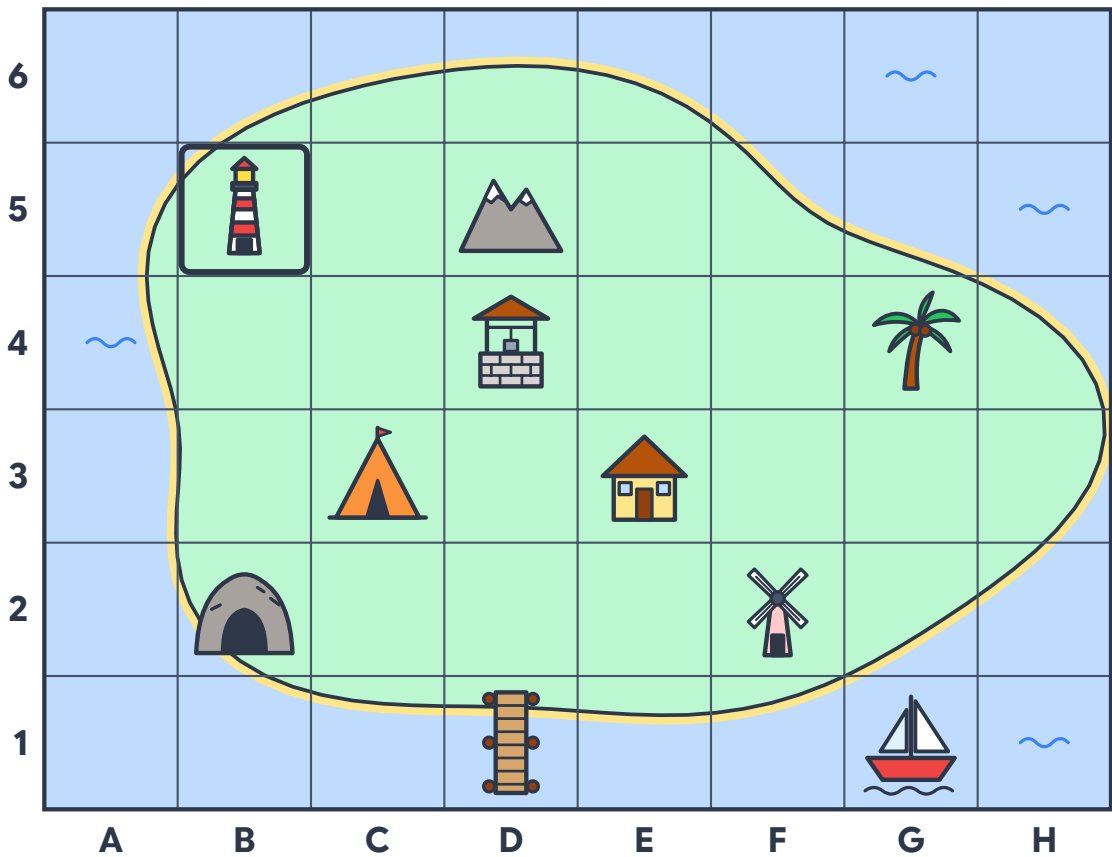


Grid References

Write the grid reference of each place on the map of Koala Island.

The columns have letters along the bottom. The rows have numbers up the side. A grid reference names a square: the letter first, then the number.

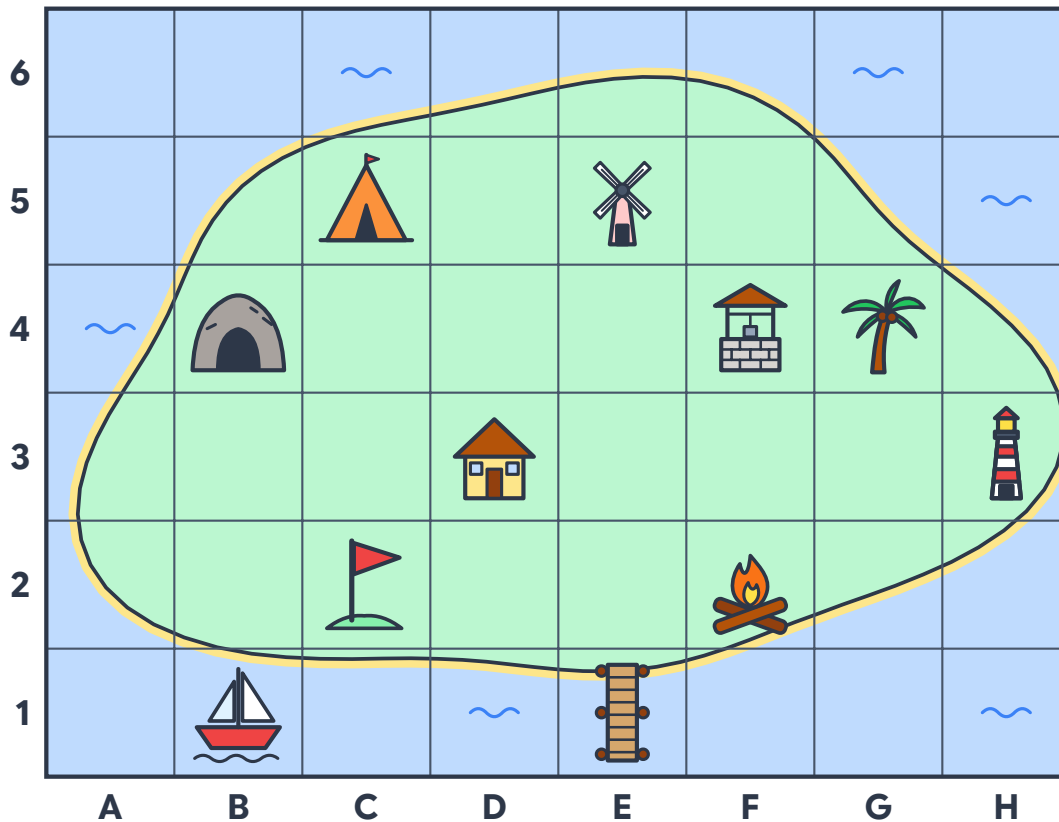


1. lighthouse

Example B5
2. tent
3. boat
4. windmill
5. well
6. jetty
7. mountain
8. cave
9. palm tree
10. hut

Grid References

What is in each square? Then draw shapes in the squares named.



Map key

-  boat
-  jetty
-  lighthouse
-  tent
-  windmill
-  cave
-  well
-  hut
-  flag
-  campfire
-  palm tree

What is in each square?

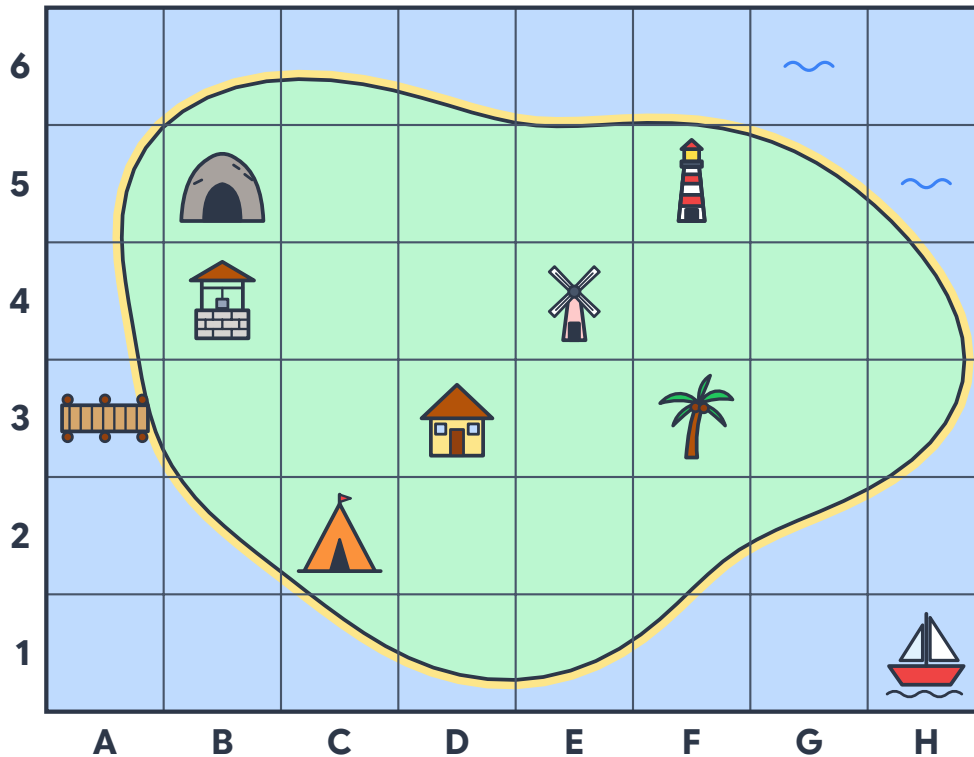
- | | |
|---|--------------------|
| 1. E5 Example <u>windmill</u> | 2. B4 _____ |
| 3. H3 _____ | 4. F2 _____ |
| 5. C5 _____ | 6. E1 _____ |

Draw each shape on the map, in its square.

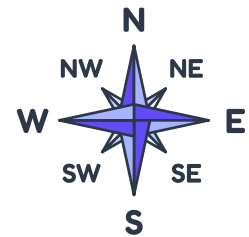
- | | |
|-----------------------------|----------------------------|
| 7. Draw a circle in E3. ○ | 8. Draw a cross in C4. ✕ |
| 9. Draw a triangle in F5. △ | 10. Draw a square in D2. □ |

Grid References

Use the compass. Follow the directions, then say which way.



Map key



Follow the moves. Which square? What is there?

- From the jetty, go 4 squares east and 1 square north.
- From the tent, go 1 square west and 2 squares north.
- From the lighthouse, go 2 squares south-west.
- From the cave, go 4 squares east and 2 squares south.

Example

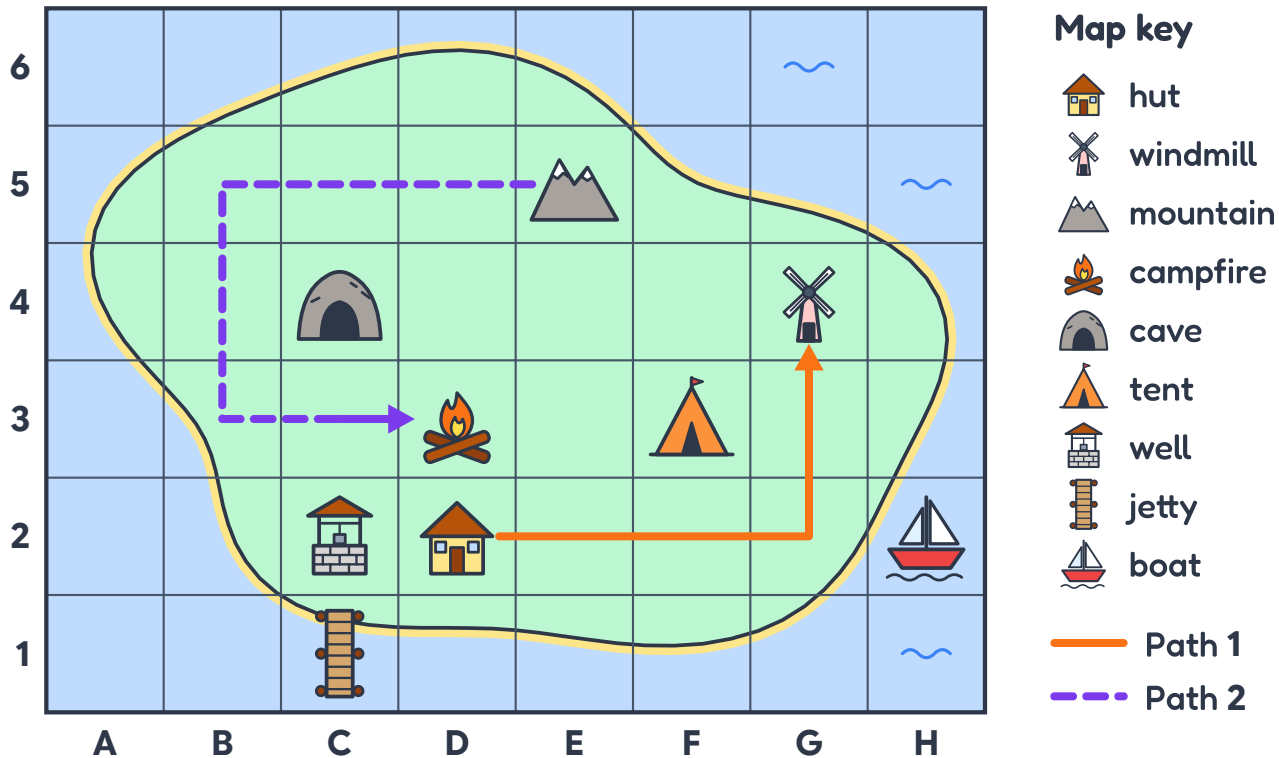
E4 windmill

Which way is it? Write the direction, such as north or south-east.

- The lighthouse is _____ of the tent.
- The jetty is _____ of the hut.
- The boat is _____ of the palm tree.

Grid References

Describe each path with directions and numbers of squares.



Write the moves along each path drawn on the map.

1. Path 1, from the hut to the windmill:

Example

3 squares east then 2 squares north

2. Path 2, from the mountain to the campfire:

_____ then _____ then _____

Write a path from one place to another. Stay on land.

3. From the cave to the tent: _____ then _____

4. From the well to the mountain: _____ then _____

5. From the jetty to the windmill: _____ then _____

Grid References

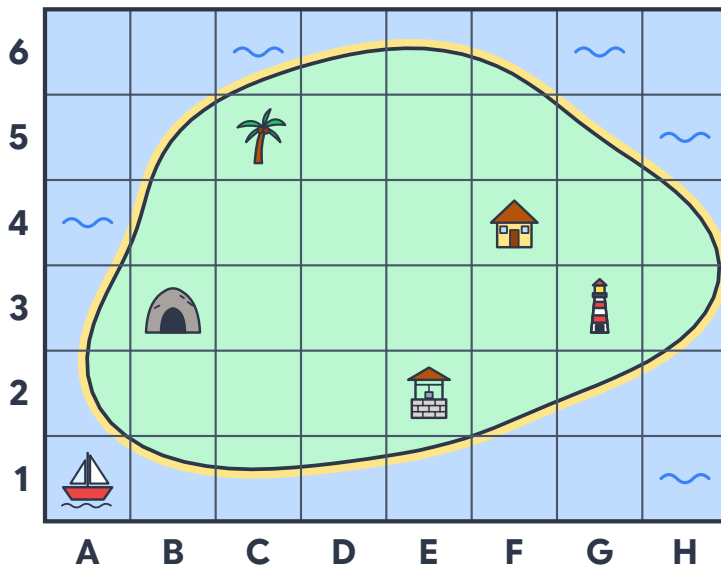
Read the clues to find the treasure. Mark it with an X.

1. Which square is 2 squares east and 1 square north of the cave in B3? _____

D4

Example

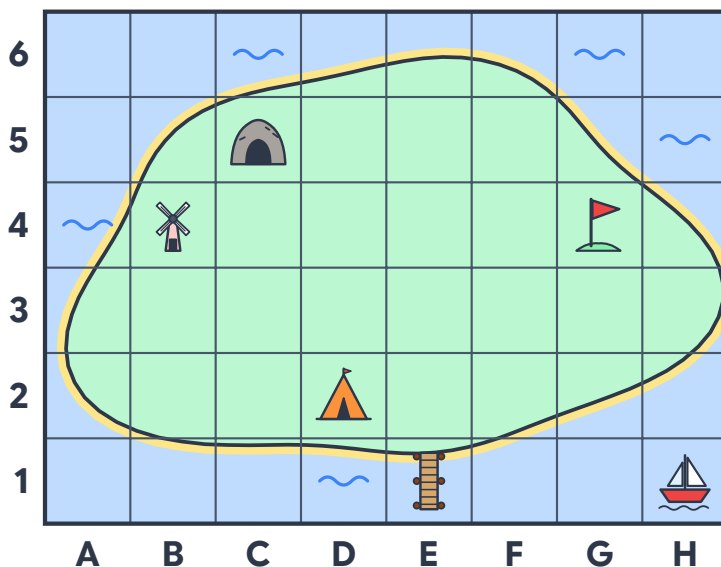
2. Treasure hunt



- It is in column E, F, G or H.
- It is on land, in a square with nothing else in it.
- It is 3 squares from the well in E2, going north, south, east or west.

The treasure is in square _____

3. Treasure hunt



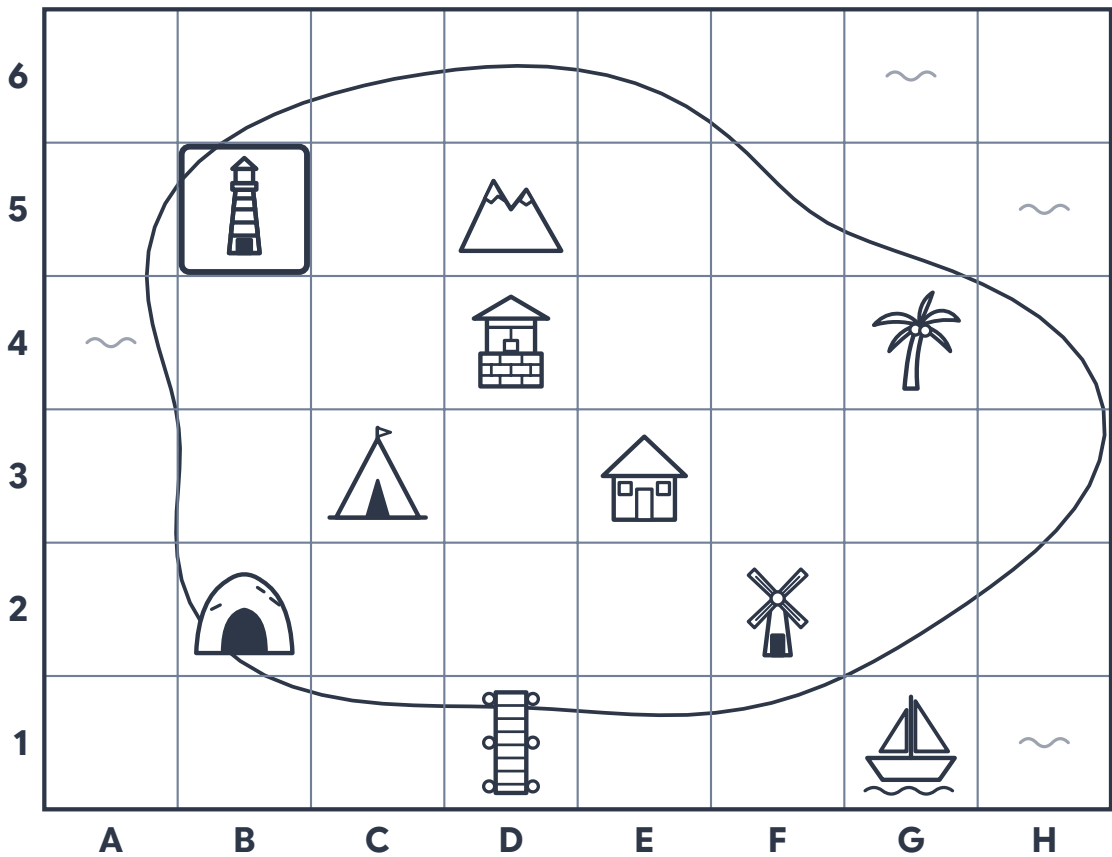
- It is on a straight line north-west of the boat in H1.
- It is on land.
- It is in row 4 or row 6.

The treasure is in square _____

Grid References

Write the grid reference of each place on the map of Koala Island.

The columns have letters along the bottom. The rows have numbers up the side. A grid reference names a square: the letter first, then the number.



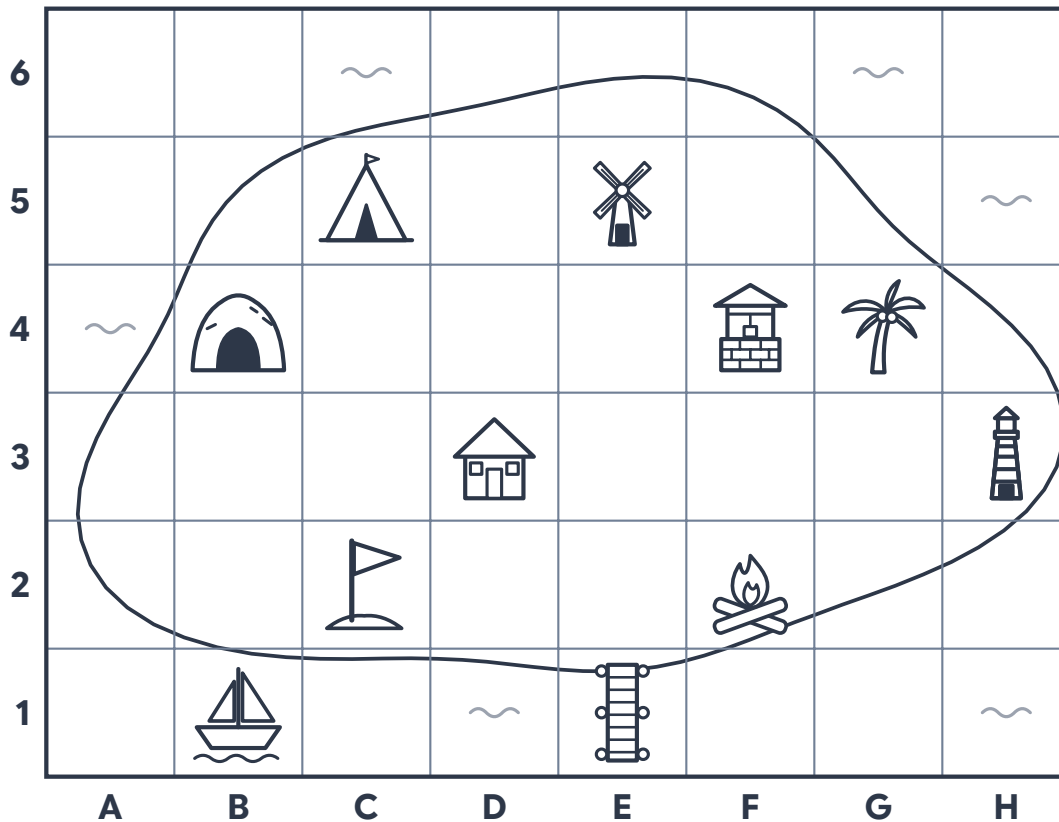
1. lighthouse

Example

B5
2. tent
3. boat
4. windmill
5. well
6. jetty
7. mountain
8. cave
9. palm tree
10. hut

Grid References

What is in each square? Then draw shapes in the squares named.



Map key

- boat
- jetty
- lighthouse
- tent
- windmill
- cave
- well
- hut
- flag
- campfire
- palm tree

What is in each square?

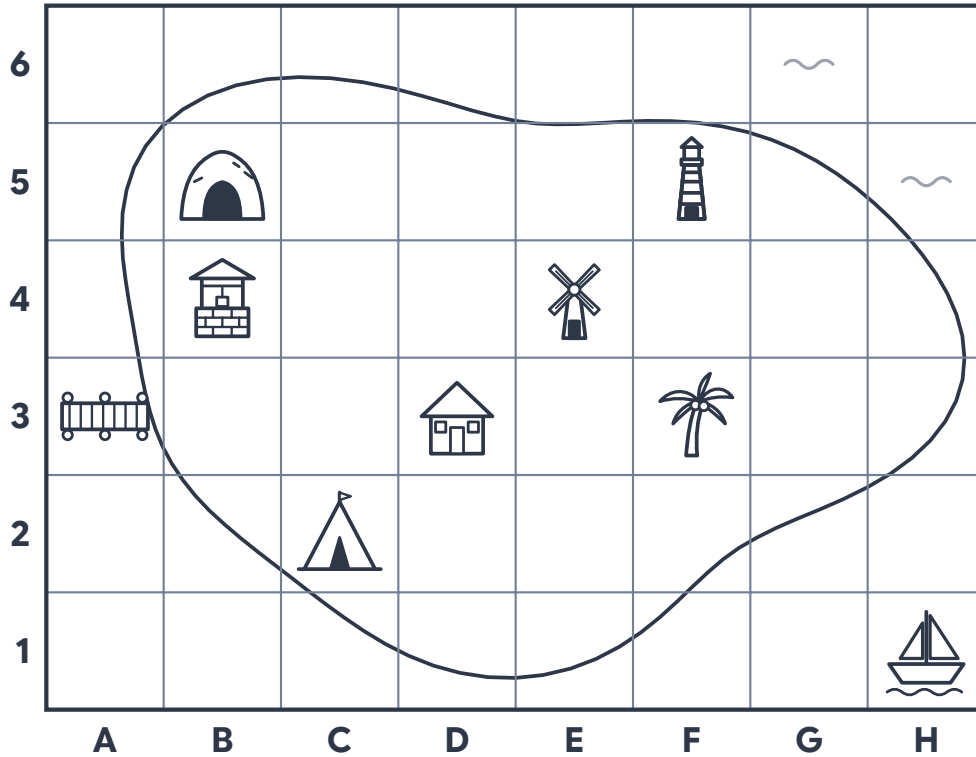
- | | | | | |
|--------------|--|-----------------|--------------|-------|
| 1. E5 | <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">Example</div> | <u>windmill</u> | 2. B4 | _____ |
| 3. H3 | | _____ | 4. F2 | _____ |
| 5. C5 | | _____ | 6. E1 | _____ |

Draw each shape on the map, in its square.

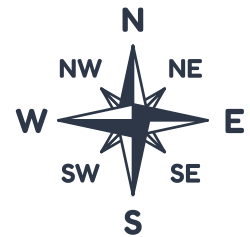
- | | |
|-------------------------------------|------------------------------------|
| 7. Draw a circle in E3 . ○ | 8. Draw a cross in C4 . ✕ |
| 9. Draw a triangle in F5 . △ | 10. Draw a square in D2 . □ |

Grid References

Use the compass. Follow the directions, then say which way.



Map key



Follow the moves. Which square? What is there?

- From the jetty, go 4 squares east and 1 square north.
- From the tent, go 1 square west and 2 squares north.
- From the lighthouse, go 2 squares south-west.
- From the cave, go 4 squares east and 2 squares south.

Example

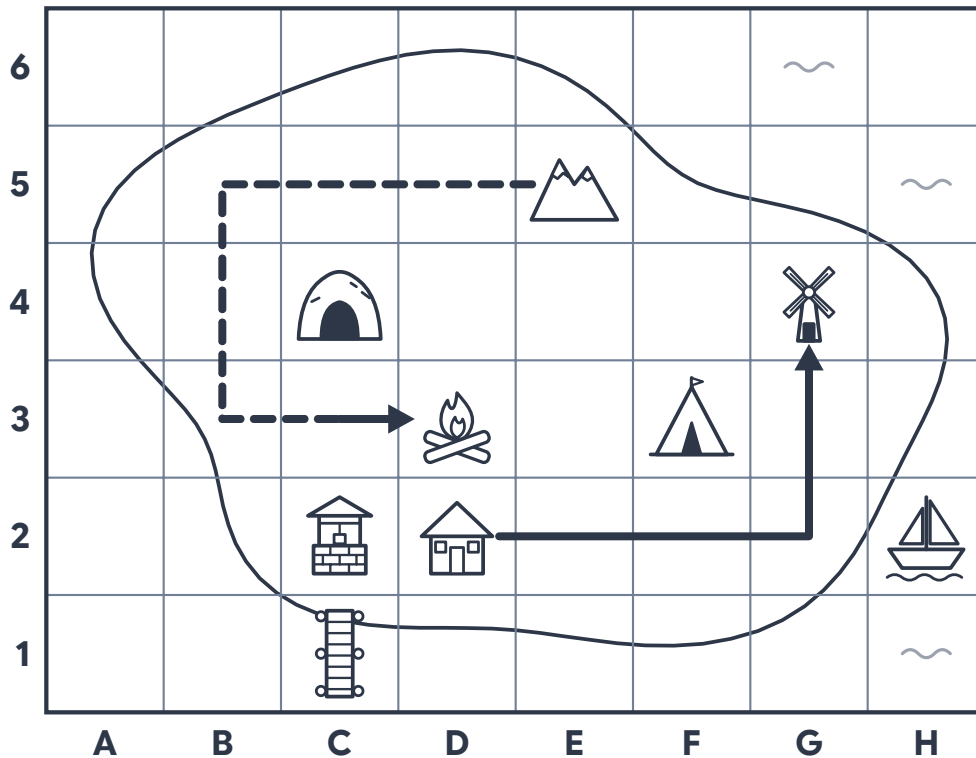
E4 windmill

Which way is it? Write the direction, such as north or south-east.

- The lighthouse is _____ of the tent.
- The jetty is _____ of the hut.
- The boat is _____ of the palm tree.

Grid References

Describe each path with directions and numbers of squares.



Map key



— Path 1

- - - Path 2

Write the moves along each path drawn on the map.

1. Path 1, from the hut to the windmill:

Example

3 squares east then 2 squares north

2. Path 2, from the mountain to the campfire:

_____ then _____ then _____

Write a path from one place to another. Stay on land.

3. From the cave to the tent: _____ then _____

4. From the well to the mountain: _____ then _____

5. From the jetty to the windmill: _____ then _____

Grid References

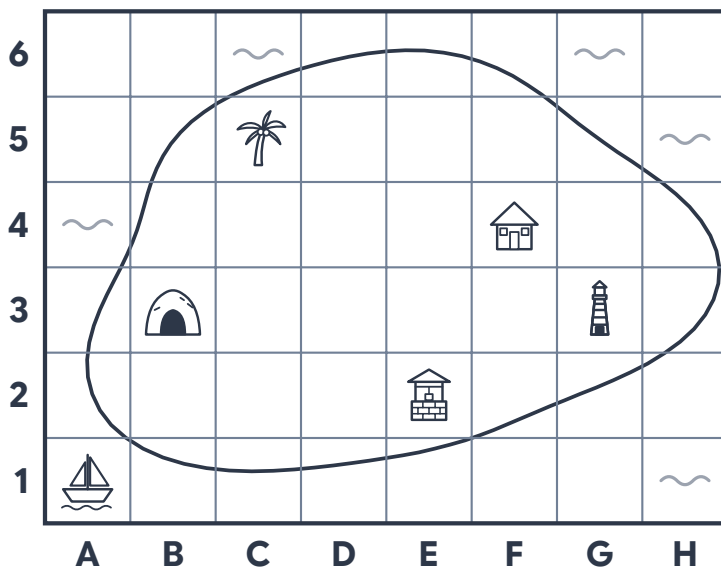
Read the clues to find the treasure. Mark it with an X.

1. Which square is 2 squares east and 1 square north of the cave in B3?

D4

Example

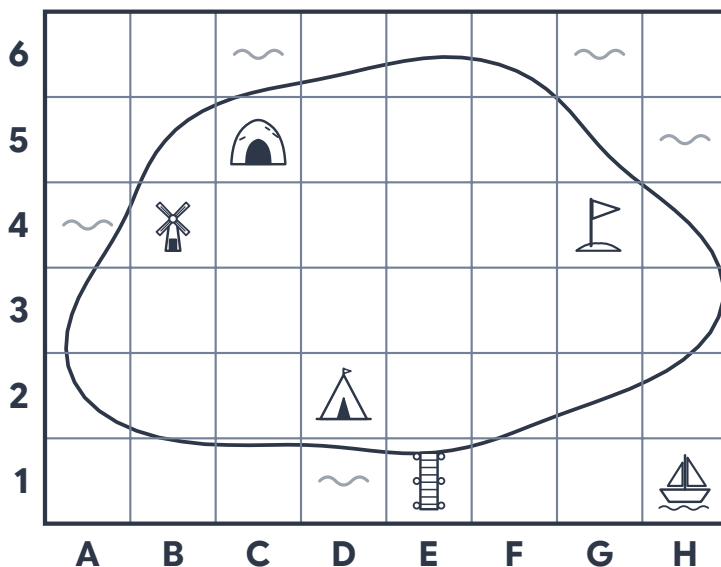
2. Treasure hunt



- It is in column E, F, G or H.
- It is on land, in a square with nothing else in it.
- It is 3 squares from the well in E2, going north, south, east or west.

The treasure is in square _____

3. Treasure hunt



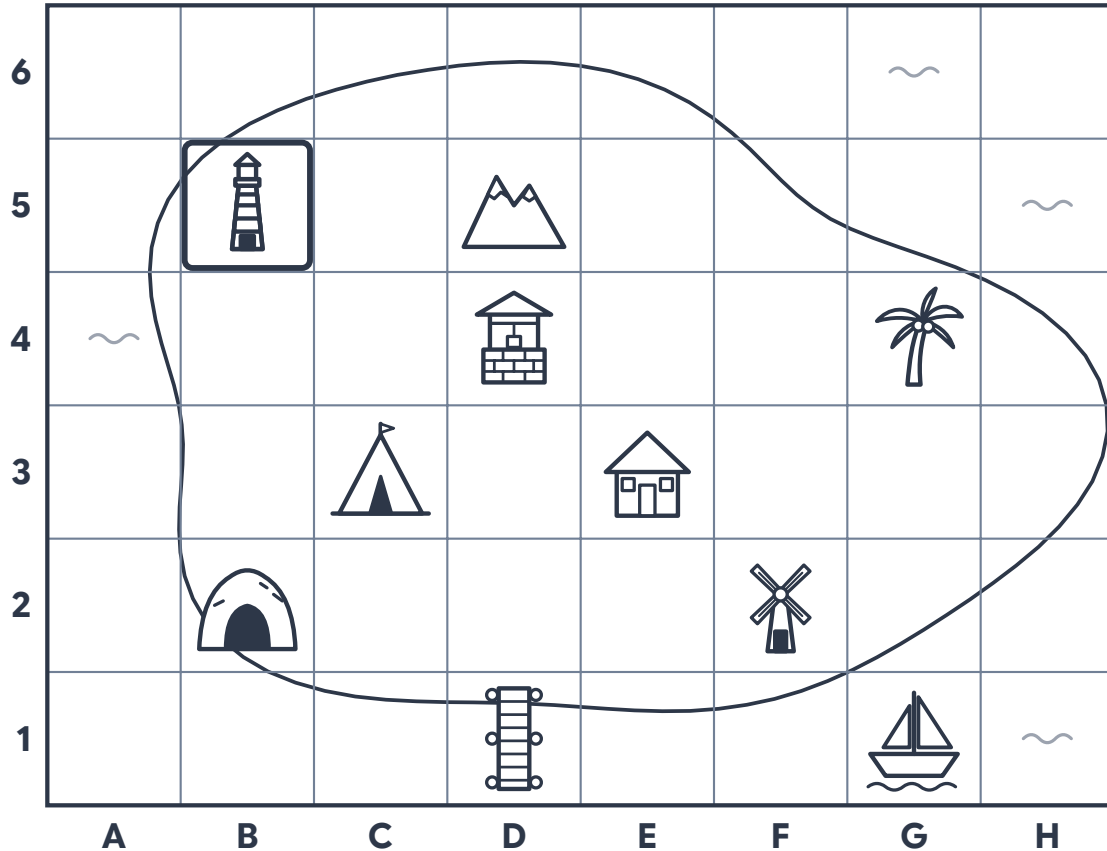
- It is on a straight line north-west of the boat in H1.
- It is on land.
- It is in row 4 or row 6.

The treasure is in square _____

Grid References

Write the grid reference of each place on the map of Koala Island.

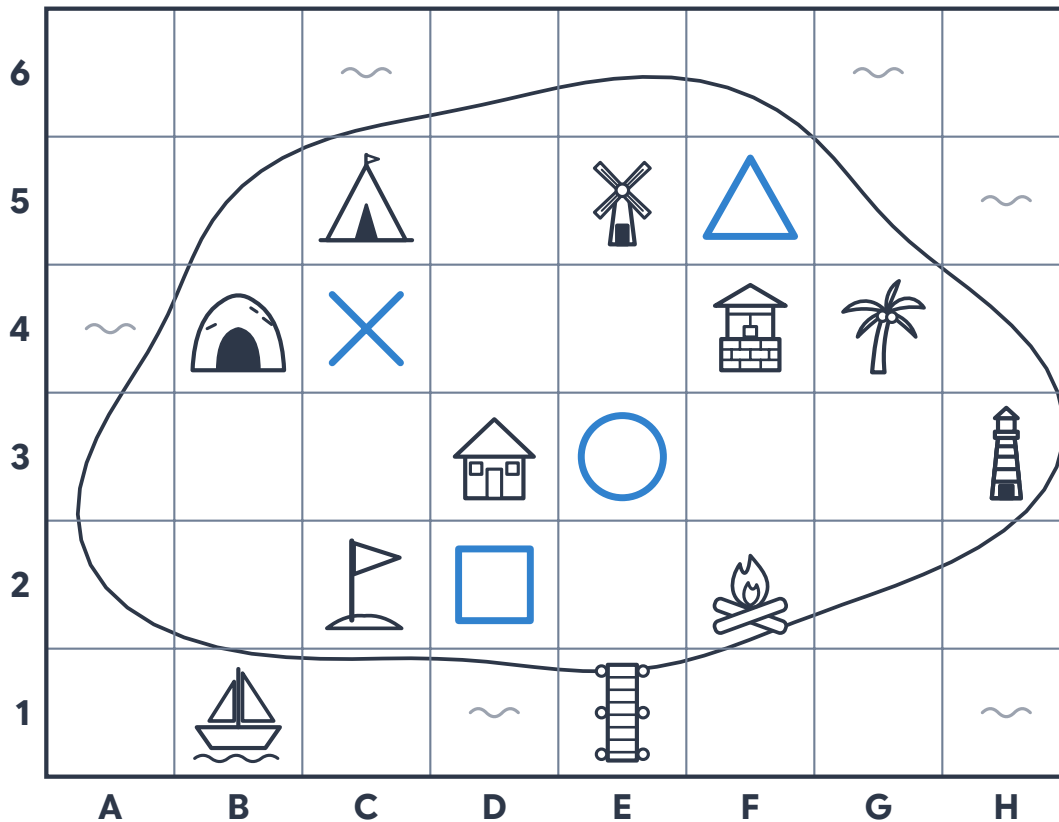
The columns have letters along the bottom. The rows have numbers up the side. A grid reference names a square: the letter first, then the number.



- | | | | |
|----------------|--------------------------|--------------|-----------|
| 1. lighthouse | Example <u>B5</u> | 2. tent | <u>C3</u> |
| 3. boat | <u>G1</u> | 4. windmill | <u>F2</u> |
| 5. well | <u>D4</u> | 6. jetty | <u>D1</u> |
| 7. mountain | <u>D5</u> | 8. cave | <u>B2</u> |
| 9. palm tree | <u>G4</u> | 10. hut | <u>E3</u> |

Grid References

What is in each square? Then draw shapes in the squares named.



Map key

- boat
- jetty
- lighthouse
- tent
- windmill
- cave
- well
- hut
- flag
- campfire
- palm tree

What is in each square?

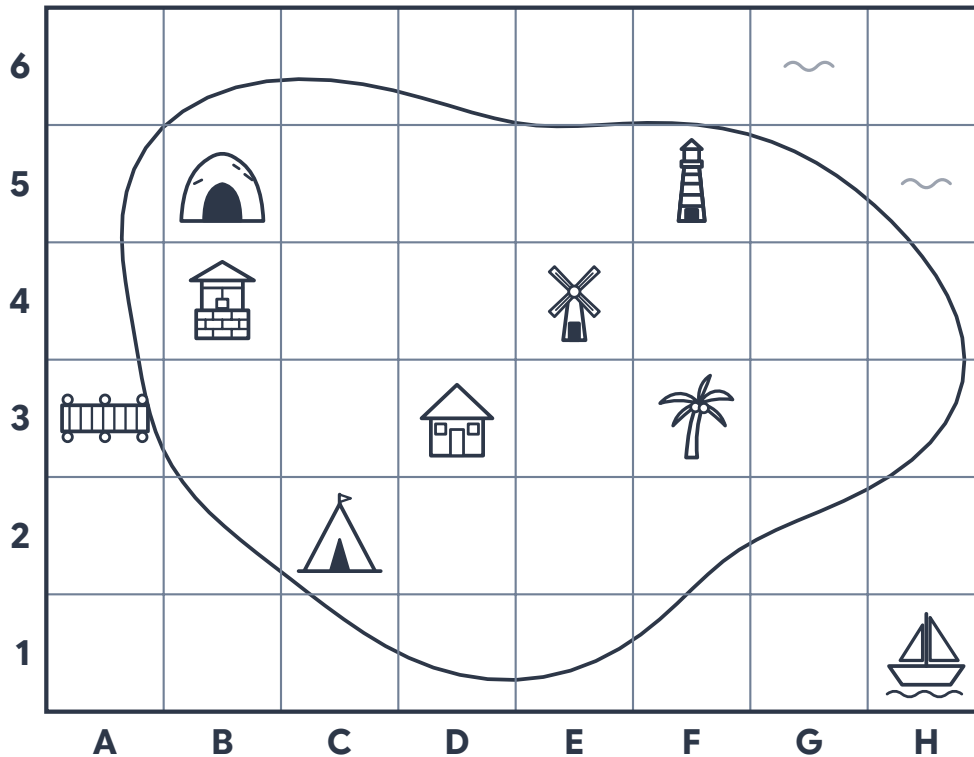
- | | | | |
|---|-------------------|--------------|-----------------|
| 1. E5 Example | <u>windmill</u> | 2. B4 | <u>cave</u> |
| 3. H3 | <u>lighthouse</u> | 4. F2 | <u>campfire</u> |
| 5. C5 | <u>tent</u> | 6. E1 | <u>jetty</u> |

Draw each shape on the map, in its square.

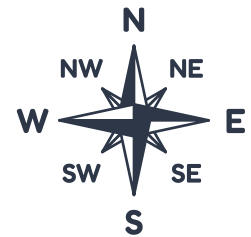
- | | |
|-------------------------------------|------------------------------------|
| 7. Draw a circle in E3 . ○ | 8. Draw a cross in C4 . ✕ |
| 9. Draw a triangle in F5 . △ | 10. Draw a square in D2 . □ |

Grid References

Use the compass. Follow the directions, then say which way.



Map key



Follow the moves. Which square? What is there?

- From the jetty, go 4 squares east and 1 square north.
- From the tent, go 1 square west and 2 squares north.
- From the lighthouse, go 2 squares south-west.
- From the cave, go 4 squares east and 2 squares south.

Example

E4 windmill

B4 well

D3 hut

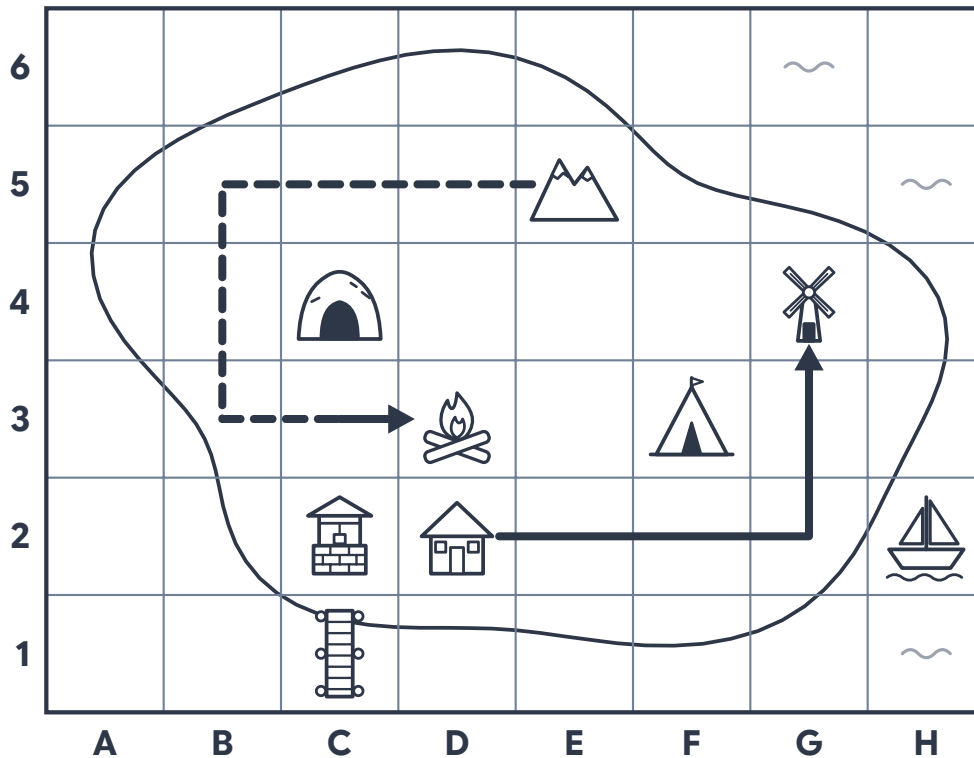
F3 palm tree

Which way is it? Write the direction, such as north or south-east.

- The lighthouse is north-east of the tent.
- The jetty is west of the hut.
- The boat is south-east of the palm tree.

Grid References

Describe each path with directions and numbers of squares.



Map key



— Path 1

- - - Path 2

Write the moves along each path drawn on the map.

1. Path 1, from the hut to the windmill:

Example

3 squares east then 2 squares north

2. Path 2, from the mountain to the campfire:

3 squares west then 2 squares south then 2 squares east

Write a path from one place to another. Stay on land.

3. From the cave to the tent:

One way:

3 squares east then 1 square south

4. From the well to the mountain:

One way:

2 squares east then 3 squares north

5. From the jetty to the windmill:

One way:

3 squares north then 4 squares east

Grid References

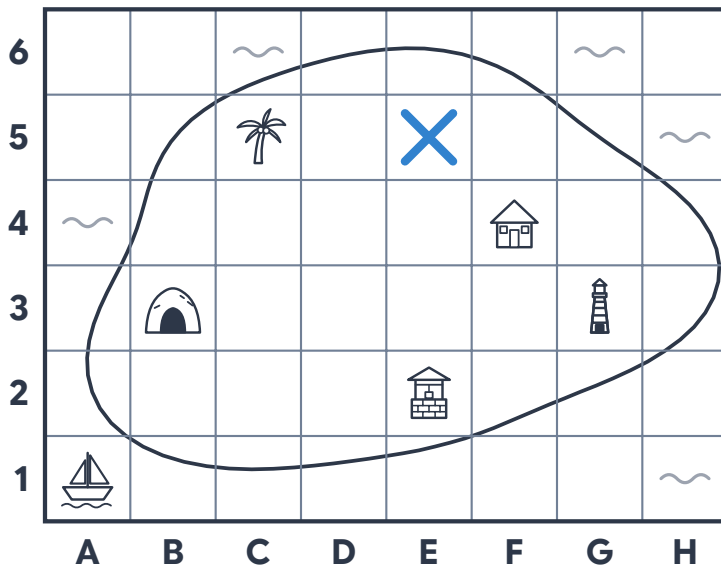
Read the clues to find the treasure. Mark it with an X.

1. Which square is 2 squares east and 1 square north of the cave in B3?

D4

Example

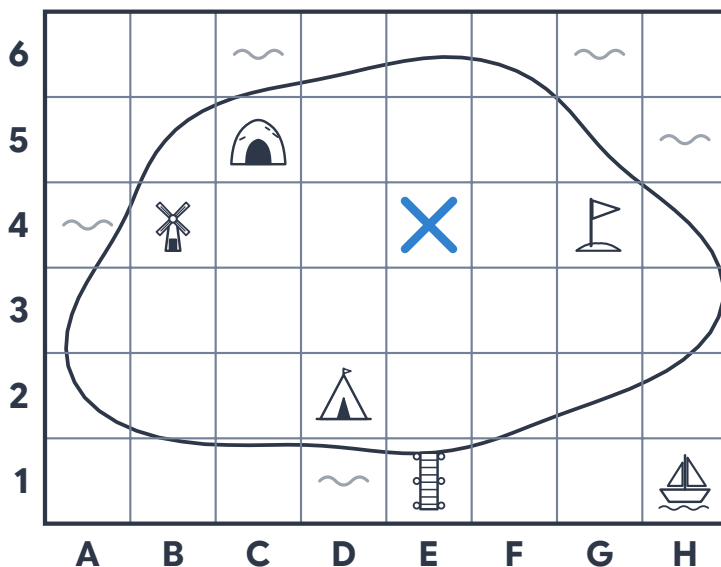
2. Treasure hunt



- It is in column E, F, G or H.
- It is on land, in a square with nothing else in it.
- It is 3 squares from the well in E2, going north, south, east or west.

The treasure is in square **E5**

3. Treasure hunt



- It is on a straight line north-west of the boat in H1.
- It is on land.
- It is in row 4 or row 6.

The treasure is in square **E4**