

6 Figure Grid References



Objective

Use 6-figure grid references to identify and locate features on a map



Equipment

- Enrich School Orienteering Maps (1 between 2)
- Small cones
- Pen/pencil and paper to record 6-figure references



Preparation

- Children need to have been introduced to 6-figure grid references prior to this activity.
- Draw children's attention to any areas on the school site that you wish to be 'out of bounds' for this activity.
- Divide the class into pairs. Two pairs do the activity together.
- Each pair of children need to have an Enrich School Orienteering Map.



Instructions

- One pair of children takes 3 cones onto the area of the school site that is being used for this activity.
- They place each cone in an area of the school site (avoiding locations that have been used by other 'hiding' pairs) and identify the 6-figure grid reference for its location. They record the 6-figure reference for each cone and the colour of the cone.
- They return to the start and give their three 6-figure grid references and cone colours to the second pair. The second pair must run and, using the 6 figure grid references and their Enrich School Orienteering Map, locate each of the cones before returning to the start as quickly as possible.
- The pairs then swap roles, with the pair who had to find the cones taking a turn to place their cones on the site and providing the 6-figure grid references to the other pair.



Other information

- As a progression for this activity, the teacher could locate several cones on the school site and give pairs of children a set of 6-figure grid references for their locations. Pairs of children set off at the same time and must race to locate and collect as many of the cones as possible. The pair that locates the most cones wins the game.

