**Compass directions**

****Starting at the top and moving clockwise the directions on a compass or map are:

Points of a compass

1. North - Naughty
2. East - Elephants
3. South - Squirt
4. West - Water

**4 figure grid references**

* Start at the left-hand side of the map and go east until you get to the easting crossing through the bottom-left-hand corner of the square you want. Write this number down.
* Move north until you get to the northing crossing the bottom-left-hand corner of the square you want. Look at the number of this grid line and add it to the two-digit number you already have. This is your four-figure grid reference.

**In this case, the tourist information office is in grid square 4733.**

**6 figure grid reference**

* First, find the four-figure grid reference but leave a space after the first two digits. When you get to the easting at the left-hand side of the grid square you want, keep moving east and estimate or measure how many tenths across your symbol lies. Write this number after the first two digits.
* Next, move north from the bottom-left-hand corner of your grid square and estimate how many tenths your symbol is from this point. Put them together to create a six figure grid reference.

**In this instance, the tourist information office is located at 476334.**

**Map Symbols**



**Scale on a map**

The scale of a map allows a reader to calculate the **size, height and dimensions of the features** shown on the map, as well as distances between different points.



**Contour lines**

Contours will show you where the hills and valleys are on the map. Contours will often show changes in height of 5 or 10 metres. The closer the contours are together the steeper the slope is. If the contours are far apart, you might be looking at a flat flood plain.