OAA LESSON 5

Learning Intention: *How can you use a 6-figure grid reference to follow a route on an OS map?*

I can read 6-figure grid references on an OS map.
I can plan a route using 6-figure grid references
I can use an OS map to find locations described by 6-figure grid references.

Key Words: Control Point, Strategy, Check point, Boundary, Co-operate, Tactical, Inclusive, Decision Stamina

Note this may take more than one lesson

EQUIPMENT:

OS map of local area
Resource cards
Wipe boards& pens

ACTIVITY 1: Read the map

Recap 4 figure grid references from year 5.
Each grid line is labelled with 2 digits rather than 1, this means the co-ordinate is made up of 4 digits. This is called a 4 figure grid reference.

4 figure grid references describe a square on a map, but what if you need to describe a more specific location? Each grid on the map is divided into 10 equal sections - horizontally and vertically - labelled from 0 - 9.

These 10 equal parts are not drawn or labelled on a map, you have to picture them in your mind. As with 4 figure grid references, begin by reading the co-ordinate from the x-axis first followed by the digit 0-9 to describe where in the box the specific location is.

A way to remember: Along the corridor (horizontal) then go up the stairs (vertical)

Look again at the example OS Map from Year 5 **(Resource 1).** What is the 4 figure grid reference of Legoland? **93,74.**

Example OS Map

Resource card 1:

Now lets focus on just that square **(Resource 2).** What is the 6 figure grid reference of the X marking Legoland? **Make it easier: Resource 4** give a step by step breakdown of this process.

Look at an OS map of your local area. What is the 6 figure grid reference of the location of your school? What about other places in your local area?

Make it easier: Add the extra grid lines so children do not have to picture how each box is divided up. **(Resource 3)**
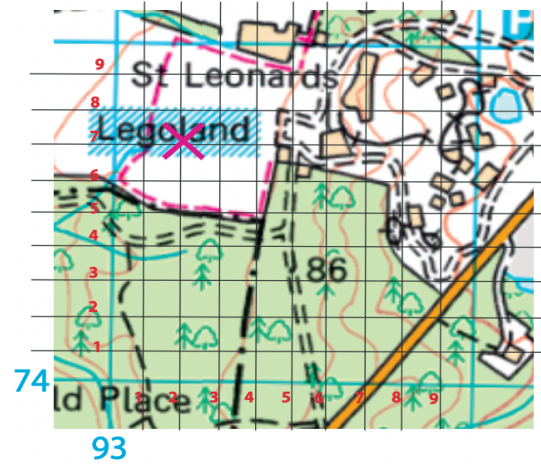
Resource card 2

6 Figure Grid references

St Leonards

Legoland

86

74

Id Place

93

Resource card 3

6 Figure Grid references

9
8
7
6
5
4
3
2
1

St Leonards

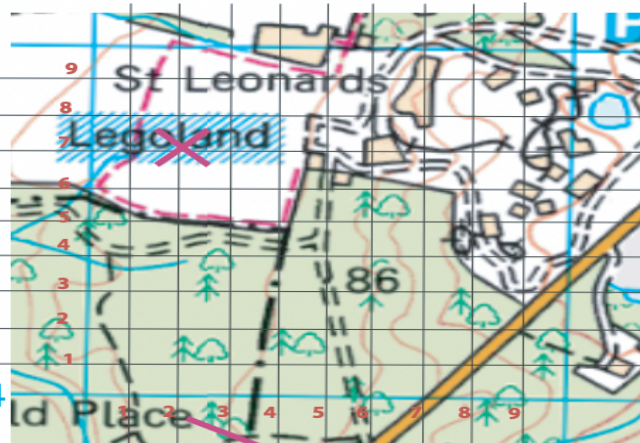Legoland

86

74 Id Place 3 4 5 6 7 8 9

93

Resource card 4

6 Figure Grid references - step by step guide

5) Imagine the line has been split into 10 equal pieces. Count how many equal spaces up the cross marking Legoland is.

3) Put the first 2 numbers together - 932

6) Put the second 2 numbers together - 747

7) Put all 6 digits together to get your 6 figure grid references - 932, 747.

4) The second part of the grid reference - read it from the map.

9
8
7
6
5
4
3
2
1

St Leonards

Legoland

86

74 Id Place 3 4 5 6 7 8 9

1) The start of the horizontal grid reference - read it from the map.

93

2) Imagine the line has been split into 10 equal pieces. Count how many equal spaces along the X is.

WARM UP: Work it out!

Children to skip, jog, run, around in an area.

As soon a the teacher calls a 4 figure reference, the children are to find a group of 4 to create the answer using their bodies - either by lying on the floor or standing.

Each time go back to jogging, jumping or skipping - to ensure the children have had a good pulse raiser.

Make it harder: Make up some **co-ordinate numbers** which make up a **6 figure reference**- in 6's children have to get into a line and make up the number. Linking learning

This activity is best completed in the local area, but could be completed within the school grounds if this is not possible.

Local area option
Children should complete this activity in small groups. Provide each group with an OS map of the Local area and a trail of 6 figure grid references. Children should use the map to walk from point to point and check-in with an adult at each point.

Make it easier: Children to plot their route on their OS maps and have it checked by an adult before beginning the trail.

Q & A: Why is important to pace yourself between check points.
To ensure you have the stamina to complete the whole trail.

School option

Overlay an OS style grid and label the grid-line as on an OS map. **See example (resource card 6) You can use the PPP grid overlay on a google map/school map (see resource card 7).**

Resource card 5

1. Children in groups of 4 - each with an OS style map.

2. Groups to make up their own route on their OS maps-
   they are to write down the 6 figure reference points
   for other children to find (add them to resource card 5)

3. They are to place a wipe board at each grid reference
   and write an activity for them to complete e.g. jog 100 steps,
   star jumps x 50, hop on each leg 20 x each etc, run to the field and get a ball and
   do 5 keepy uppies... Groups will need to be organised if they have equipment!

4. Give their card to another group. Each group are to have a go at the activity to record
   what they have done at each **check point**.

These **Check points** can also be called in Orienteering a **Control point**. It is a marked waypoint used in orienteering . They are marked on the map

Make it harder: Add a letter at each point for them to collect.

Q&A: Why is it important to **co-operate** and be inclusive with your team? Safety is key when completing orienteering activities. Ensuring everyone working together as a team. Inclusivity is important everyone in the team should have a role to help complete the task.

PLENARY

Plenary: Why would you need a 6-figure grid reference rather than a 4-figure grid reference? What is key when working as a team? (co-operate and be inclusive)