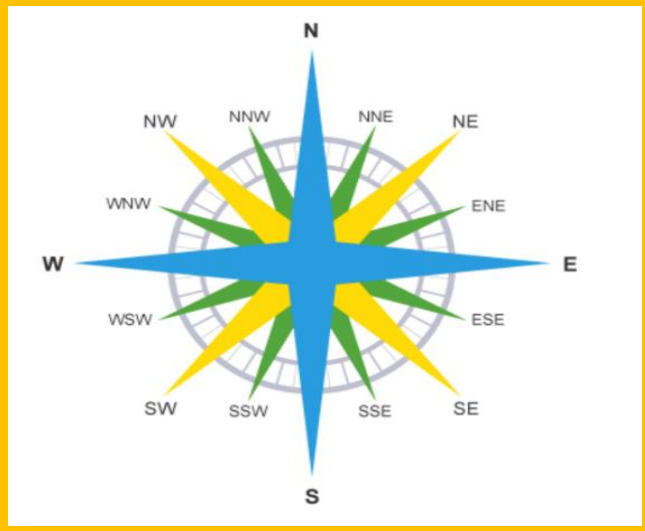
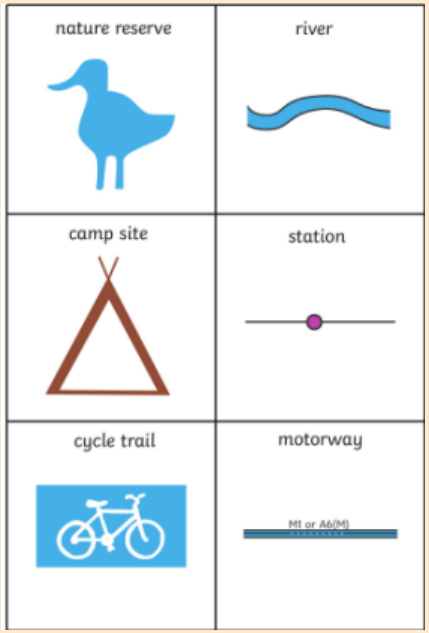


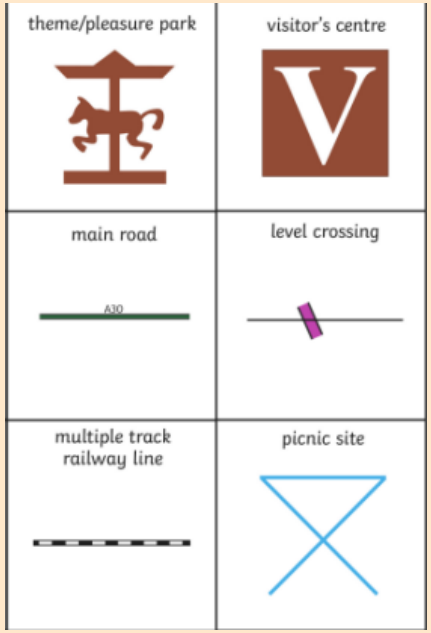
YEAR 7 AMAZING PLACES/ MAP SKILLS

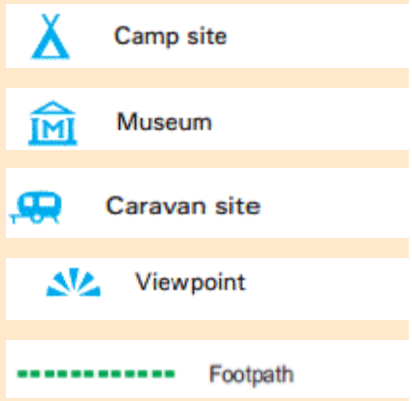
KEY TERMS

OS	Stands for ordnance survey, which is an organisation that has mapped the UK. It produces paper maps and digital mapping products
Satellite navigation	Uses satellites to identify and give directions to different locations. GPS helps users know exactly where they are, which direction they are walking
GIS	Geographical Information Systems- describes a range of information that is gathered and applied to maps. There can be many layers of information applied to the same map.
Latitude	Imaginary horizontal lines, which help us find places on Earth.
Longitude	Imaginary vertical lines, which help us find places on Earth.
As the crow flies	Travelling in a direct line between points.

MAP SYMBOLS

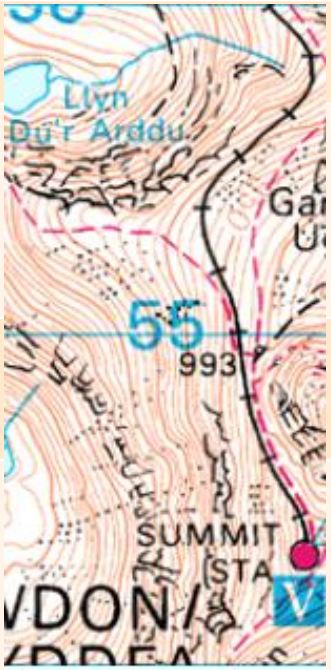






CONTOURS

What is a contour?	These are lines drawn on maps that join places of the same height.
How are they shown?	As lines on a map. Contour lines are usually drawn at 10 metre intervals on a 1:50,000 scale map and at 5 metre intervals on a 1:25,000 scale map.
What are the lines like when it is steep?	If contour lines are close together the slope is steep
What are the lines like when the slope is gentle or the land is flat?	If they are far apart the slope is gentle.
What is layer shading?	Maps are sometimes shaded to show the height of land.



4 FIGURED GRID REFERENCES

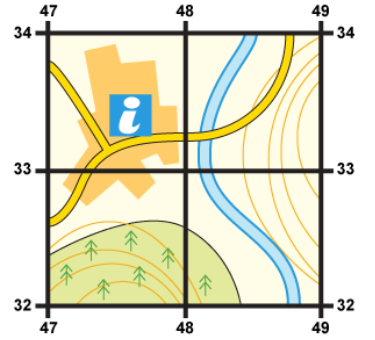
Grid references

A grid of squares helps the map-reader to locate a place. The vertical lines are called **eastings**. They are numbered - the numbers increase to the east. The horizontal lines are called **northings** as the numbers increase in an northerly direction.

Things to remember:

- When you give a grid reference, always give the easting first: "**Along the corridor and up the stairs**".

Four-figure grid references can be used to pinpoint a location to within a square. To find the number of the square:



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.
2. Move north until you get to the bottom-left corner of the square you want. Look at the number of this grid line and add it to the two-digit number you already have. This is your four-figure grid reference.

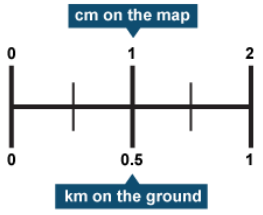
In this case, the tourist information office is in grid square 4733.

SCALE

Scale and distance

Most maps have a scale. These help us to work out distances on maps. This is given by the scale statement (eg 1:25,000) and/or by showing a scale bar.

The scale shows how much bigger the real world is than the map. If the scale is 1:50,000 it means that the map is 50,000 times smaller than the real world. For example, every 1 cm on the map represents 50,000 cm in the real world.



6 FIGURED GRID REFERENCES

Sometimes it is necessary to be even more accurate. In this case you can imagine that each grid is divided into 100 tiny squares. The distance between one grid line and the next is divided into tenths.

1. First, find the four-figure grid reference but leave a space after the first two digits.
2. Estimate or measure how many tenths across the grid square your symbol lies. Write this number after the first two digits.
3. Next, estimate how many tenths up the grid square your symbol lies. Write this number after the last two digits.
4. You now have a six figure grid reference. In this instance, the tourist information office is located at 476334.