

# 4 Figure Grid Reference



## Objective

Use four figure grid references



## Equipment

- Enrich School Orienteering Map
- Orienteering Control Markers
- Activity sheet



## Preparation

- Children should have had an initial introduction to four-figure grid referencing – this can be done using the Enrich school orienteering map
- Identify any grid squares from the school's Enrich School Orienteering Map that include orienteering control points. These can be used to populate the editable Activity Sheet for this game.
- On the editable Activity Sheet, indicate which control marker letter (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup>) children need to record to show that they have visited a control point.
- Insert four figure grid references for several control points into the editable sheet to create an Activity Sheet for this game. (If all the school's control points are used in this game, it will usually be possible to create at least two different Activity Sheets.)



## Instructions

- Children must use the four-figure grid reference in the table to identify a grid square on their Enrich school orienteering map.
- They look for any orienteering control points within that grid square.
- Using their Enrich School Orienteering Map, they go to the location of that grid square on the school site.
- On their Activity Sheet, they record the number of the control point and the specified letter from the control marker (1st/2nd/3rd/4th) to show that they have visited that control point.
- They do the same for each of the grid references that are included on their Activity Sheet.



## Other information

- Children could follow up this activity by using four-figure grid references to identify locations on other maps e.g., ordnance survey maps.

