

GRADE 4 LEARNING PACK

Map Scale, Grid References & Route Decisions

Use scale, grid references, direction and constraints to compare routes and justify a decision.

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 scale, grid references, direction and constraints to compare routes and justify a decision.

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 Scale connects map distance to real distance.

2 Grid references and direction make locations easier to communicate accurately.

3 The shortest route is not always the best route when safety, terrain or accessibility matter.

Talk about it

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

Convert five fictional map distances using $1 \text{ cm} = 500 \text{ m}$.

Locate six features on an 8x8 letter-number grid.

Compare two routes by distance and number of turns.

Add an accessibility constraint and reconsider the route choice.

Write a route justification using at least three pieces of map evidence.

Try it beyond the page

Real-world / hands-on connection

With an adult, compare two public routes on a trusted map without entering a home address or other private location.

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 fictional town map with scale, key, grid, compass rose and two routes to one destination.

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

CHALLENGE

Think deeper

1. If 3 cm represents 1.5 km, what does 6 cm represent?

2. Why can a longer route be the better route?

3. What makes a route explanation convincing?

Quick review

1. In one sentence, explain the big idea of “Map Scale, Grid References & Route Decisions”.

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

3 km.

2. Suggested response

Safety, access, terrain, traffic or purpose may matter more than distance alone.

3. Suggested response

It uses accurate map evidence and connects it to the stated need.

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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