

Grid map challenge

Suggested: Years 2-4 | Pupil page

Use grid references and plan a route on a fictional map.

Name: _____ Date: _____

This is a fictional map. Letters run across; numbers run up. A grid reference names one square, such as B2.

Move one square at a time across or up/down. Do not move diagonally. Each move counts as one step.

	A	B	C	D
4	Park			
3				Library
2		School		
1			Pond	

1. The library is in square _____.
2. The park is in square _____.
3. The pond is in square _____.
4. Draw a shortest school-to-library route. How many steps?
5. Write a different route with the same number of steps.

Grid map challenge | Teacher notes

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Purpose and use

Use grid references and plan a route on a fictional map.

Teaching notes

Model a square reference rather than a point coordinate. Start with the letter, then the number.

Use counters or a finger to rehearse routes. A shortest route is not unique; compare valid alternatives.

Answers / suggested responses

1. Library: D3. 2. Park: A4. 3. Pond: C1. 4. One shortest school-to-library route is B2, C2, D2, D3: 3 steps.

5. Another shortest route is B2, B3, C3, D3. The map gives grid steps, not metres or real travel time.

Print and adapt

Print page 1 for the activity and keep this teacher page. Use A4 paper at Actual size. Suggested ranges are starting points, not curriculum-alignment claims.

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