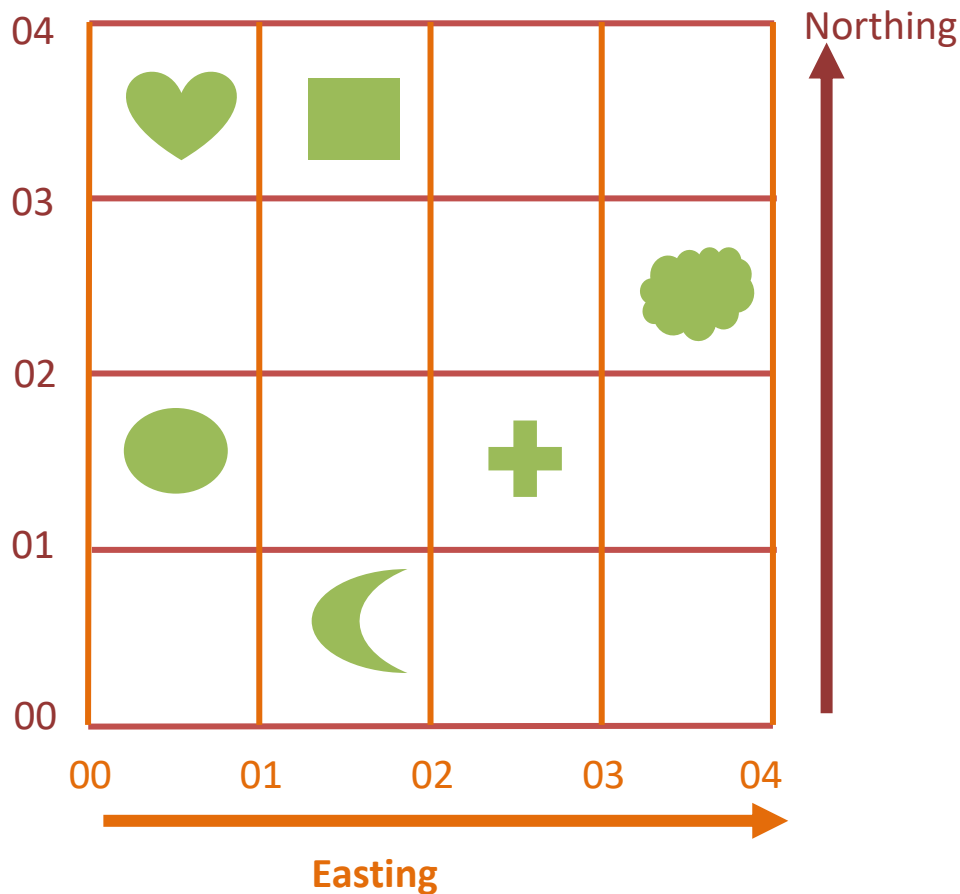


Four-figure grid references:

It is important to be able to locate places using four- and six-figure grid references. A four-figure grid reference will locate a particular square on the map. A six-figure grid reference will pinpoint a location such as a school, bridge or hospital.



Things to remember:

Remember to give the Easting first and then the Northing. Always go from the bottom left corner of the square.

For example, the four-figure grid reference for the heart is 00 03.

Give the four-figure grid reference of the following symbols.

1. **Square:**
2. **Cloud:**
3. **Circle:**
4. **Cross:**
5. **Moon:**

Six-figure grid references

Remember to always go from the bottom left-hand corner of the square when giving a grid reference. Use the middle of the symbol as your starting point.

Things to remember:

For a six-figure grid reference you are pinpointing a particular spot within the square. The square has been divided into 100 smaller squares.

In the exam the square won't be divided up, you will have to mentally divide it. It helps to find the centre of the square first!

The first two numbers and the fourth and fifth numbers will be the number from the four-figure grid reference.

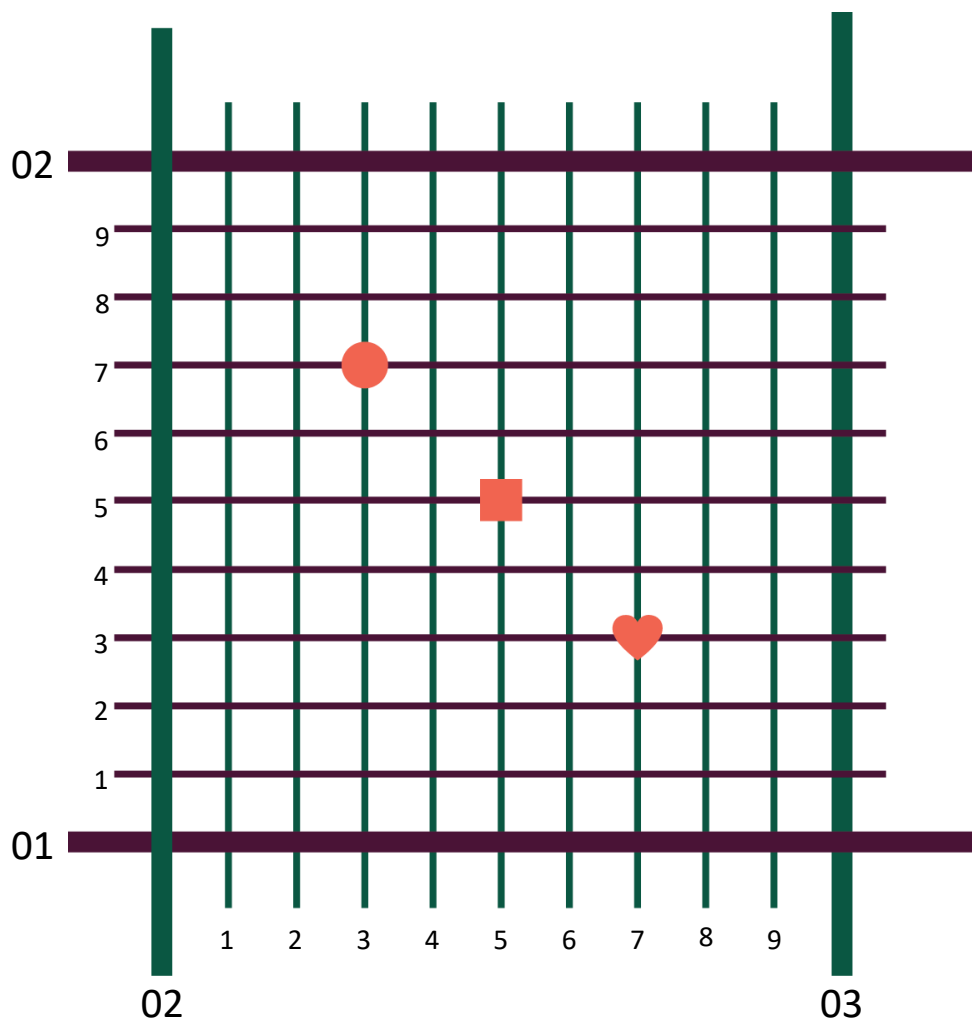
The third and sixth numbers will pinpoint the location within the square.

Examples:

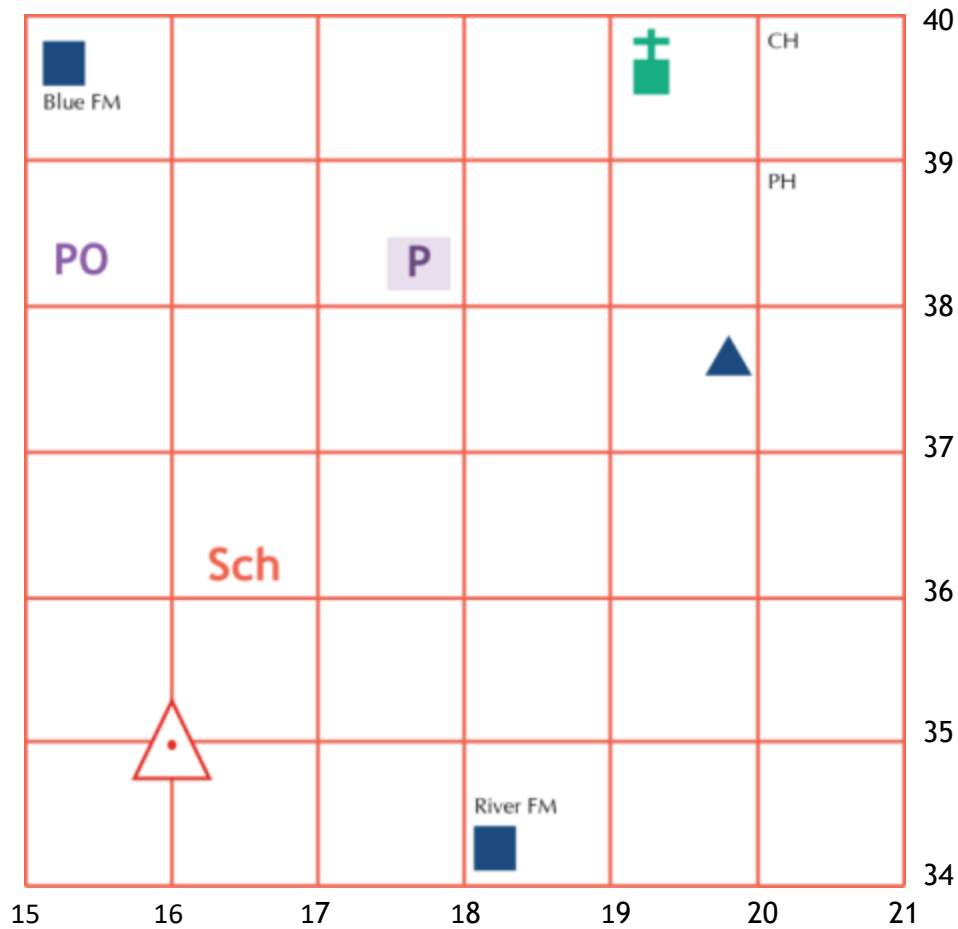
Circle: 023 017

Square: 025 015

Heart: 027 013



Task:



Give the six-figure grid reference for the symbols below:

Feature	Six-figure reference	Feature	Six-figure reference
Blue farm		Church with tower	
Youth hostel		River farm	
Car park		Triangulation point	
School		Pub	
Post office		Clubhouse	

Task:

Draw these symbols onto the grid in the correct locations:

Windmill: 171 345 **Information centre:** 202 378 **Bus station:** 158 362
Nature reserve: 185 385 **Viewpoint:** 180 350 **Campsite:** 152 372