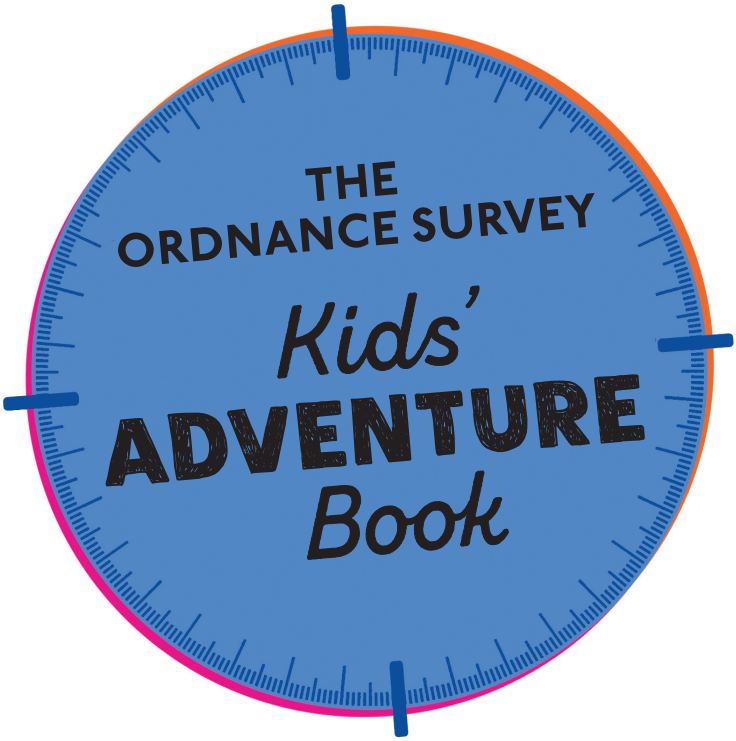
THE
ORDNANCE SURVEY
Kids'
ADVENTURE
Book

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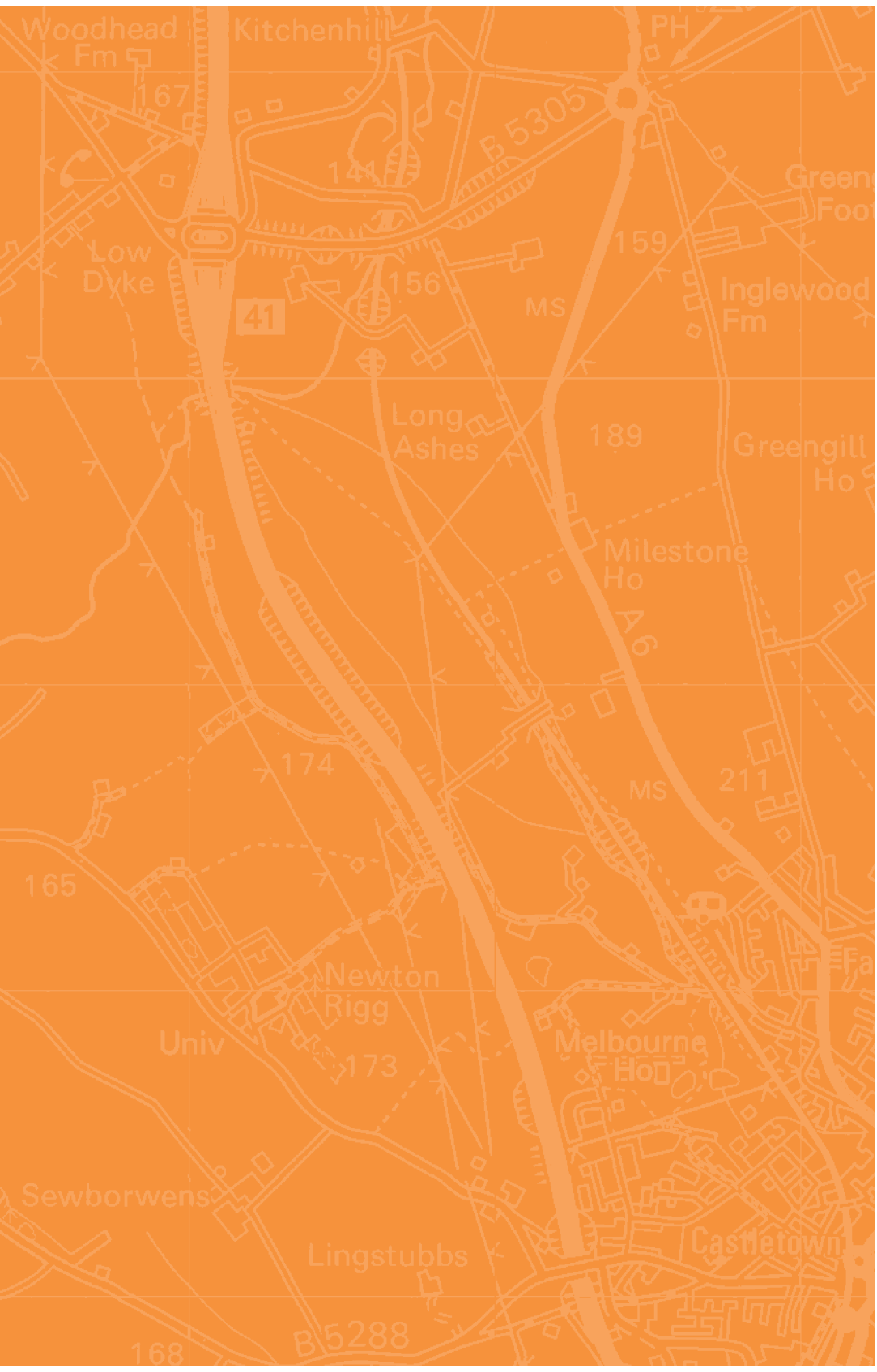
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Greengill Ho
Milestone Ho
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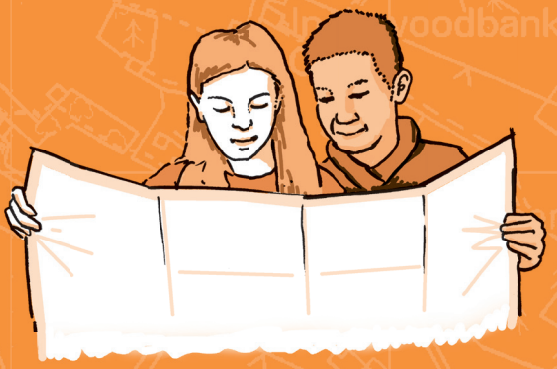


1 ADVENTURE AWAITS

This book is the ultimate guide to creating and enjoying your own outdoor adventures.

Every adventure in the great outdoors needs a good map and a good map reader. So what could be better than exploring the outdoors with expert help from the map-makers themselves?

Ordnance Survey is the national mapping agency for Great Britain. We've been creating maps since 1791 and provide the most accurate and up-to-date maps for every part of the country. With our help, you'll become an expert map reader, and once you know how to read a map you will find all sorts of possibilities for adventure. Some adventures may be surprisingly close to home, and some might need long journeys and careful planning.

This book will help you discover those adventures – complete with mysterious paths, secret rivers and ancient ruins – plan them, and complete them safely, with expert navigation skills.

You can even challenge your map-reading abilities with a host of fiendish questions, found towards the back of the book in the 'Test Your Skills' section. This chapter includes map puzzles with a range of difficulty levels, and special challenge questions that are designed to test your ability to navigate across a map.

Throughout the book we'll also encourage you to pick your own destinations, choose your own routes and decide whether to walk, run or ride.

After all, this is your adventure.

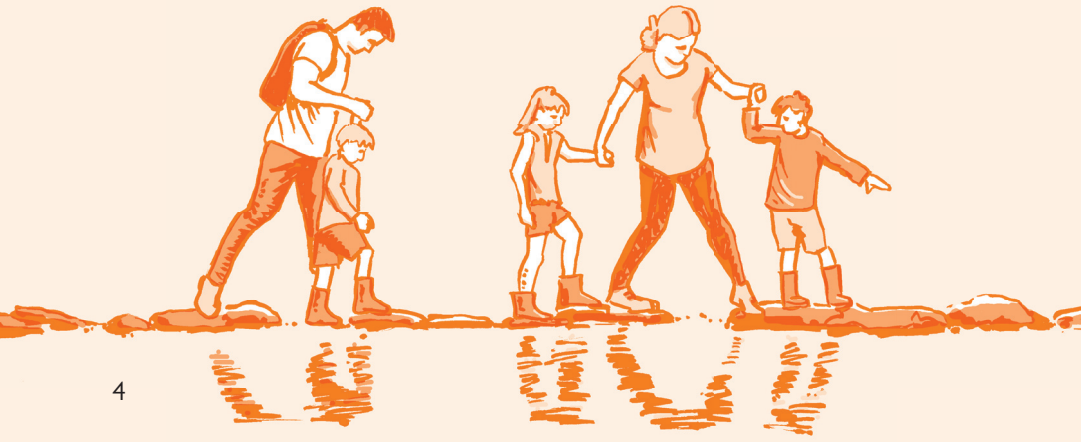
So let's begin.

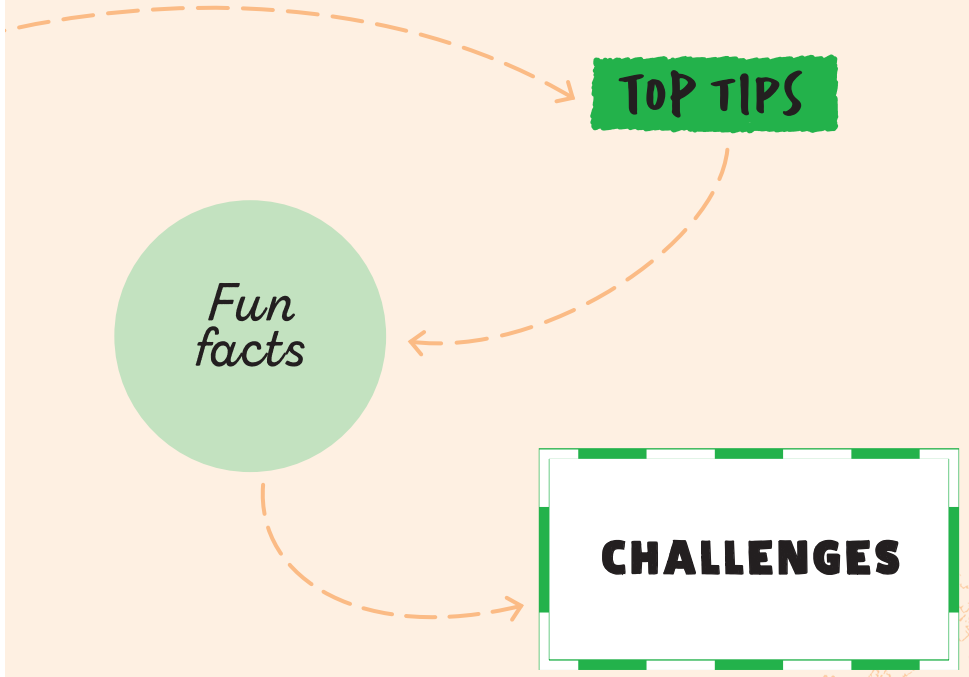
You'll find **Top tips**, **Fun facts** and **Challenges** in most chapters, and we hope they'll help you enjoy your map-reading journey, and enable you to test your abilities as you go.

But here is by far the *most important* Top tip, crucial for your safety:

TOP TIP

Everyone should be able to enjoy outdoor adventures, but there are risks involved. While we've included information to help you explore as safely as possible, it is vital that you make sure you talk to a trusted adult about your plans before setting off, and ensure that you have an adult accompanying you at all times on your adventure.

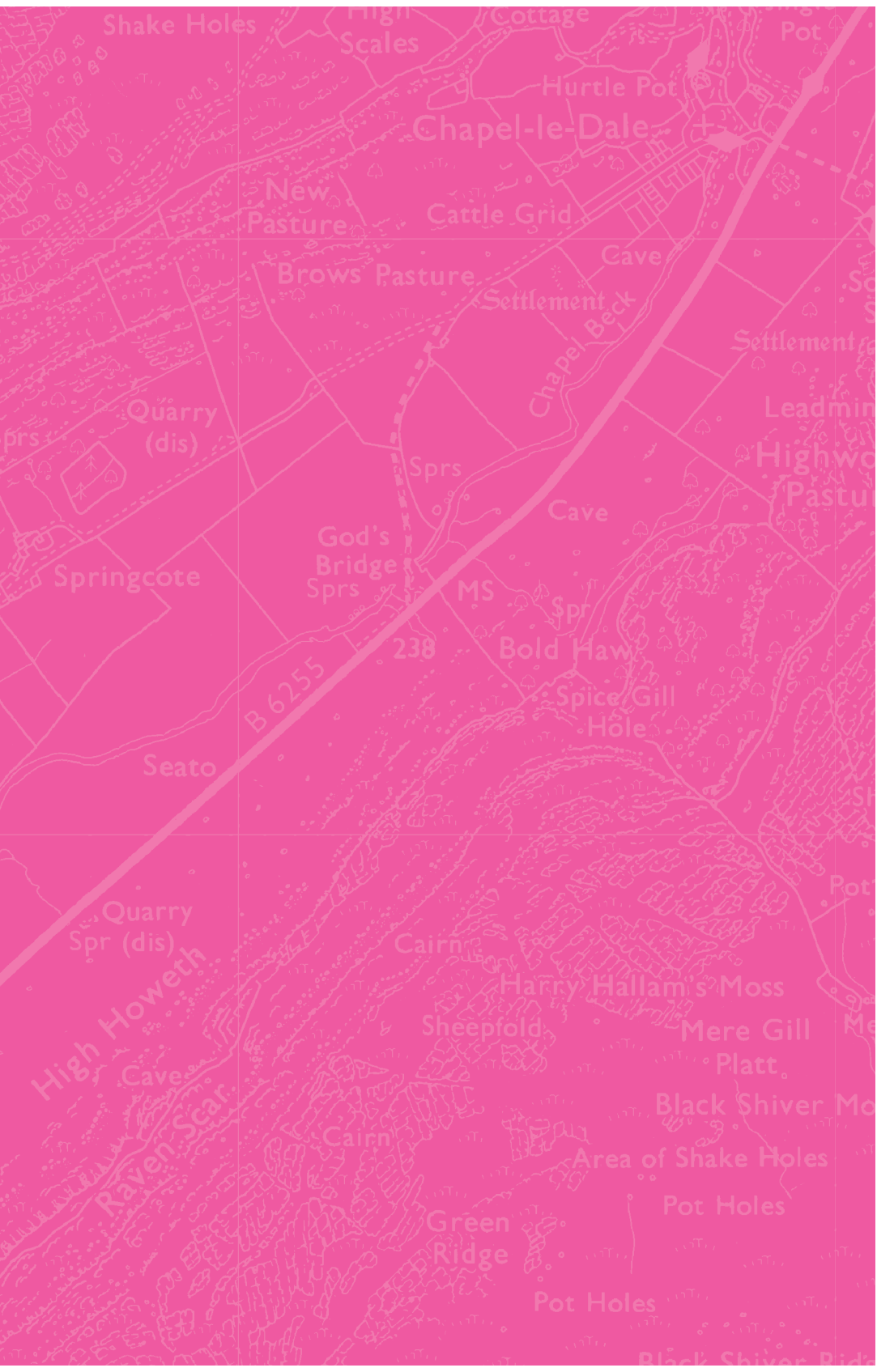




A NOTE ON PAPER MAPS

While you will find maps online and on your phone, this book is intended to help you learn about traditional paper maps. There are lots of benefits to using paper maps – they don't run out of power, and they don't mind being dropped or drawn on. Same goes for compasses. They are available on lots of phones, but the physical ones we cover in the book are generally much more reliable.

We've noted where a phone might be helpful at certain places in the book, but we'd encourage you to take a paper map and a physical compass on your adventure.


Shake Holes
High Scales
Cottage
Pot
Hurtle Pot
Chapel-le-Dale
New Pasture
Cattle Grid
Cave
Brows Pasture
Settlement
Chapel Beck
Settlement
Quarry (dis)
Sprs
Sprs
Cave
God's Bridge
Springcote
Sprs
MS
Spr
238
Bold Haw
B 6255
Spice Gill Hole
Seato
Quarry
Spr (dis)
Cairn
Harry Hallam's Moss
Sheepfold
Mere Gill
Platt
High Howeth
Cave
Black Shiver Mo
Raven Scar
Cairn
Area of Shake Holes
Pot Holes
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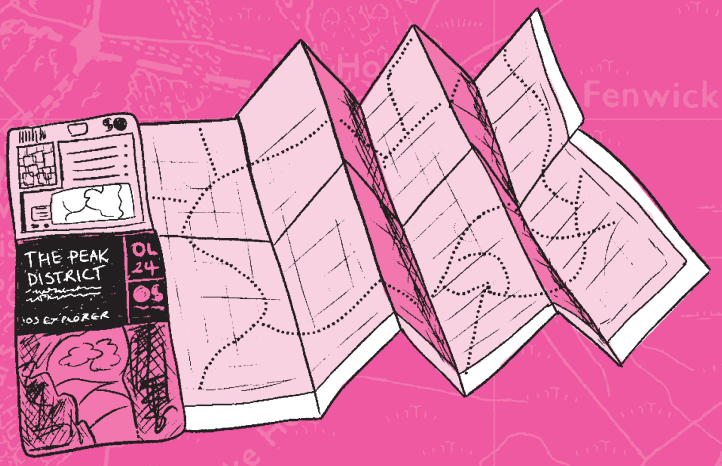
Pot Holes



2 INTRODUCTION TO MAPS

WHAT *is a* MAP?

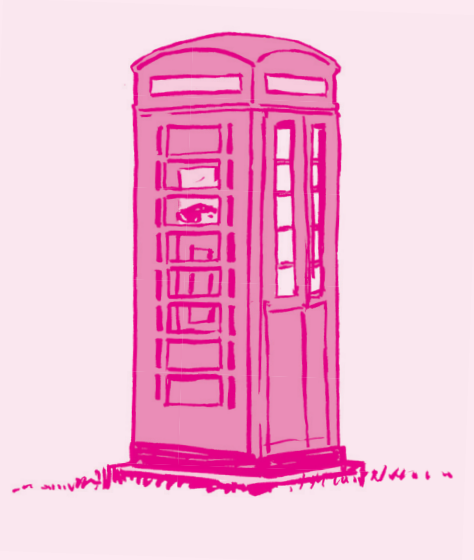
A map is an image that shows how a place is laid out, usually as if you were flying above it. Maps can cover an area as small as a single building or as big as a whole country . . . or the world.

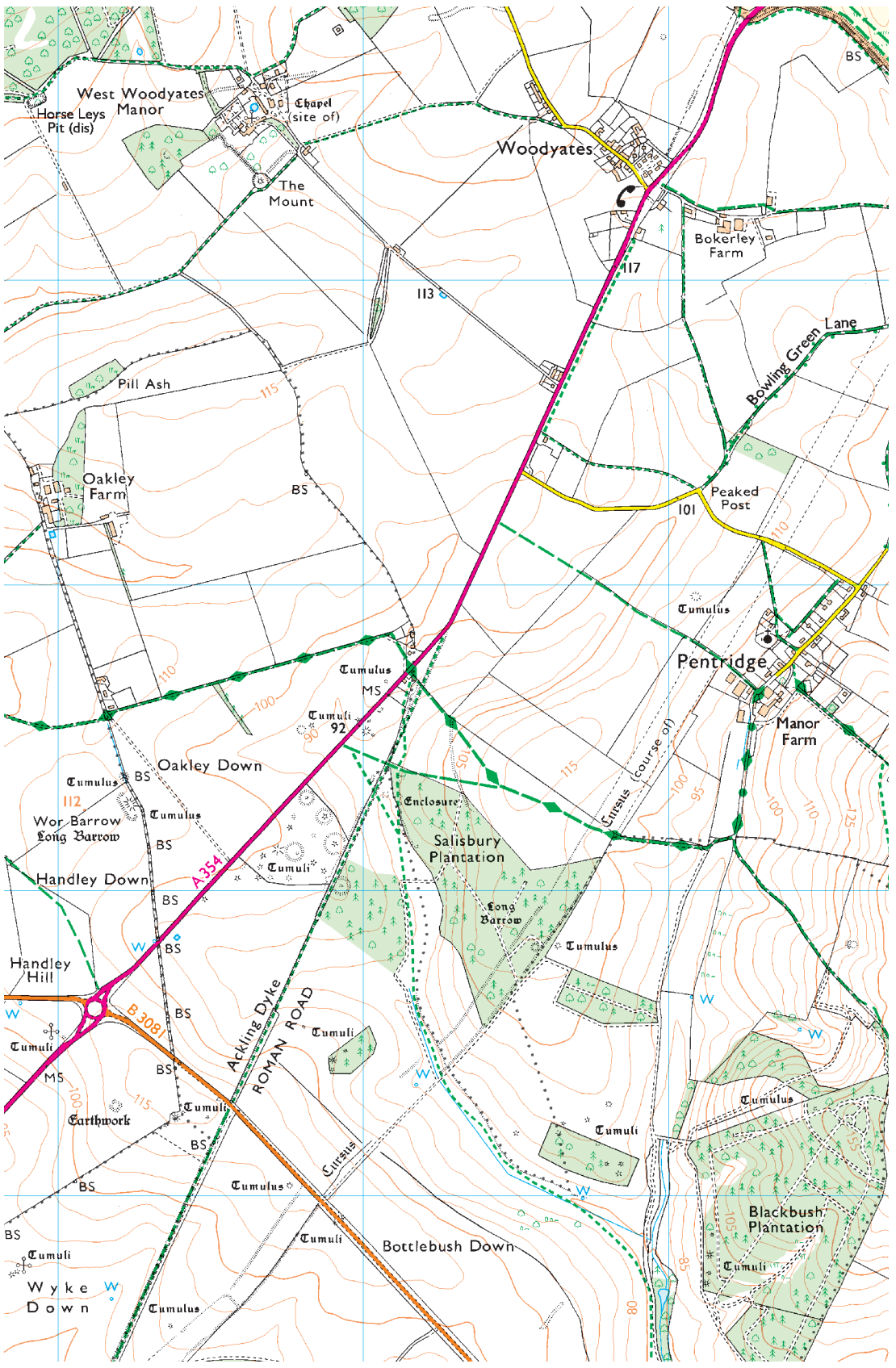
Maps usually show features such as roads, mountains, buildings and parks. These can be displayed in a similar way to how they appear from above, or they can be replaced with symbols or words. For instance, the map on the opposite page shows woods, roads and footpaths as they might look from above, but it uses a phone symbol to represent a telephone box.

Different maps show different types of things, depending on what the creator of the map thought was important.

Fun fact

You can find maps in unexpected places. Some books have maps of made-up areas to help you understand the story. In museums and art galleries you might even see maps that are considered special enough to be art.




West Woodyates Manor
Horse Leys Pit (dis)
Chapel (site of)
The Mount
Woodyates
Bokerley Farm
117
113
Bowling Green Lane
Pill Ash
Oakley Farm
Peaked Post
101
Tumulus
Pentridge
Manor Farm
Tumulus
MS
Tumuli
92
Oakley Down
Tumulus
112
Wor Barrow
Long Barrow
Enclosure
Cursus (course of)
Salisbury Plantation
Handley Down
A354
Long Barrow
Tumulus
Handley Hill
B3081
Ackling Dyke
ROMAN ROAD
Tumuli
Earthwork
Cursus
Tumulus
Tumuli
Bottlebush Down
Blackbush Plantation
Tumuli
Wyke Down
Tumulus
BS
W

What DO YOU NEED A MAP FOR?

We mostly use maps for two things: planning adventures and finding our way when we are on them.

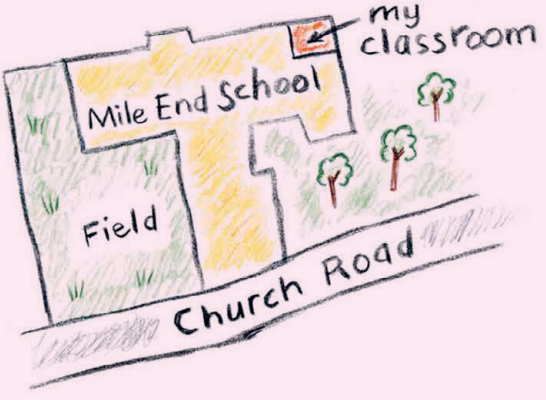
When we are planning adventures, we can use maps to discover interesting places we might want to see, and we can also use them to work out how to get there. For instance, a map might show a beach we want to visit and the footpath that will allow us to walk there. A map could also be used to locate the course of a river and to find a bridge that crosses it.

While on an adventure, we can use maps to help us find our way and work out where we are if we get lost. Maps can also help us spot interesting things we might have missed, and they allow us to name the places we see along a route. A map can even tell you about the history of a place, from unusual street names to the remains of ancient mines.

CHALLENGE: *Make your own map*

Pick an area you know well, such as near your house or school, and draw your own map. Put in things like important buildings or places, and add names for roads and parks.

Think about how you can use colours and lines to show different types of features, such as grass, water, roads and buildings.

How ARE MAPS MADE?

Maps were traditionally hand-drawn by cartographers. Cartographers would use information from surveyors, or photographs from aircraft or from tall mountains. Nowadays, most maps are drawn on computers, which makes it much faster and easier. Map-makers still use pictures from aircraft, as well as satellites, and there are still surveyors whose job it is to visit places and take measurements to ensure the maps are as accurate as possible.