

# Knowledge Bank: Year 5 geography – Alchemy Island

Key Question: How do maps represent the landscape?

## **Key Facts:**

#### Four Figure Grid References:

Using the 2 digits of the x axis (easting) and the 2 digits of the y axis (northing) creates a four-figure grid reference. This is the reference for the bottom left corner of a square on the map.

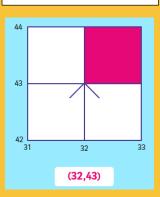
#### Six Figure grid References:

We can make our references even more precise by adding an extra number to both the easting and northing. This helps us to work out whereabouts in the square the feature you are looking for is.

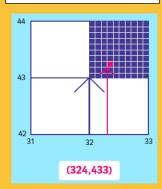
8 points on a compass: North, North East, East, South East, South, South West, West, North West.

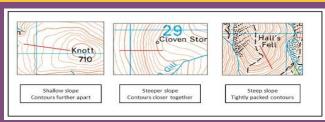
## Diagrams:

## Four Figure Grid References



## Six Figure Grid References





## Maps



### Compasses:



#### Points of the Compass:

North (Naughty) East (Elephants) South (Squirt) West (Water)

#### Key Vocabulary:

points of the compass	The eight points of the compass describe the direction you are moving in or the location on a map.
grid reference	A position on a map using the numbered squares
Ordnance Survey Map	Ordnance Survey is Britain's mapping agency. The maps use different shapes, colours and symbols to show all the roads, buildings, rivers and other features of a landscape.
key	A guide to symbols that are used on a map.
contours	Lines on a map that show how steep hills or valleys are and the shape of hills or valleys.
coordinates	a reference number system used to locate places on a map.

### What I should already know:

#### KS1:

- The simple compass points are, North, East, South and West.
- Basic symbols are used to represent locations on a map.
- A key is provided on a map in order to interpret the symbols that have been used

#### KS2:

- Coordinates are used to locate places on a map.
- Human features are landmarks that are man made such as houses, roads and bridges.
- Physical features are natural components of the landscape such as seas, mountains and river.