

# Map Reading

Being able to read a map is a useful skill. It helps you learn about the world around you and it can make sure you don't get lost when you are exploring outdoors. Maps can also show us how our local area has changed over time. Tyne & Wear Archives has lots of maps, some of them are very old!

There are lots of things you need to know to read a map. First of all, we need to know how to grid references.

A grid of squares helps us to find a certain location or object on a map. Each horizontal and vertical line has a number or letter.

When we read a grid reference we go "along the corridor and up the stairs". This means we use the horizontal letter or number first and then the vertical one. For example, on the grid below, the grid reference for the smiley face is 3,5.

<b>Vertical</b>						
<b>5</b>						
<b>4</b>						
<b>3</b>						
<b>2</b>						
<b>1</b>						
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>Horizontal</b>

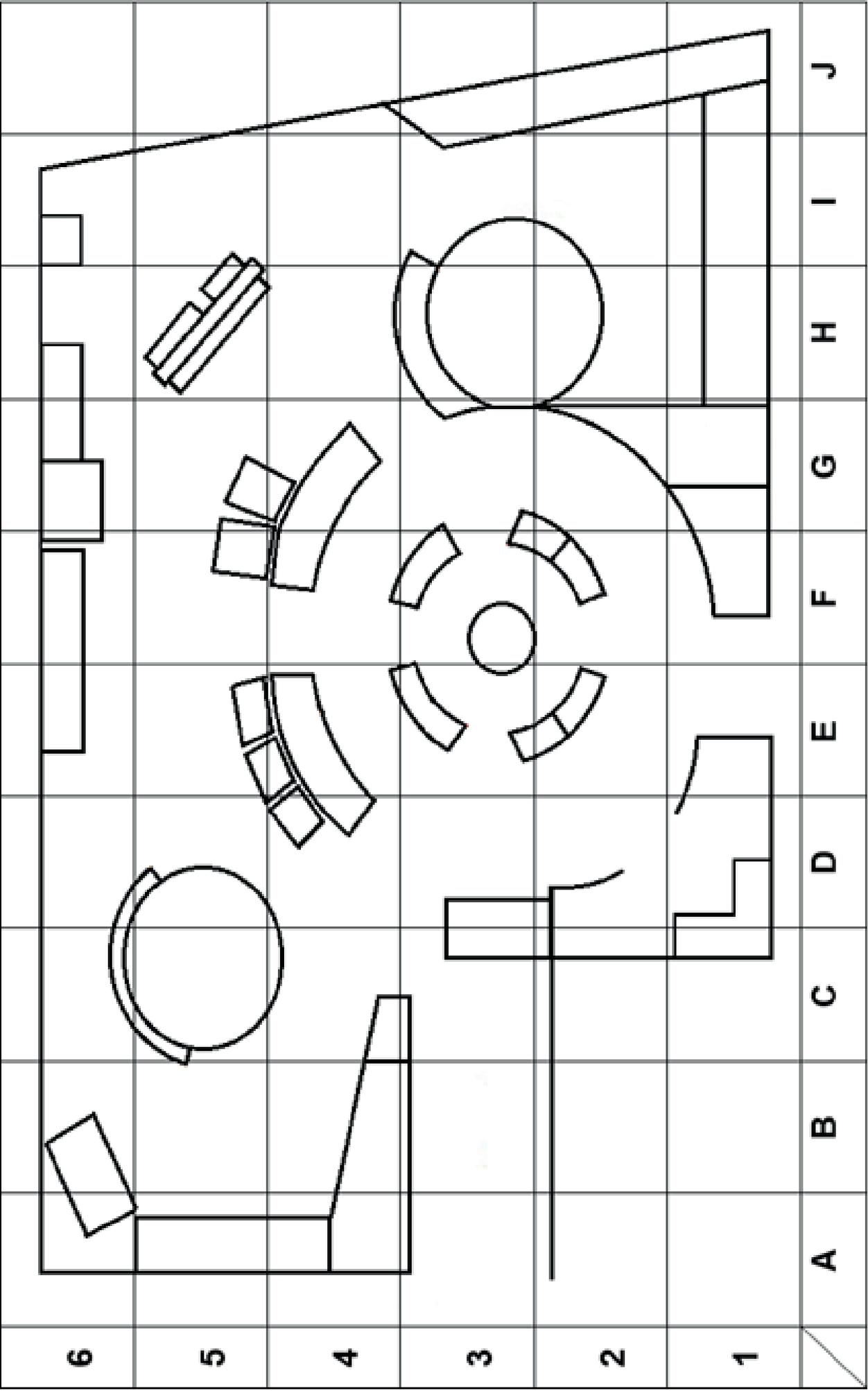
# Mapping Tyneside Challenge

Below you will find a map of the Tyneside Challenge Gallery.

Can you put the inventions from the Tyneside Challenge gallery in the correct display cases using Grid References?

These are the objects and grid references:

Object	Grid Reference
Parsons Radial Flow Turbine	D,3 + C,3
Intersleek anti-fouling paint	C,1
Record of speech of King George V at the opening of the Tyne Bridge	I,6
Telegraph dial	G,6
Armstrong's No. 1 Gun	C,5
Armstrong Whitworth Car	H,3
Model of Hatsuse	B,6
False arm attachments	A,5
Model of Locomotion	F,3
Stephenson's lamp	E,2
Airplane Joystick	G,4
British airship	G,1
Rope salesman sample case	D,4
Model of Tyne Bridge	H,5
Model of Mauretania	E,6 + F,6
Windscreen model	E,4





Model of Hatsuse



Armstrong's  
No.1 Gun



Model of  
Mauretania



Recording of  
King George  
V at opening  
of Tyne  
Bridge



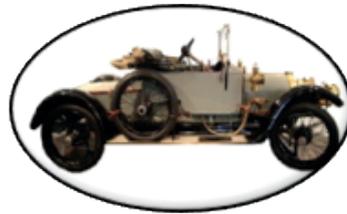
False arm  
attachments



Model of Tyne Bridge



Parsons radial  
flow turbine



Armstrong Whitworth  
Car



Windscreen  
model



Rope salesman  
sample case



British airship



Model of  
Locomotion



Intersleek  
anti-fouling  
paint



Stephenson's  
lamp



Airplane  
joystick



Telegraph  
dial

# Treasure Hunt

Let's create a treasure hunt for a friend.

You need an outdoor space - maybe a garden, school yard or a park that you might visit. Then you need to make a map of it. Maps sometimes have lots of symbols on them to help you recognize buildings, landmarks and roads.

The maps will have a key to help you understand what the symbols mean.

Use some of the symbols below on your map to highlight interesting areas from your outdoor space. This will help your friend work out where they are and where they need to go:

	Road
	Path
	Water
	Trees

You could design your own symbols for other interesting features in your park - maybe the park, a hill, a car park, cycle lane or anything else you think is worth having on your map. Make sure to add those to your key on your map.

Once your map has been created you need something to hide for your friend to find. Make sure it isn't anything valuable. You could decorate a rock to hide.

Once it's hidden, mark it on your map with an X and let your friend see if they can find it.