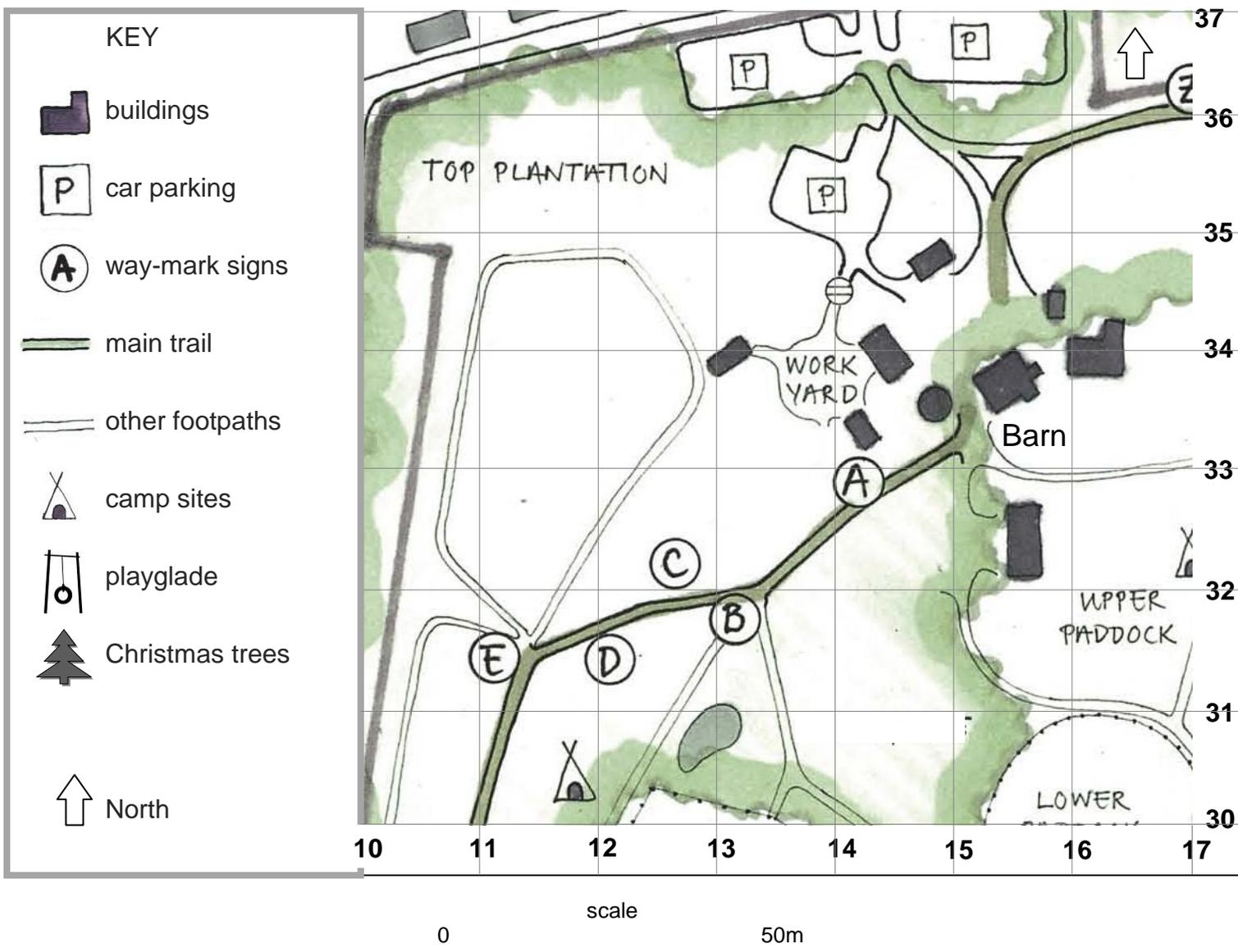
**SYMBOLS**

**Symbols** are used on a map to represent important features such as roads, paths, buildings or something unusual. The symbols we used in the map below are grouped together in the **key**.

Work out the orientation of the map, where you are on it, and use it to navigate to these places:

- ⇒ Go to square 1431. Choose a symbol from the key to draw on your map to show the feature here.
- ⇒ Go to point 124303. At the bench, you look over a field. Choose a symbol from the key to show what's in the field.

What else might be useful to add in 1533? Can you think of a symbol to add to the map & key?



# Map skills activity sheet page 2

## WHICH WAY UP?

Go to point A on the trail. Use your compass to find out which way is north. Draw a north arrow on the map below.

Hold your map so the north arrow points north. As you walk along the path, keep your north arrow on your map pointing north! [An easier option is to start at point F – there is less turning round of maps required!]

## MAKE YOUR MAP

As you walk, draw on your map the features that you see. Examples include letter posts, sculptures, other paths..... If you use other symbols, do you need to add them to your key?



### KEY

way-mark signs

main trail

other footpaths

Can you work out how many metres this scale represents?  
(It's the distance between A and B)

