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To help you plan your year 7 geography lesson on: Four and Six Figure Grid References, download all teaching resources for free and adapt to suit your pupils' needs. The starter quiz will activate and check your pupils' prior knowledge, with versions available both with and without answers in PDF format. We use learning cycles to break down learning into key concepts or ideas linked to the learning outcome. Each learning cycle features explanations with checks for understanding and practice tasks with feedback. All of this is found in our slide decks, ready for you to download and edit. The practice tasks are also available as printable worksheets and some lessons have additional materials with extra material you might need for teaching the lesson. The assessment exit quiz will test your pupils' understanding of the key learning points. Our video is a tool for planning, showing how other teachers might teach the lesson, offering helpful tips, modelled explanations and inspiration for your own delivery in the classroom. Plus, you can set it as homework or revision for pupils and keep their learning on track by sharing an online pupil version of this lesson. Explore more key stage 3 geography lessons from the Geography: what makes a geographer? unit, dive into the full secondary geography curriculum, or learn more about lesson planning. Atlas skills Game - Planet Planners

Four figure grid references are indeed very useful. However, a major weakness of four figure grid references is the fact that they are not very accurate. All objects in the same grid square have the same four figure grid reference even though they may be hundreds of meters apart. When greater accuracy is necessary, a six figure grid reference is used. A six figure grid reference does not only indicate the grid square an object is located in. It also tells us the exact point within the grid square where the object is found. Therefore, objects located in the same grid square will have the same four figure grid reference, but different six figure grid references. How to Give a Six Figure Grid Reference

A six figure grid reference takes the form EEXNNY. EE represents the easting which is immediately to the left of the object and NN represents the northing which is directly under it. Therefore EE and NN represent the four figure grid reference for the object in question. X is a digit which tells us how close to or far away from the easting the object is located. The higher the number, the farther away from the easting the object is. Similarly, Y is a digit which tells us how close to or far away from the northing the object is found. X and Y can have a value ranging from zero to nine. Look at the grid square below. Look at the letter A located within the square. The four figure grid reference for A is 2345. However, 2345 is also the four figure grid reference for any object which lies anywhere in this grid square. We can give the exact location of this A by giving a six figure grid reference. Let us take it step by step. Step 1 Remember a six figure grid reference takes the form EEXNNY. The first two digits represent the easting immediately to the left of the object. The easting to the left of A is 23, therefore we have our first two digits. The third digit (X) represents the distance between easting 23 and A. To determine this we need to divide the space between easting 23 and easting 24 into ten equal parts as seen in the diagram below. The lines are parallel to our easting are an equal distance apart from each other. Let's call these lines mini eastings. Now we need to count the number of mini eastings that are between easting 23 and A. In this case there are four. Therefore our third digit is 4. So the first part of our six figure grid reference is 234. Step 2 The fourth and fifth digits in a six figure grid reference represent the northing which is directly under the object. In this case it is northing 45. The sixth digit tells us the distance between northing 45 and the object. We must divide the space between northings 45 and 46 into ten equal parts as seen below. Once again the lines are parallel to northing 45 and are an equal distance apart. Let us call these lines mini northings. We must count the number of mini northings which are between northing 45 and A. In this case there are seven of them. Therefore 7 will be the last digit in our six figure grid reference. The second part of our grid reference is 457. Our entire six figure grid reference is 234457. Remember the first two digits represent the easting immediately to the left of the object (in this case easting 23), the third digit (4) represents the distance between the easting and our object. In this case the object is roughly four tenths of the distance between easting 23 and easting 24, the fourth and fifth digits represent the northing directly under our object (in this case northing 45), the sixth digit represents the distance between the northing and our object. In this case, the object is roughly seven tenths of the distance between northing 45 and northing 46. Note: If the position of A was such that it lay directly on mini easting 4 or mini northing 7, its six figure grid reference would still be 234457. The two steps shown above need not be done separately. Your mini eastings and mini northings can be drawn such that they form a smaller grid inside the grid square in which the object is located. The six figure grid reference can be completed by giving the number of the mini easting immediately to the left of the object and the number of the mini easting directly under it (see below). The six figure grid reference is 234457. Take the Six Figure Grid Reference Quiz! Data shown on maps Data shown on graphs Look at the Ordnance Survey map below. Notice the blue squares that overlay the map. Eastings are the lines that run from the top of the map to the bottom. They show you how far east you must go. Northings are the lines that run from the left to the right of the map. They show you how far north you must go. When giving a grid reference the eastings are given first, followed by the northings. The four figure grid reference for the square below is 9061. Six figure grid references allow you to identify an exact location within a grid square. Let's zoom into 9061 to find out how these work. In order to identify a six figure grid reference we need to imagine another grid on top of the existing square. These are then numbered as below. The six figure grid reference for the coniferous forest shown below is 908619. Again, the eastings come before the northings. To help you plan your year 7 geography lesson on Four and Six Figure Grid References, download all teaching resources for free and adapt to suit your pupils' needs. The starter quiz will activate and check your pupils' prior knowledge, with versions available both with and without answers in PDF format. We use learning cycles to break down learning into key concepts or ideas linked to the learning outcome. Each learning cycle features explanations with checks for understanding and practice tasks with feedback. All of this is found in our slide decks, ready for you to download and edit. The practice tasks are also available as printable worksheets and some lessons have additional materials with extra material you might need for teaching the lesson. The assessment exit quiz will test your pupils' understanding of the key learning points. Our video is a tool for planning, showing how other teachers might teach the lesson, offering helpful tips, modelled explanations and inspiration for your own delivery in the classroom. Plus, you can set it as homework or revision for pupils and keep their learning on track by sharing an online pupil version of this lesson. Explore more key stage 3 geography lessons from the Geography: what makes a geographer? unit, dive into the full secondary geography curriculum, or learn more about lesson planning. Improve your map reading skills by learning how to read a 4-figure, 6-figure or 8-figure national grid reference. This grid reference finder is suitable for beginners and includes a short how to video. The quickest way to find a grid reference of a location is to go to the OS Maps desktop version and right click on the location it's that simple! You should see two letters followed by two sets of five numbers like this SZ 65750 98047. If you're using the OS Maps app then you'll need to press and hold to find the grid reference for that location. It will follow the same format as the above. Another great grid reference finder is the OS Locate app which you can use to pinpoint your exact location. Of course, we all know there's nothing more reliable than a paper map and compass when venturing out into the hills. So, it's important to know how to find your location (grid reference) on a paper map to let others know (like Mountain Rescue) where you are. To do this, you need to understand the National Grid. We explain how below. EXPLORE THE We are with you every step of the way. Shop our trusted walking and hiking maps and guidebooks so you can explore the outdoors with confidence. Go to the shop National Grid You might have noticed by now that OS Maps are covered in a series of blue grid lines. These grid lines help you to pinpoint an exact location anywhere on the map. The horizontal lines are called eastings, as they increase in value as you travel east on the map. The vertical lines are called northings as they increase in value as you travel north on the map. These are linked to the National Grid which provides a unique reference system, and can be applied to all OS Maps of Great Britain, at all scales. Great Britain is covered by grid squares measuring 100 kilometres across and each grid square is identified by two letters, as shown in diagram A. Map grid showing 10km grid squares and TL63 Eastin On OS Maps, these squares are further divided into smaller squares by grid lines representing 10 kilometre spacing, each numbered from 0 to 9 from the south west corner, in an easterly (left to right) and northerly (upwards) direction. You can see this in diagram B. Using this eastings and northings system you can identify a 10 kilometre grid square. For example, the above image shows TL63. After the letters you can quote the eastings (6) first, then the northings (3). If you have trouble remembering the order, say along the corridor, THEN up the stairs. Map grid showing 10km grid squares and TL63 On an OS Landranger map you can find the two main grid letters (in this case TL) on the legend or the corner squares of the map. The grid is further divided into 1 kilometre intervals, as shown in diagram C. If you have got OS Maps or OS Locate or you're using a paper map, it is easy to find a particular place using a grid reference. To start, a four-figure grid reference is a handy way of identifying any square on a map. Grid references are easy if you can remember that you always have to go along the corridor before you go up the stairs. To find the number of a square first use the eastings to go along the corridor until you come to the bottom left-hand corner of the square you want. Write this two-figure number down. Then use the northings to go up the stairs until you find the same corner. Put this two-figure number after your first one and you now have the four-figure grid reference, which looks like the example in diagram D. 6233. Finding grid square TL 62 33 If you want to pinpoint an more exact place on a map, such as your own house, you will need to use a six-figure grid reference. First find the four-figure grid reference for the square and write it down with a space after each set of numbers, like this: 62 33. Now imagine this square is divided up into 100 tiny squares with 10 squares along each side. Still remembering to go along the corridor and up the stairs, work out the extra numbers you need and put them into your four-figure grid reference like this in diagram E: 625 333. Showing how to calculate a 6-figure Grid Reference When giving directions you can provide even more accuracy to your grid reference by stating a nearby landmark or feature. For example, on the Bembridge OS Explorer map I am at grid reference SZ 644 874, at the crossroads. We hope you found this grid reference finder useful! Put your new skills into practice and get out your OS Map to have a go at finding a few grid references. Check out our Pathfinder guide titled Navigation Skills for Walkers including map reading, compass and GPS. Questions in the exam will be based on topographical maps. The maps can be from anywhere in the world. Maps will have a key, scale, northings and eastings. These all need to be used to answer the questions. 4-figure are used to locate specific grid squares within the map. The first two figures are the eastings, which indicate how far east or west a grid is across the map. The second two figures are the northings, which indicate how far north or south a grid is on the map. 6-figure grid references are used to locate exact points within grid squares. The first three figures are the eastings. The second three figures are the northings. To find a 4 and 6 figure grid reference. First, find the four-figure grid reference by giving the number from the bottom of the map first and then the number from the side of the map. 4 - figure grid reference. In map above, the 4-figure grid reference would be 17, 51. To give the 6-figure grid reference, you need to imagine that the grid square is divided into 100 smaller squares. Figure 1.1 shows some of the features around the main settlement at Misterblanco in the north-east of the map extract. What is the six-figure grid reference of the junction to the north of B in Fig. 1.1 [1] mark. Answer: The paper 2 exam will always contain a map. You will be expected to be able to give and use grid references to locate specific places on the map extract. Maps in exams will be scaled at either 1:25,000 (1 cm = 250 m in real life) or 1:50,000 (1 cm = 500 m in real life). Distance measurement methods: For straight or nearly straight distances: Use a ruler. Use the edge of a straight piece of paper. Using map scale: Mark distances on a piece of paper using the scale at the map's bottom. Lay the marked paper from first to second point to calculate distance. Using scale to measure a straight line: Measure curved route distances. Divide the route into segments. Rotate and mark the paper in stages to calculate the full distance. Measuring road route on map: Divide the route into straight sections using crosses. Use the paper to measure from A to the first cross. Rotate the paper, pivoting at the cross to mark the second cross. Measuring a curved route: Directions on a map should always be given using compass points. There are 16 compass points. Sixteen Compass Points A grid bearing is measured from the grid north at 0, east at 90, south at 180, and west at 270. Grid bearings are given using a protractor. The 0 should be pointing north and the centre of the protractor on the place the bearing is been given from. The compass direction and grid bearing from the crossroads at A to the location at B. Illustration showing how to take a map bearing. On the map below, B is south-west of A. The bearing is 280. Height can be shown in three main ways: spot height, contour line, trigonometrical (trig) stations. Spot heights show the height at a specific point with the height measurement written next to it. Contour lines are isolines. They join points of equal height and are usually at 5 or 10-metre intervals (distance between the contour line) this means that the height of the land increases by 5 or 10 metres between the lines. A trigonometrical (trig) station is marked by a small black triangle with a height measurement written next to it. The contour lines can also indicate the shape and slope of the land or topography. Contour lines close together indicate steep land. Contour lines very far apart indicate gently sloping or flat land dependent on the distance apart. V-shaped valleys have a v-shaped set of contours. A hill is shown by a set of circular contour lines. Contour lines Study the map extract and Fig. 1 for Stoumont, Belgium. The scale is 1:50,000. Fig. 1 Using the map extract, identify the following features shown in Fig. 1. The height above sea level of the cross-section is a slice through the landscape. They are represented on a map by a line, which is often labelled A at one end and B at the other. They use the contour lines to determine the height of the land. Cross-section on a map A piece of paper is then laid along the line and points A and B are marked on the contour lines. The contour lines are then marked on each time they cross the paper. Marking on the contour lines. These figures can then be used to create the cross-section. In the exam, you may be asked to finish a cross-section or interpret a cross-section. When interpreting cross-sections, you should include: The highest and lowest points. Comparison of slopes. Anomalies. Maps can be used to identify a range of landscape features. These may be physical and human features. Each map has a key to show what the symbols mean. Example of a map key. Page 2. Syllabus Edition. First teaching 2018. Last exams 2026. Exam code: 0460 & 0976. Continuous data is numerical data that can take any value within a given range, e.g. heights and weights. Discrete data is numerical data that can only take certain values, e.g. shoe size. Quantitative data is where the results can be expressed using numerical values. Qualitative data is where the results can't be expressed as numbers, e.g. opinions. One of the simplest ways to display continuous data. Both axes are numerical and continuous. Used to show changes over time and space. Strengths. Limitations. Shows trends and patterns clearly. Quicker and easier to construct than a bar graph. Easy to interpret. Anomalies are easy to identify. Does not show causes or effects. Can be misleading if the scales on the axes are altered. If there are multiple lines on a graph, it can be confusing. Often requires additional information to be useful. A river cross-section is a particular form of line graph because it is not continuous data, but the plots can be joined to show the shape of the river channel. Example of a line graph. A bar chart is the simplest form of displaying data. Each bar is the same width but can have varying lengths. Each bar is drawn an equal distance apart (equidistant). The data is discrete. Data bar graphs are useful for: Comparing classes or groups of data. Changes over time. Strengths. Limitations. Summarises a large set of data. Easy to interpret and construct. Shows trends clearly. Requires additional information. Does not show causes, effects or patterns; can be too simplistic. Can only be used with discrete data. A typical bar graph. Histograms show continuous data. Always use a ruler to draw the bars. All bars should be the same width. The top of the bar should reach the number on the side of the graph that is being represented. There should be no gaps; all bars should be touching. Ensure all axes are labelled and that the graph has a title. Strengths. Limitations. Large data sets can be graphed easily. Data can be compared. Can be difficult to pinpoint exact data values. They can only be used for numerical data. Example of a histogram. The bars are subdivided to show the information, with all bars totalling 100%. Divided bar charts show a variety of categories. They can show percentages and frequencies. Strengths. Limitations. A large amount of data can be shown on one graph. Percentages and frequencies can be displayed on divided bar charts. A divided bar chart can be difficult to read if there are multiple segments. It can be difficult to compare data sometimes. Example of a compound bar chart. This is a type of histogram. Used to show the age-sex of a population. It can be used to show the structure of an area/country. Patterns are easy to identify. Strengths. Limitations. Easy to compare age and sex data. Easy to read and annotate. Can take a long time to construct. Detail can be lost in the data (figures just show a cohort); additional annotations may be necessary. Example of a population pyramid. Used to show proportions, the area of the circle segment represents the proportion. A pie chart can also be drawn as a proportional circle. Pie charts can be located on maps to show variations at different sample sites. The percentage of the pie chart must add up to 100%. To calculate degrees of the pie chart (which totals 360), divide the percentage by 100 and then multiply by 360. Each segment should be a different colour. Strengths. Limitations. Clearly shows the proportion of the whole. Easy to compare different components. Easy to label. Information can be highlighted by separating segments. Does not show changes over time; hard to compare two sets of data. Difficult to understand without clear labelling. Calculating the size of each section can be difficult. Can only be used for a small number of categories; otherwise, lots of segments become confusing. Pie chart showing energy sources in an area. To work out the percentage increase/decrease, work out the difference between the two numbers, divide the difference by the first number, then multiply this number by 100. For example, the difference between 37 and 43 is 6. Then 6 / 37 x 100 = 16.21. The percentage increase is therefore 16.21%. Uses multidirectional axes to plot data with bars. Compass points are used for the axis's direction. Can be used for data such as wind direction, noise or light levels. Example of wind direction being shown on a rose diagram. Triangular graphs are used to display data, which can be divided into three. Strengths. Limitations. Triangular graphs can be used to plot data such as soil content, rock size or type, or employment in economic activities, etc. The data must be in percentages. Can be difficult to read. Read each side carefully so you are aware which direction the data should be considered. Always read from 0 to 100 and follow through to the next 0. Can be either clockwise or counter-clockwise. In the example below, the data reads clockwise. Example of a triangular graph. Points should not be connected. The best fit line can be added to show the relationship between two variables. In a river study, they are used to show the relationship between different river characteristics, such as the relationship between the width and depth of the river channel. Strengths. Limitations. Clearly shows data correlation. Shows the spread of data. Makes it easy to identify anomalies and outliers. Data points cannot be labelled. Too many data points can make it difficult to read. Can only show the relationship between two sets of data. Example of a scatter graph with a trend line (aka line of best fit). Positive correlation. As one variable increases, so too does the other. The line of best fit goes from bottom left to top right of the graph. Negative correlation. As one variable increases, the other decreases. The line of best fit goes from the top left to the bottom right of the graph. No correlation. Data points will have a scattered distribution. There is no relationship between the variables. Examples showing three types of correlation. Making predictions from a set of data. You may be asked to make a prediction for the next step in given data (either table or graph form) in your exam. Study the data carefully. Look at the direction in which the data is going. Are the numbers increasing or decreasing? Is there a clear pattern forming? E.g. does the data point value change by 3, 4, 6, etc. each time. Study the scatter graph below, which shows the cost against distance travelled. Scatter graph. Predict what the cost at would be at 1.75 km. Answer: To predict the cost at 1.75 km, look at the cost at 1.5 km and 2.0 km. Then follow the line of best fit to predict the value at 1.75 km. Cost would be 1.3. In the exam, you will not be asked to draw an entire graph. However, it is common to be asked to complete an unfinished graph using the data provided. You may also be asked to identify anomalous results or to draw the best-fit line (aka trend line) on a scatter graph. Take your time to ensure that you have marked the data on the graph accurately. Use the same style as the data which has already been put on the graph. Bars on a bar graph should be the same width. If the dots on a graph are connected by a line, you should do the same. These are maps that are shaded according to a pre-arranged key. Each shade of colour represents a range of values. It is common for one colour in different shades to be used as a range of data, such as annual precipitation, population density, income levels, etc. Strengths. Limitations. The clear visual impression of the changes over space. Shows a large amount of data. Groupings are flexible. Makes it seem as if there is an abrupt change in the boundary. Distinguishing between shades of colour can be difficult. Variations within the value set are not visible. Example of a choropleth map. The symbols on the map are drawn in proportion to the variable represented. Usually, a circle or square is used but it could be an image. Can be used to show a range of data, for example, population, wind farms and electricity they generate, traffic or pedestrian flows. Strengths. Limitations. Illustrates the differences between many places. Easy to read. Data is specific to particular locations. Not easy to calculate the actual value. Time-consuming to construct. Positioning on a map may be difficult, particularly with larger symbols. Proportional circles map showing GDP (billion US\$) across Europe. These are a way of displaying data using symbols or diagrams drawn to scale. Useful way of showing data if accuracy is not too important and data is discrete. Years do not need to be continuous. Symbols do not need to be whole but can represent a proportion. A key is needed to show if the total number of objects or events that the image represents exceeds one. Step 1: Read the problem carefully and identify the specific information requested from the pictogram. Step 2: Count the symbols corresponding to the desired information and report the count. Example of a pictogram. In the pictogram above, you can see that 4 shoppers walked to the supermarket, but only one used a taxi. The majority of shoppers used a car to travel to the supermarket. Did this page help you? Learning Objective: Locate places on maps using 4 and 6 figure grid references. Success Criteria: KNOW why it is useful to be able to use grid references, UNDERSTAND how to locate places using grid references and BE ABLE TO follow instructions to locate places on maps; give the 4 and 6 figure grid reference of places on maps. Many maps have a grid of squares drawn on the map to make it easy to find, or locate things. Four figure grid references are the numbers which help us to locate a particular square. The first two numbers tell us how far to go along the bottom or top of the map. The last two numbers tell us how far to go up the sides of the map. The grid below contains a mystery picture. Some of the squares have been coloured in black. Complete the rest of the picture by colouring in the grid squares as follows. activity.jpg File Size: 501 kb File Type: jpg Download File Four figure grid references are used to 1. _____ a particular grid square. The last three figures tell us how far to go up the side of the map. The sixth number tells us the number of tenths of the grid square. On a map you may have to estimate the tenths of each grid square. Remember that five tenths is a half a grid square.

How to work out 6 figure grid references. 4 figure grid references. What are 4 and 6 figure grid references. How to work out 4 and 6 figure grid references. How to do 4 and 6 figure grid references. How to work out 4 figure grid references.

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