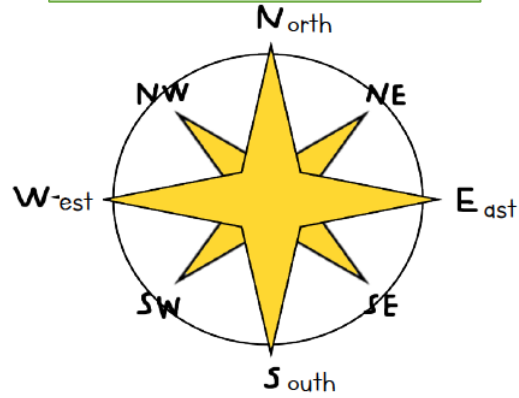


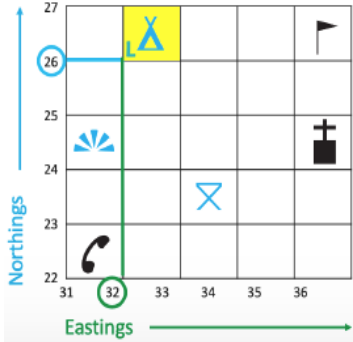


**Compass Points**  
Naughty Elephants Squirt Water



**4 figure grid references**

Along the edges of each map there are numbers. These help you work out where a location is on a map. Northings are numbers that go from bottom to the top, Eastings go from left to right.



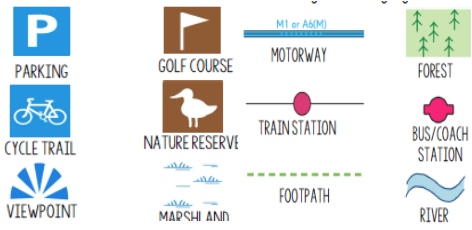
The first two numbers give the eastings.

32 26

The second two numbers give the northings.

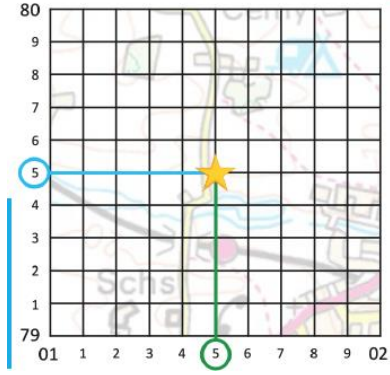
Remember **ALONG** the corridor and **UP** the stairs!

**OS Map Symbols**  
Symbols are useful for lots of reasons including, space saving on a map, multi-lingual, saves time and clear.



**6 figure grid references**

We can use 6-figure grid references to find an exact location within a grid square, so they are much more accurate. The grid square is divided into tenths.



Example:

015 795

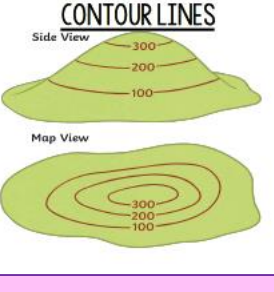
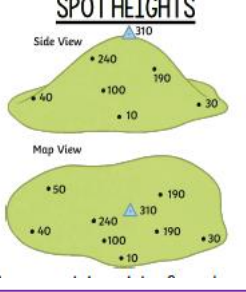
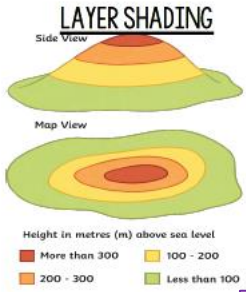
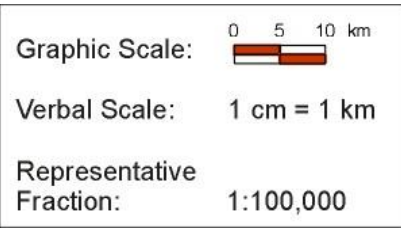
The first three numbers give the easting which includes the number of tenths.

The last three numbers give the northing which includes the number of tenths.

**Height and relief**

Relief is the difference between the highest and lowest heights of the area. Topography is the surface features of Earth like hills, mountains, valleys etc.

**Scale and Distance**  
OS maps have a scale. On some smaller maps, 1cm on the map equals 250m in real life. On some larger maps, 1cm on the map equals 500m. Different maps might have different scales, so check on your map to find a scale.



Areas of different heights are shown using different colours. A key is used to show how high the land is.

They are shown as a black dot and each one has a number next to it. The number gives the height in metres. A triangulation pillar is also used to show height. These are drawn as a dot inside a blue triangle on the map.

Contour lines are lines on a map which join up areas of the same height. Everywhere along a contour is at the same height. On most maps, these lines are brown and may be 5 or 10 metres apart. The closer the contour lines the steeper the land.

Different types of maps have different scales. Some OS Explorer maps have a scale of 1:25,000. This means that every 1cm on the map is the same as 1:25000cm in real life. 1km is the same as 1000m. There are 100cm in 1m, and so there are 100,000cm in 1,000m. Thus 100,000cm = 1km. Therefore, if 1cm on your map represents 25,000cm in real life, this is the same as 0.25km. So, 4cm = 1km on OS Explorer maps.