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Grid Maps - Year 5

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Grid Map Guide

Use columns, rows and coordinates to describe location.



1. Read across first

Find the letter or number along the bottom or top edge.

2. Read up second

Find the matching row along the side edge.

3. Name the grid square

A3 means column A and row 3.

4. Give clear directions

Use north, south, east, west and landmarks.



school



park



library



Grid Quest

How to Play

- 1 Place a counter on START.
- 2 Pick a card and move to its grid square.
- 3 Say the route using north, south, east or west.
- 4 First player to collect 5 points wins.

An illustration of a school building on the left and a park with a bench and a tree on the right, separated by a vertical line. The school is a two-story red brick building with a clock tower and a flag. The park features a green tree, a brown bench, and a small yellow flower.



school



school



bakery



bus stop



oval



library



pool



garden



museum

Challenge Cards



7C

4E



Map Key Match Cards

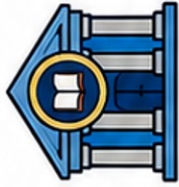


Cut, match and explain each location.

Symbol Cards



school



library



park



bakery



bus stop



pool



museum



garden



oval

Place Cards

School

Library

Park

Bakery

Bus
Stop

Pool

Museum

Garden

Oval

Coordinate Cards

A2

B5

C3

D7

E4

F6

G1

H8

I5

Use the cards to build a map key, then describe two routes.

Name: _____

Coordinate Warm-Up

Read across first, then up. Use the grid to answer each question.

6		 museum	 library			
5		 park				
4				 pool		
3		 bus stop				
2	 school			 garden		
1					 bakery	
	A	B	C	D	E	F

1. What is at A2? _____
2. What is at D6? _____
3. Write the coordinate for the pool. _____
4. Write the coordinate for the bakery. _____
5. Which place is at B5? _____
6. Which place is at E2? _____
7. Draw a star at C1.
8. Draw a circle at F6.
9. Describe a route from the school to the library using north, south, east or west.

Name: ANSWERS

Coordinate Warm-Up

Read across first, then up. Use the grid to answer each question.

6		 museum	 library			
5		 park				
4				 pool		
3		 bus stop				
2	 school			 garden		
1					 bakery	
	A	B	C	D	E	F

- What is at A2? school
- What is at D6? library
- Write the coordinate for the pool. E4
- Write the coordinate for the bakery. F1
- Which place is at B5? park
- Which place is at E2? garden
- Draw a star at C1.
- Draw a circle at F6.
- Describe a route from the school to the library using north, south, east or west.
Go north 4 squares to A6, then east 3 squares to D6.

Name: _____

Shopping Centre Grid Search

Use the shopping centre grid to answer each question.

6	 car park					
5			 cinema		 supermarket	
4		 cafe				
3				 toilets		 toy shop
2			 bookshop			
1	 entrance				 florist	
	A	B	C	D	E	F

1. What is at B4? _____
2. Which coordinate has the cinema? _____
3. Write the coordinate for the florist. _____
4. Which place is north of the bookshop? _____
5. Start at the entrance. Move east 2 squares and north 1 square.
Where are you? _____
6. Which store is at F3? _____
7. Draw a path from the car park to the supermarket.
8. Explain one route from the cafe to the toilets.

Name: ANSWERS

Shopping Centre Grid Search

Use the shopping centre grid to answer each question.

6	 car park					
5			 cinema		 supermarket	
4		 cafe				
3				 toilets		 toy shop
2			 bookshop			
1	 entrance				 florist	
	A	B	C	D	E	F

1. What is at B4? cafe
2. Which coordinate has the cinema? C5
3. Write the coordinate for the florist. E1
4. Which place is north of the bookshop? cinema
5. Start at the entrance. Move east 2 squares and north 1 square.
Where are you? bookshop
6. Which store is at F3? toy shop
7. Draw a path from the car park to the supermarket.
8. Explain one route from the cafe to the toilets.
Go east 2 squares, then south 1 square.

Name: _____

Town Planner Grid Decisions

Use the town grid to make location decisions.

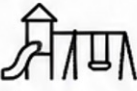
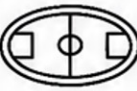
7							 clinic
6				 school			
5		 playground				 oval	
4				 town hall			
3			 library				
2	 houses				 bus stop		
1		 pond					 shops
	A	B	C	D	E	F	G

1. What is at D6? _____
2. Which coordinate has the clinic? _____
3. Write the coordinate one square east of the library. _____
4. A food truck parks one square south of town hall. Write its coordinate. _____
5. Circle E6 for a new skate park.
6. Draw a safe route from the bus stop to the shops.
7. Explain one route from the shops to the school.

Name: ANSWERS

Town Planner Grid Decisions

Use the town grid to make location decisions.

7							 clinic
6				 school			
5		 playground				 oval	
4				 town hall			
3			 library				
2	 houses				 bus stop		
1		 pond					 shops
	A	B	C	D	E	F	G

1. What is at D6? school
2. Which coordinate has the clinic? G7
3. Write the coordinate one square east of the library. D3
4. A food truck parks one square south of town hall. Write its coordinate. D3
5. Circle E6 for a new skate park.
6. Draw a safe route from the bus stop to the shops.
7. Explain one route from the shops to the school.

Go west 3 squares, then north 5 squares.

Name: _____

Zoo Location Challenge

Use the zoo grid to locate each animal.

7						 turtle	
6		 koala	 kiosk				
5				 snake			
4					 giraffe		
3	 lion					 meerkat	
2			 penguin				
1						 otter	
	A	B	C	D	E	F	G

1. What animal is at A3? _____
2. Which coordinate has the giraffe? _____
3. Write the coordinate for the turtle. _____
4. Which animal is at G3? _____
5. Write the coordinate for the kiosk. _____
6. Start at the otter. Move north 3 squares and west 1 square.
Where are you? _____
7. Draw a square around the koala.
8. Explain one route from the lion to the snake.

Name: ANSWERS

Zoo Location Challenge

Use the zoo grid to locate each animal.

7						 turtle	
6		 koala	 kiosk				
5				 snake			
4					 giraffe		
3	 lion						 meerkat
2			 penguin				
1						 otter	
	A	B	C	D	E	F	G

1. What animal is at A3? lion
2. Which coordinate has the giraffe? E4
3. Write the coordinate for the turtle. F7
4. Which animal is at G3? meerkat
5. Write the coordinate for the kiosk. C6
6. Start at the otter. Move north 3 squares and west 1 square.
Where are you? giraffe
7. Draw a square around the koala.
8. Explain one route from the lion to the snake.
Go east 3 squares, then north 2 squares.

Name: _____

Treasure Route Directions

Use coordinates and direction words to follow the route.

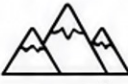
7							
6	 palm trees				 mountain		
5			 bridge				 treasure
4							
3				 lake			
2		 cave				 camp	
1	 ship						
	A	B	C	D	E	F	G

1. What is at A1? _____
2. Which coordinate has the treasure? _____
3. Start at camp. Move north 3 squares and east 1 square.
Where are you? _____
4. Write the coordinate for the lake. _____
5. Draw an X at B7 for a lookout.
6. Complete the route from the cave to the bridge:
move _____ square east and _____ squares north.
7. Explain one route from the ship to the camp.

Name: ANSWERS

Treasure Route Directions

Use coordinates and direction words to follow the route.

7		X					
6	 palm trees				 mountain		
5			 bridge				 treasure
4							
3				 lake			
2		 cave				 camp	
1	 ship						
	A	B	C	D	E	F	G

1. What is at A1? ship
2. Which coordinate has the treasure? G5
3. Start at camp. Move north 3 squares and east 1 square.
Where are you? treasure
4. Write the coordinate for the lake. D3
5. Draw an X at B7 for a lookout.
6. Complete the route from the cave to the bridge:
move 1 square east and 3 squares north.
7. Explain one route from the ship to the camp.
Go east 5 squares, then north 1 square.

Name: _____

Park Map Design Assessment

Design a park map using the grid. Add the required features, then answer the questions.

7							
6							
5							
4							
3							
2							
1							
	A	B	C	D	E	F	G

Add these features

- playground at B5
- picnic area at D2
- pond at F4
- toilets at A1
- cafe at G6
- bike track through C3, D3 and E3

1. Which feature is at B5? _____
2. Write the coordinate for the pond. _____
3. Explain one route from the toilets to the cafe.

4. Add one extra feature to an empty square. What did you add and where?

5. Check your map: labels, symbols, coordinates and clear route language.

labels

☐

symbols

☐

coordinates

☐

route language

☐

Name: ANSWERS

Park Map Design Assessment

Design a park map using the grid. Add the required features, then answer the questions.

7				 shade tree			
6					 cafe		
5		 playground					
4					 pond		
3							
2				 picnic area			
1	 toilets						
	A	B	C	D	E	F	G

Add these features

- playground at B5
- picnic area at D2
- pond at F4
- toilets at A1
- cafe at G6
- bike track through C3, D3 and E3

1. Which feature is at B5? playground

2. Write the coordinate for the pond. F4

3. Explain one route from the toilets to the cafe.

Go east 6 squares, then north 5 squares.

4. Add one extra feature to an empty square. What did you add and where?

shade tree at E7

5. Check your map: labels, symbols, coordinates and route language.

labels



symbols



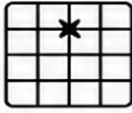
coordinates



route language



Grid Maps - Year 5 Rubric

	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
 Grid References	Needs support to read and write coordinates.	Reads some coordinates with support; writing is inconsistent.	Reads and writes coordinates accurately with occasional errors.	Reads and writes coordinates accurately and independently.	Reads and writes coordinates accurately and consistently.
 Map Feature Placement	Places few features correctly.	Places some features correctly; several are incorrect.	Places most features correctly with minor errors.	Places all required features correctly and neatly.	Places all features correctly and adds useful extra detail.
 Route Directions	Gives unclear directions; hard to follow.	Gives simple directions with some missing words or steps.	Gives clear routes using direction words and some step counts.	Gives complete routes using direction words and step counts.	Gives precise routes using north, south, east, west and step counts.
 Map Symbols and Labels	Uses limited symbols and labels; often unclear.	Uses some symbols and labels; not always clear or consistent.	Uses appropriate symbols and labels that are mostly clear.	Uses clear and consistent symbols and labels that make sense.	Uses clear, consistent symbols and labels that make the map easy to interpret.
 Reasoning and Checking	Little checking of work; limited reasoning.	Some checking of work; simple reasons given.	Checks work with some accuracy; provides suitable reasons.	Checks coordinates, labels and routes carefully; explains choices.	Explains choices and checks coordinates, labels and route language carefully.

Assessment focus: using grid maps to describe location and movement.

Grid Maps Year 5



Learning Goal

We can use grid maps to describe locations and movement clearly.



Grid References Name Locations

A grid reference uses a column and a row. Read across first, then
up.



Coordinates Must Be Precise

A3 is not the same as 3A. The order tells the reader exactly where to look.



Map Keys Explain Symbols

Symbols are faster to read when the map key tells what each one means.



Compass Words Help Routes

North, south, east and west make route directions easier to follow.



Step Counts Add Detail

A route such as east 2 squares, then north 3 squares is clear and checkable.



Maps Solve Real Problems

Grid maps help with shopping centres, zoos, parks, towns and treasure maps.



Planning With a Grid

Placing features at exact coordinates helps everyone read the same map.



Check a Grid Map

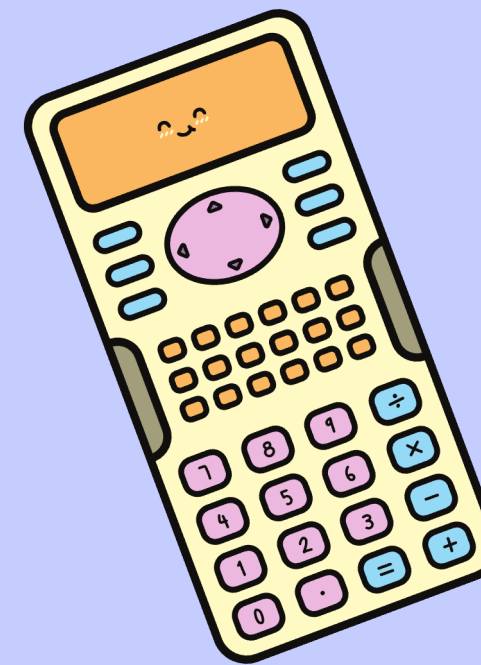
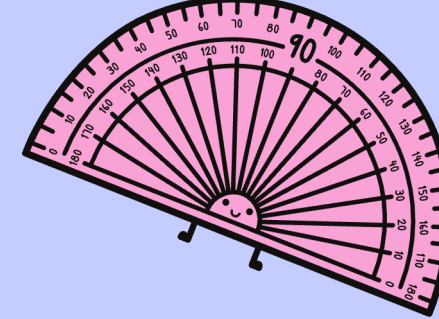
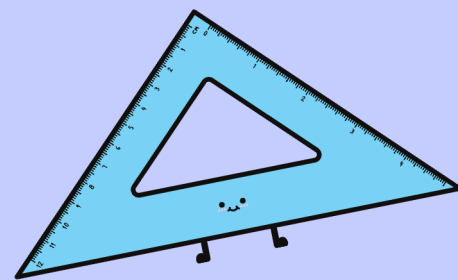
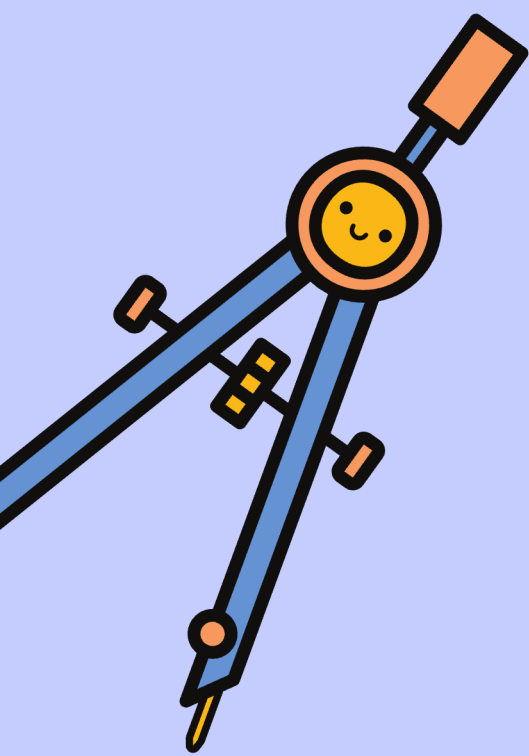
Check the labels, symbols, coordinates and route language before sharing.



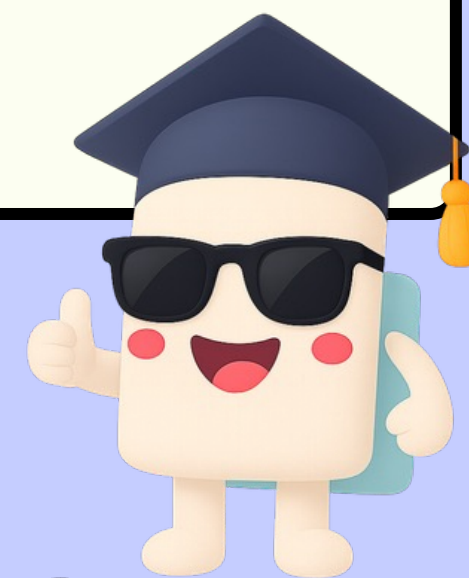
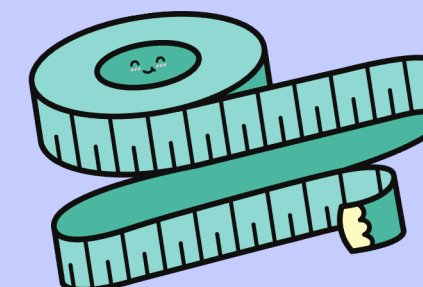
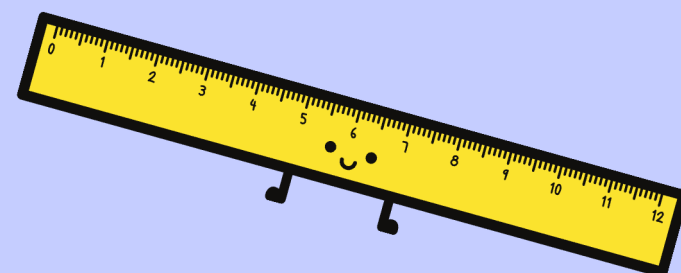
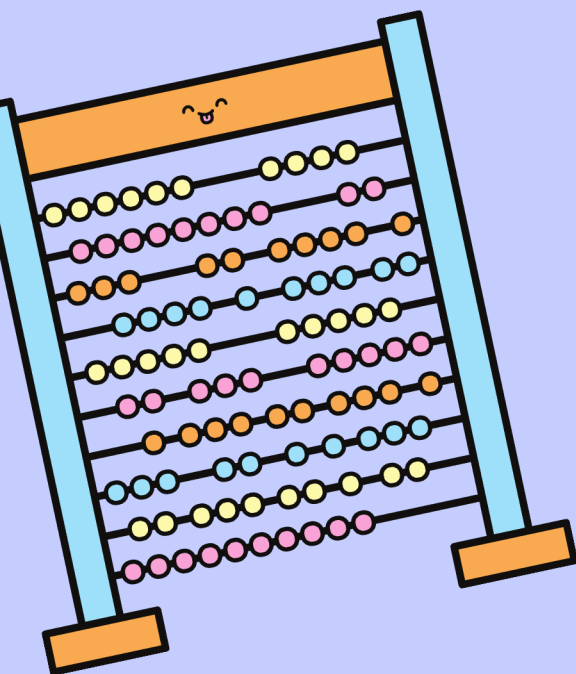
Your Assessment Task

Design a park map, place features correctly and explain a route using grid directions.





Great Work!



Grid Maps Year 5 Quiz



Question 1

Question 1

True or false: In this unit, we read across the grid first, then up.



Answer I

Answer 1

True.



Question 2

Question 2

Which coordinate is written in the correct order?

A. 4B

B. B4

C. north B

D. row B



Answer 2

Answer 2

B. B4



Question 3

Question 3

What does a map key explain?



Answer 3

Answer 3

It explains what the map symbols mean.



Question 4

Question 4

True or false: D6 and F6 are always the same square.



Answer 4

Answer 4

False.



Question 5

Question 5

A library is at C5. Which column is it in?

A. 5

B. C

C. north

D. row



Answer 5

Answer 5

B. C



Question 6

Question 6

A route says: move east 2 squares. What direction do you move?



Answer 6

Answer 6

East.



Question 7

Question 7

Which wording gives the clearest route?

- A. go that way
- B. move a bit
- C. go east 3 squares
- D. go near the park



Answer 7

Answer 7

C. go east 3 squares



Question 8

Question 8

True or false: Two different places should not share the same coordinate on one grid map.



Answer 8

Answer 8

True.



Question 9

Question 9

Name two things you should check before finishing a grid map.



Answer 9

Answer 9

Examples: labels, symbols, coordinates and route language.



Question 10

Question 10

A pond is at F4. Which row is it in?

A. row A

B. row F

C. row 4

D. row 6

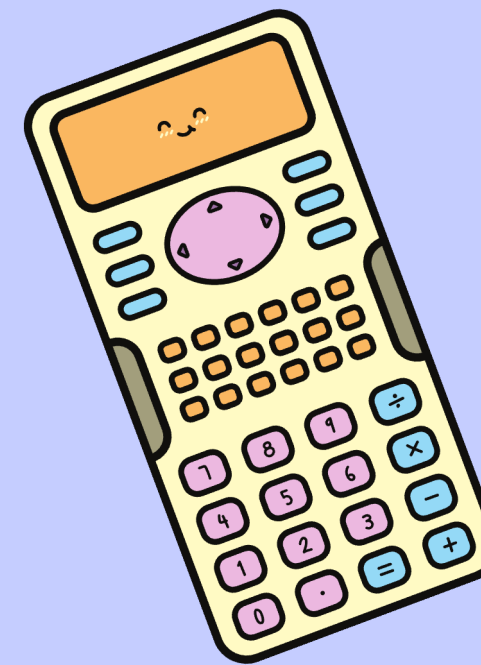
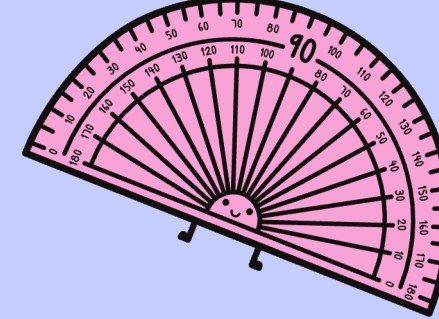
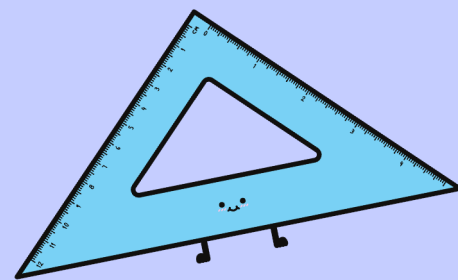
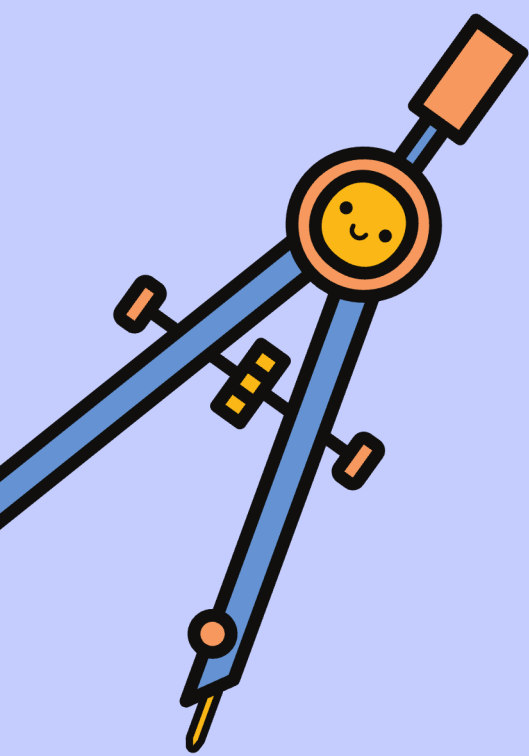


Answer 10

Answer 10

C. row 4





Well Done!

