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| Suitable for Key Stage 2: Upper | | |
| **Grid References and Sketch Maps** | | |
| **Learning Objectives:** | **Curriculum Links:** | **Resources:** |
| * To create a scaled map and a key for the interior or exterior of your local church. | **Geography** - Use fieldwork to observe, measure, record and present the physical features in the local area using a range of methods, including sketch maps.  Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world | * Compasses * Pencils * square paper photocopied with grid references on. * Clipboards * Coloured pencils / pens * R1 sketch map example * R2 Grid Reference resource |
| **Teacher’s Notes** | | |
| **Before your visit** | | |
| * Have knowledge and understanding of how to use a compass and 4 and 6 figure grid references. * Have practiced identifying 4 or 6 figure grid references and creating their own 4 or 6 figure grid reference. * Explored the OS map that shows the church you are visiting -locating its 4 or 6-figure grid reference and identify specific features close to the church on the map. * Understand how keys are used on a map * Understand what a plan view or top down view looks like. | | |
| **During your visit** | | |
| **Introduction *(15 mins)*:**  Place information sheets and QR codes at the appropriate positions.  Introduction to the church building. This is probably best outside the church.  Discuss – Where are we? What is the building used for? Who is likely to use the building? How does the building make you feel? What can you see around the building?  Remind children that they are at the church that they identified on the OS map. What else did they locate on the map? Can they see any of the features they located on the map? Does the scale of the map seem different now that they are here? Using the compass to identify what direction the church entrance is. | | |
| **Main activity *(30 mins)*:**  Remind the children how to do a sketch map and what a top down or plan view looks like (R1 can be used as an example).  Give out squared paper with the grid references written on. Remind how the OS map had a key and symbols to help people locate areas of interest on the map – what was the symbol for the church?  Set the task – to create a sketch map of the church with symbols and a key. Discuss what symbols they could use for the lectern, font, stained glass windows etc.  Explain that they can use the information sheets and QR codes placed around the church to identify objects / artefacts in the church.  You may need to model what this will look like.  Children to go around the church and sketch their map, with symbols in the correct place and an accurate key. | | |
| **Plenary *(15 mins):***  Exchange maps, and using the resource R2 locate the 4 or 6 figure grid references for each of the items listed. Compare grid references, did they get the same? What else could they put on their map? | | |
| **After your visit** | | |
| * Play a game of battleships. * In a different colour they put in five new symbols on their maps and their partner tries to work out where they have put them. The first to get all 5 wins. Put in the guesses with a different colour. | | |