

To use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map

A **compass** is a **tool for finding direction**. A simple compass is a magnetic needle mounted on a pivot. To use a compass, a person lines up the needle with the marking for north. Then the person can figure out all the other directions.

A **compass works because Earth is a huge magnet**. A magnet has two main centres of force, called poles – one at each end. Lines of magnetic force connect these poles. Bits of metal near a magnet always arrange themselves along these lines. A compass needle acts like these bits of metal. It points north because it lines up with Earth's lines of magnetic force. Compass points are directions listed on a magnetic compass.

The **four main points** on a compass are **North, South, East** and **West**. Halfway between each of these points is North-West, North-East, South-East and South-West.



Success Criteria:

1. Read the information above about compasses
2. Play the game, using the compass to help the alien
3. Find Canonbury Primary School and somewhere that you would like to go from there (a destination)
4. <b>If you have a printer</b> , print the map and use a bright colour to draw a route from Canonbury to your destination
5. <b>If you do not have a printer</b> , write directions from Canonbury to Highbury and Islington
6. Use the compass rose in the left hand corner of the map to help you to write directions from Canonbury to your destination
7. Answer the question: <i>What is a compass?</i>

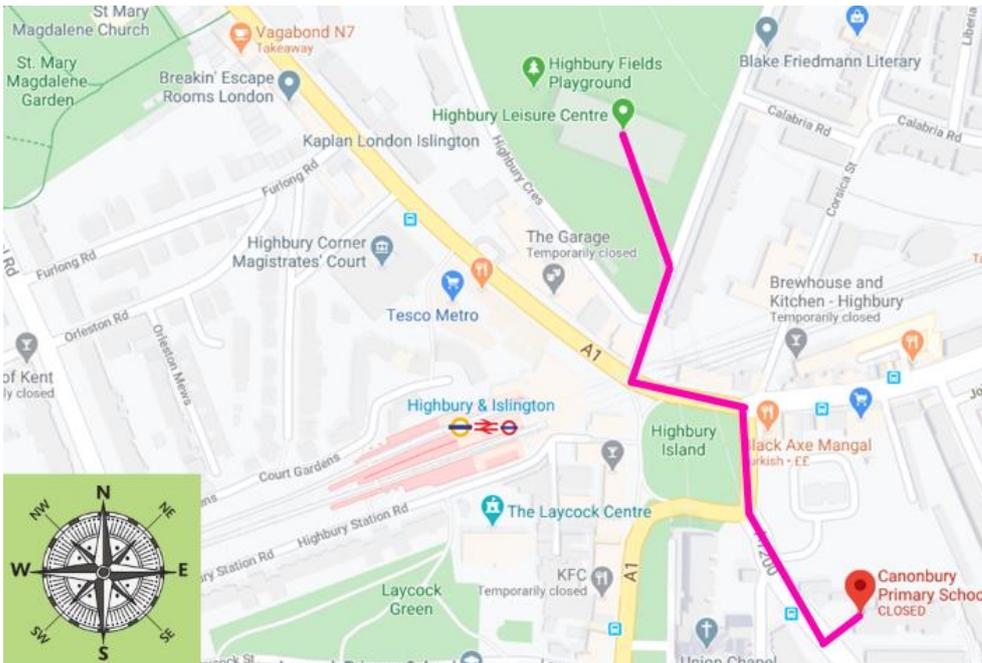
Use the compass to help the alien to first; find his camping things, and then to find his way home:

[http://www.bbc.co.uk/scotland/education/system/landscapes/highlands\\_islands/flash/index.shtml?flash=land\\_ms\\_compass](http://www.bbc.co.uk/scotland/education/system/landscapes/highlands_islands/flash/index.shtml?flash=land_ms_compass)

**Remember:**

Never Eat Slimy Worms

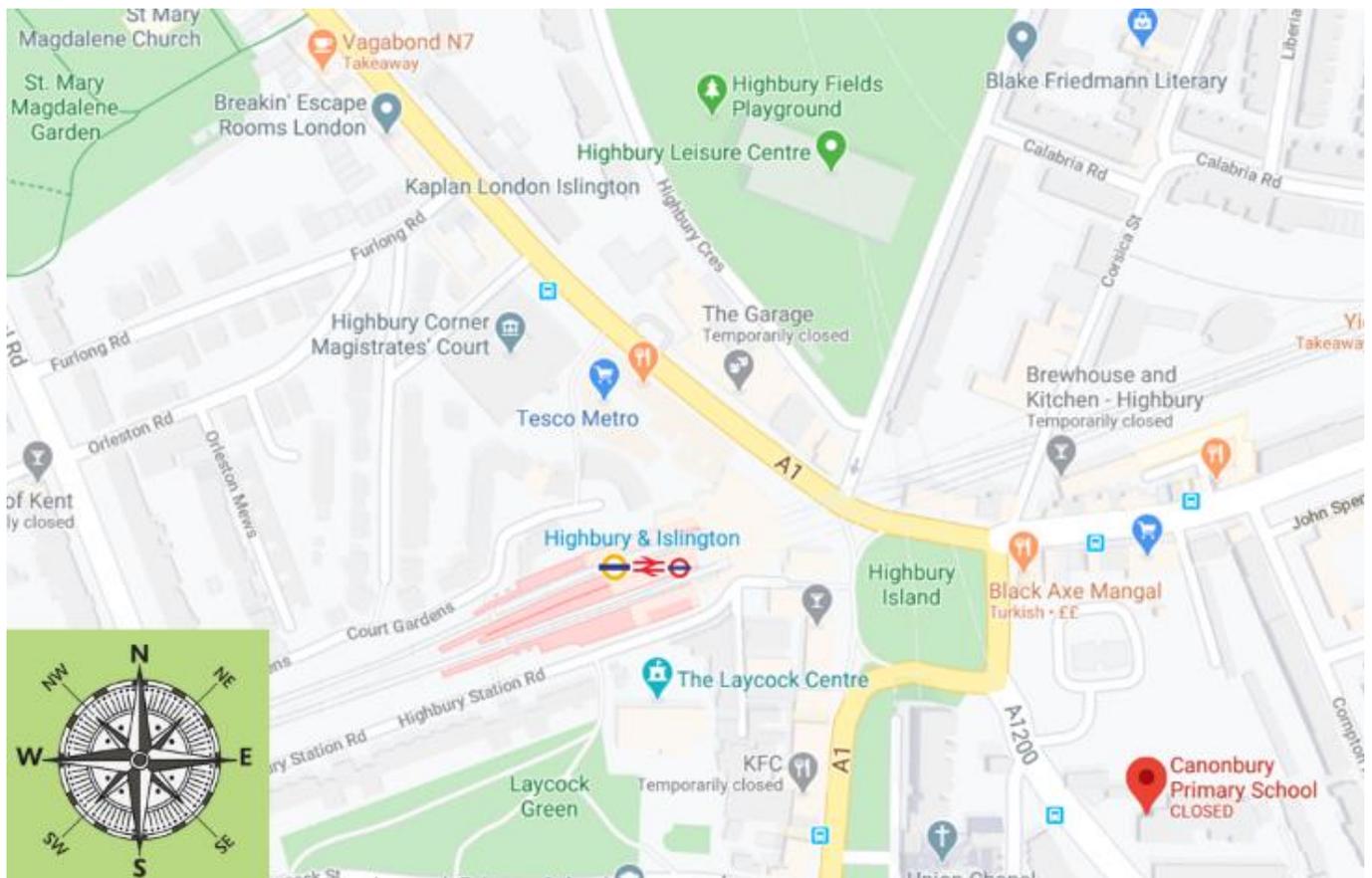




- Head **south-west** out of Canonbury Primary School
- Walk **north-west** to Highbury Corner and then go **north**
- Turn **west** onto Holloway Road and then take the first turn **north**
- Walk forwards then turn **north-west** into the Highbury Fields
- Continue walking until you reach the Leisure Centre!

**Instructions:**

1. Start at Canonbury Primary School, choose a **location** (place) for your **destination** (where you will end up)
2. Draw a **route** showing how you will get to you destination – use a bright colour so that your route is clear
3. Use the **compass rose** in the left hand corner to write simple directions to get from Canonbury Primary School to your destination
4. Answer the Big Question (in a full sentence!) **What is a compass?**



To use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map



Success Criteria:

- |  |
|--|
| 1. Play the game, using the compass to help the alien                            |
| 2. Look at the map, showing the route from a school to the fire station          |
| 3. Use the word bank and the compass to complete the sentence stems in your book |

Use the compass to help the alien to first; find his camping things, and then to find his way home:

[http://www.bbc.co.uk/scotland/education/system/landscapes/highlands\\_islands/flash/index.shtml?flash=land\\_ms\\_compass](http://www.bbc.co.uk/scotland/education/system/landscapes/highlands_islands/flash/index.shtml?flash=land_ms_compass)

**Remember:**  
Never Eat Slimy Worms



south                      west

- Go \_\_\_\_\_ out of the school.
- Turn \_\_\_\_\_ and walk until you reach the police station.
- Walk \_\_\_\_\_ until you get to the fire station.
- Turn \_\_\_\_\_ to go in to the fire station.