

Grid References: Find the Square

Use simple letter-number grid references to locate features and communicate position accurately.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Use simple letter-number grid references to locate features and communicate position accurately.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 A grid divides a map into organised cells.

2 A grid reference identifies one cell using agreed labels.

3 Accurate references help another person find the same place.

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

On a 4x4 grid, place a pond in B3 and a school in D2.

Which reference comes first: the letter or the number? Follow the key provided.

Give the grid reference of three fictional landmarks.

Spot and correct a reference that points to the wrong square.

Write directions that combine one grid reference with a landmark clue.

Try it beyond the page

Real-world / hands-on connection

Play a paper-grid location game with an adult: one person places a symbol, the other names the reference.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Design a treasure grid with at least six features and write five location clues.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. What is the purpose of a grid reference?

2. Why must everyone use the same grid convention?

3. What can a landmark add that a grid reference does not?

Quick review

1. In one sentence, explain the big idea of “Grid References: Find the Square”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

To identify a location/cell clearly.

2. Suggested response

So the same reference points to the same location for everyone.

3. Suggested response

A recognisable real-world or visual clue.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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