

Grid References

Topographical maps have a system of squares called grids. These lines are numbered so that points on a map can be easily found when a set of locating numbers is given. The numbers along the top and bottom are called Eastings and the numbers running up the sides are called Northings. To give a grid reference for a point you give the Easting first and then the Northing. For example if the point we want is 73.5 expressed 735 and 81.9 or 819 so the grid reference is 735819. To remember the order for giving the numbers you "go along the passage and then up the stairs".

Game: Mystery Word

The Scout Leader chooses a word, finds the letters individually on a topographical map, and works out the grid reference for each one. A list of the grid references is given to each patrol, who then work out the grid references to discover the mystery word chosen by the Scout leader. The word could be something for them to get (e.g. a leaf or make (e.g. a monster) or do (e.g. hide).

Example-.Using the Kapunda Map.

- 057953 (gives L from LOFTY)
- 953055 (gives E Tarlee)
- 155831 (gives A from Nuriootpa)
- 987854 (gives F from Freeling)

Local Grid References

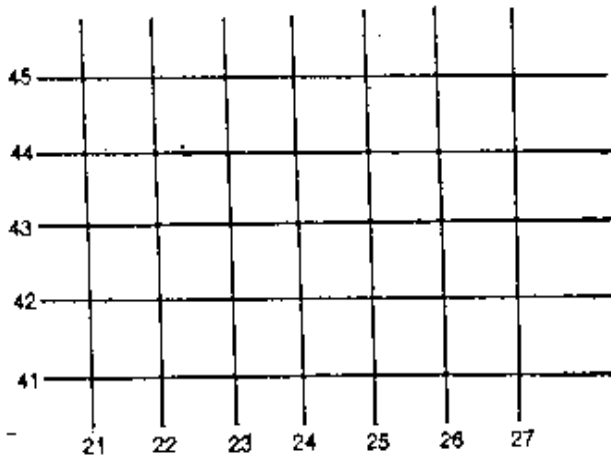
Draw a map of your local area, and on it superimpose a grid. Give each patrol a list of grid references and questions. They then visit the grid references in turn to discover the answer to the questions about each one, e.g. what is the colour of the roof at 412314? What time are the services at 465321? What is the name of the tree in the garden at 573318

Grid Puzzle

Give each patrol a grid like this and the following instructions:

Plot these grid references

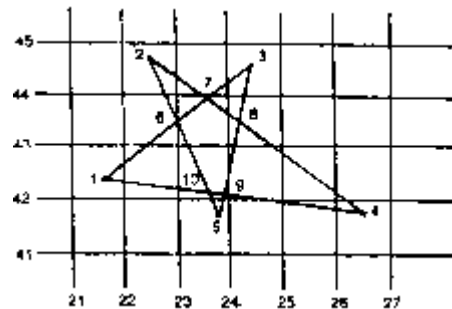
- A (1) 216424 (2) 225448
 (3) 244447 (4) 265418
 (5) 239418



B. Now join with straight lines (1) & (3), (1) & (4), (2) & (4), (2) & (5), (3) & (5),

C. Next give the grid references of the points where these lines intersect.

Answer to Grid Puzzle

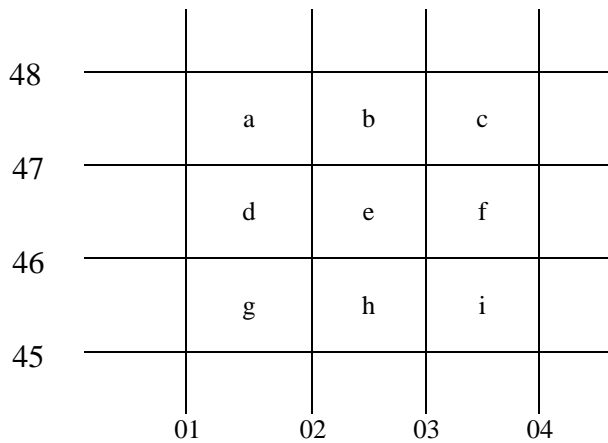


Patrols should have drawn a star. Grid references of where the lines cross are:-

- (6) 230435
- (7) 235440
- (8) 242436
- (9) 239421
- (10) 236422

GRID CROSSES

Draw a chalk grid on the floor and number d as in the diagram. Divide the Scouts into two teams and play as for noughts and crosses but with the Scout Leader calling a grid reference for a square. The first Scout to get into the correct square stays there. The first team will three Scouts in a row wins.



The grid reference for the centre of each square is as follows:

- (a) 015475 (b) 025475 (c) 035475
(d) 015465 (e) 025465 (f) 035465
(g) 015455 (h) 025455 (i) 035455

Change the numbers each time the game is played otherwise the Scouts will remember them and will not work them out.