



Form 6 Geography Revision November Exams



What you will be tested on in the exam:

- **Location Knowledge** – There will be one map to answer questions about. This will include labelling places on the map. The map is **The UK**.
- **Ordnance Survey (OS) Map Skills** – You will be given an OS map and will be asked questions about direction, distance, symbols and grid references using the map.
- The **key words and definitions** of some of the key things we have studied.
- **The Oceans** - You will need to be able to label a map of the **main oceans and seas** around the world.
- You will need to be label a diagram of the **layers of the ocean**.
- **Plastic Pollution** – You will be asked what this is and how it damages the oceans.

Key words and definitions

Toxins– poisonous substances.

Landfill site – Rubbish sites where refuse is buried underground.

Fossil Fuels – Coal, oil and gas used to power factories, cars and homes.

Versatile – Can be used in lots of different ways.

Decompose– Rot, decay, breakdown.

Abyss – the deepest part of the ocean (up to 11km).

We have completed all these geography topics in class. **Everything you need to know is included here.** You may use other sources of information but there is no requirement to. **Good luck, try your best and don't worry!!!**

The World's Largest Oceans and Seas Answers



You will need to be able to label a world map of the oceans and seas above.

Location Knowledge

You will need to be able to locate both **physical** and **human features** on a map of the **UK**. These are Maps 3 and Maps 4 in your Global Location booklet.

Oceans and Seas

- North Atlantic Ocean
- North Sea
- English Channel
- Irish Sea

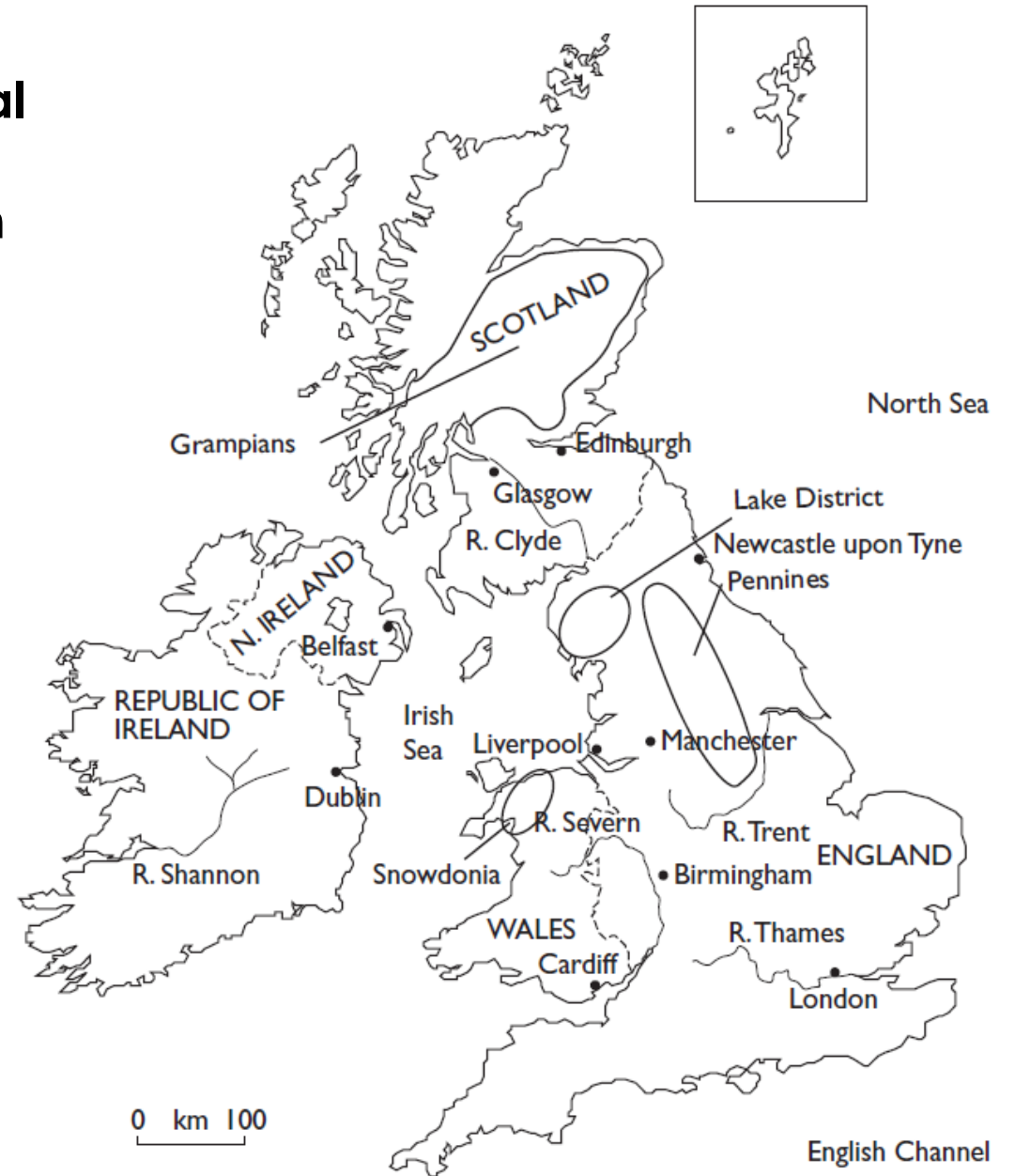
Islands

- Isle of Wight
- Isle of Man
- Shetland Isles
- Orkney Isles

Upland areas

- Lake District
- Pennines
- Grampians

Major cities of the UK



Ordnance Survey Map Work



General Information

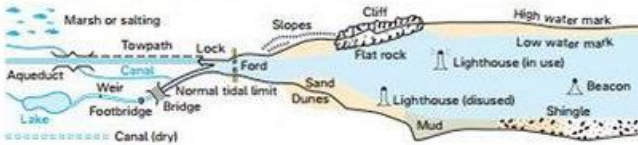
BOUNDARIES

	National		County, Unitary Authority, Metropolitan District or London Borough
	District		National Park

LAND FEATURES

	Cutting, embankment		Landfill site or slag/spoil heap
	Electricity transmission line (pylons shown at standard spacing)		Coniferous wood
	Pipe line (arrow indicates direction of flow)		Non-coniferous wood
	Buildings		Mixed wood
	Important building (selected)		Orchard
	Bus or coach station		Park or ornamental ground
	Glass Structure		Forestry Commission land
	Helipoint		National Trust-always open
	Current or former place of worship; with tower with spire, minaret or dome		National Trust-limited access, observe local signs
	Place of worship		National Trust for Scotland - always open
	Triangulation pillar		National Trust for Scotland - limited access, observe local signs
	Mast		
	Wind pump, wind turbine		
	Windmill with or without sails		
	Graticule intersection at 5' intervals		

WATER FEATURES



HEIGHTS

	Contours are at 10 metres vertical interval	Surface heights are to the nearest metre above mean sea level. Where two heights are shown, the first is the height of the natural ground in the location of the triangulation pillar, and the second (in brackets) to a separate point which is the highest natural summit.
	Heights are to the nearest metre above mean sea level	

ABBREVIATIONS

CH Clubhouse	CG Cattle grid
PH Public house	P Post office
PC Public convenience (in rural area)	MP Milepost
TH Town hall, Guildhall or equivalent	MS Milestone

CONVERSION

METRES - FEET	
1 metre	≈ 3.2808 feet
600	2000
500	1500
400	1000
300	1000
200	500
100	500
Metres 0	0 Feet
	15.24 metres ≈ 50 feet

ARCHAEOLOGICAL AND HISTORICAL INFORMATION

	Site of antiquity	VILL.A Roman		Battlefield (with date)
	Visible earthwork	E.Castle Non-Roman		

Information provided by English Heritage for England and the Royal Commissions on the Ancient and Historical Monuments for Scotland and Wales

ROCK FEATURES



Tourist Information

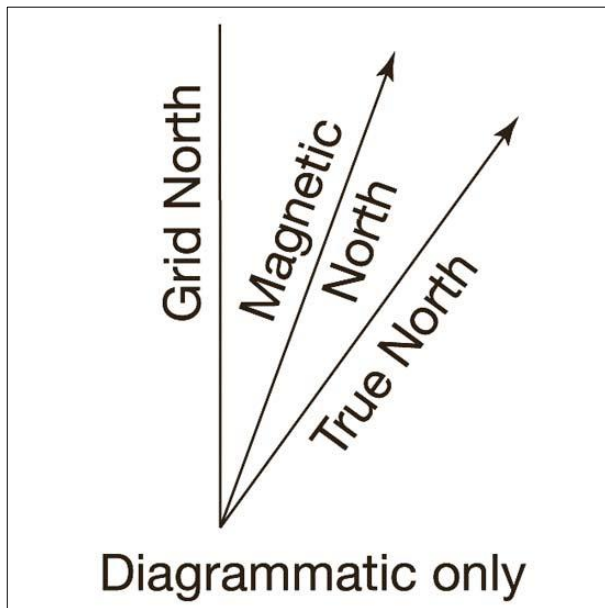
TOURIST INFORMATION RENSEIGNEMENTS TOURISTIQUES TOURISTENINFORMATION

	Viewpoint Point de vue Aussichtspunkt		Camp site/caravan site Terrain de camping/Terrain pour caravanes Campingplatz/Wohnwagenplatz
	Visitor centre Centre pour visiteurs Besucherzentrum		Selected places of tourist interest Endroits d'un intérêt touristique particulier Ausgewählter Platz von touristischem Interesse
	Walks / Trails Promenades Wanderwege		Information centre, all year / seasonal Office de tourisme, ouvert toute l'année / en saison Informationsbüro, ganzjährig / saisonal
	Nature reserve Réserve naturelle Naturschutzgebiet		Picnic site Emplacement de pique-nique Picknickplatz
	Parking Parkplatz		Park & Ride, all year / seasonal Parking et navette, ouvert toute l'année / en saison Park & Ride, ganzjährig / saisonal
	Youth hostel Auberge de jeunesse Jugendherberge		Telephone, public / roadside assistance Téléphone, public / borne d'appel d'urgence Telefon, öffentlich / Notrufsäule
	Golf course or links Terrain de golf Golplatz		Recreation / leisure / sports centre Centre de détente / loisirs / sports Erholungs- / Freizeit- / Sportzentrum
	Garden Jardin Garten		World Heritage site/area Site du Patrimoine Mondial Welterbestätte

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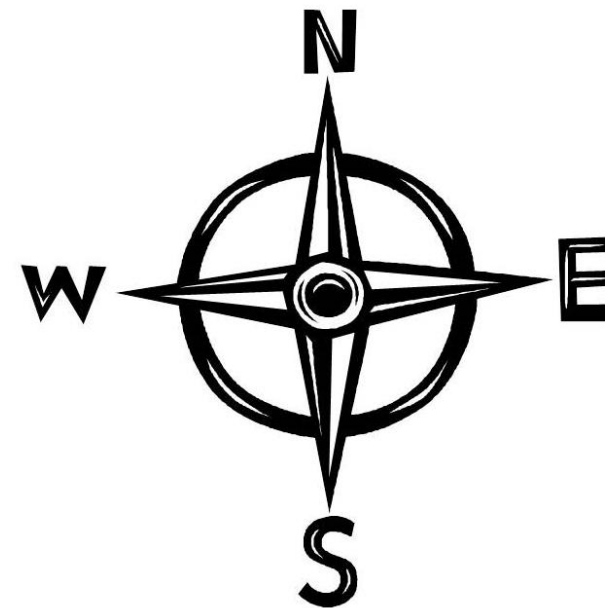
You need to be able to;

- Identify **major transport routes**: A roads, B roads, Motorways, train lines.
- Identify features using **6 figure grid** references.
- Identify grid squares using **4 figure grid** references.
- Work out **direction**.
- Use the **symbols** in key to identify features on the map.
- Work out, by looking at **contour lines**, how high the land is.
- Measure **distance** (straight line and actual distance).



Which direction?

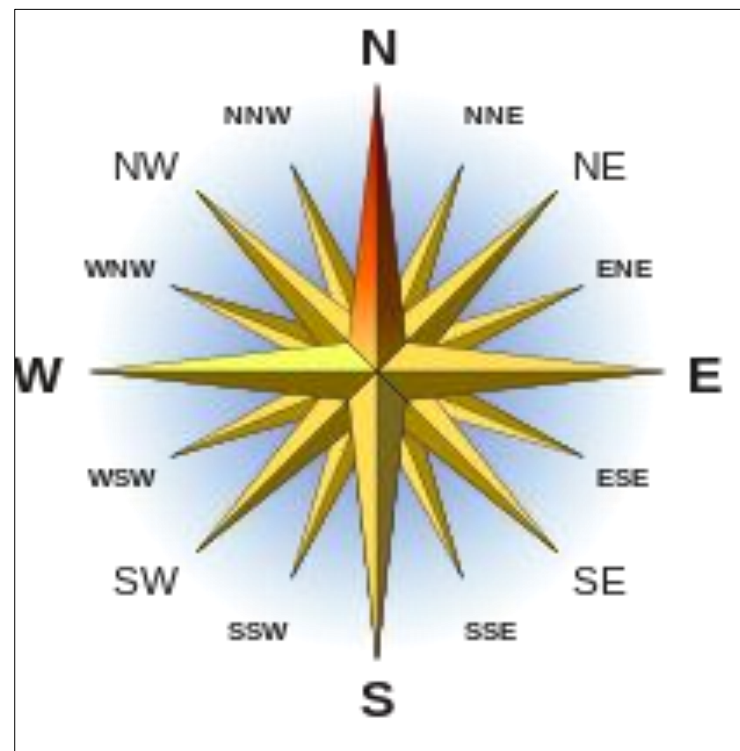
On the OS map you will see the symbol on the left. You should use Grid North as the starting point to working out the direction of a place.



You will usually only need to give a compass direction as a **general direction** and you will **not** need to use degrees.

You should give the direction in two points e.g. NE or SW.

You will not need to be too detailed so don't use NNE, WNW etc.

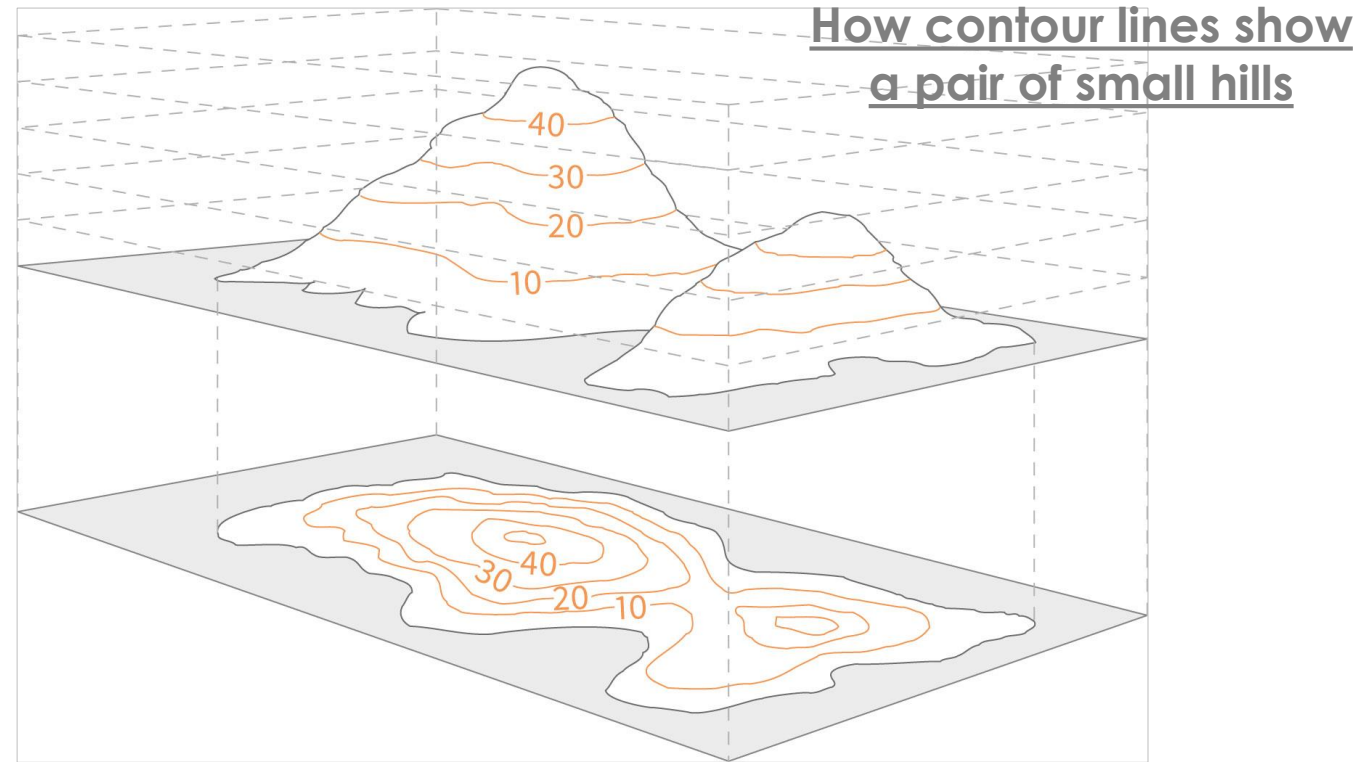


Contour Lines

Hills, slopes and mountains are represented on a map using contour lines. By studying the contour lines you can work out lots about the surrounding terrain including gradients of hills, valleys and steepness of climbs.

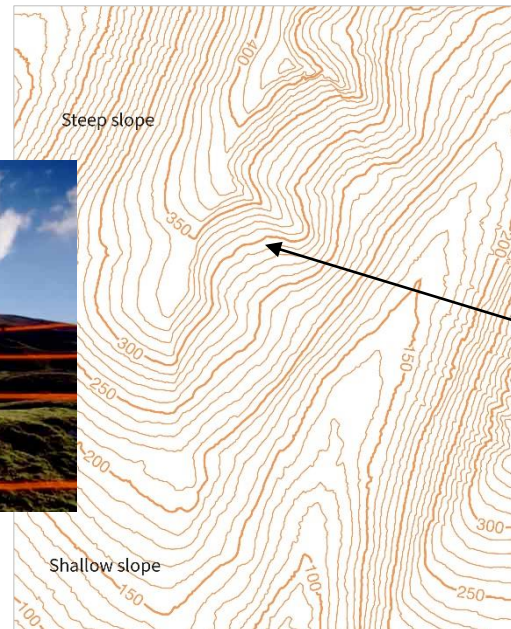
How are hills and mountains shown on a map?

A contour is a line drawn on a map that joins points of equal height above sea level. For 1:25 000 scale maps the interval between contours is usually 5 metres, although in mountainous regions it may be 10 metres.



You can see from the picture above the link between the shape of a hill and the contours representing it on a map. Another way of thinking about contour lines is as a tide mark left by the sea as the tide goes out, leaving a line every 5 metres.

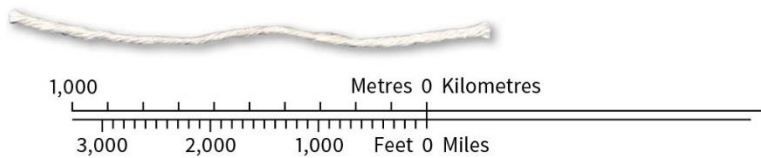
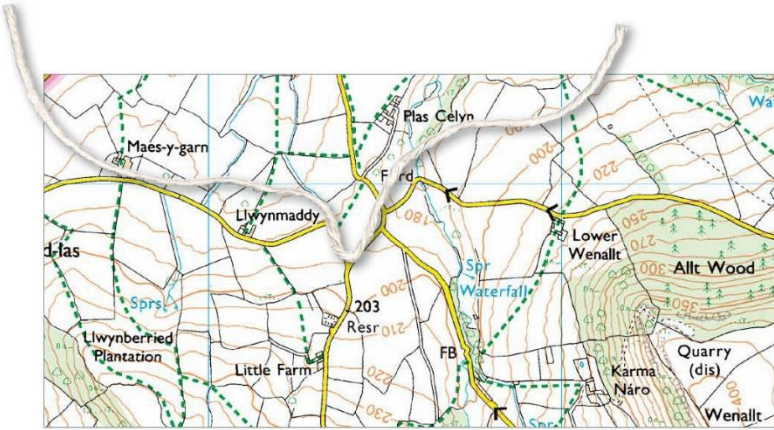
Top tip! Remember contour numbering reads up hill – in other words the top of the number is uphill and the bottom is downhill. Also remember the closer contour lines are together, the steeper the slope.



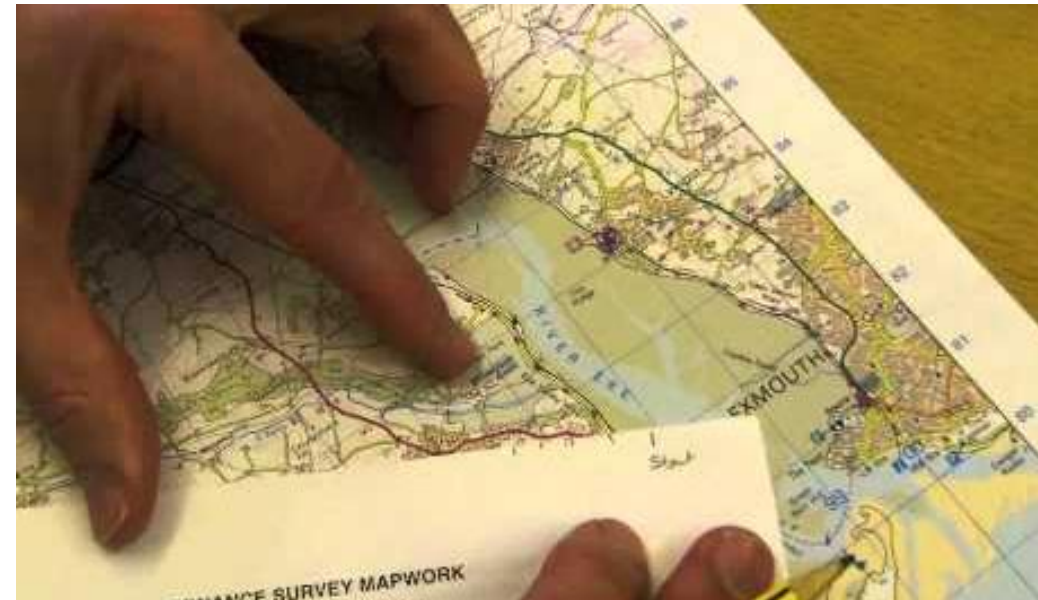
Measuring Distance on an OS Map

You can measure **straight line distances** on a map with a ruler.

To measure **actual distances** from one place to another you can use a piece of string or a strip of paper.

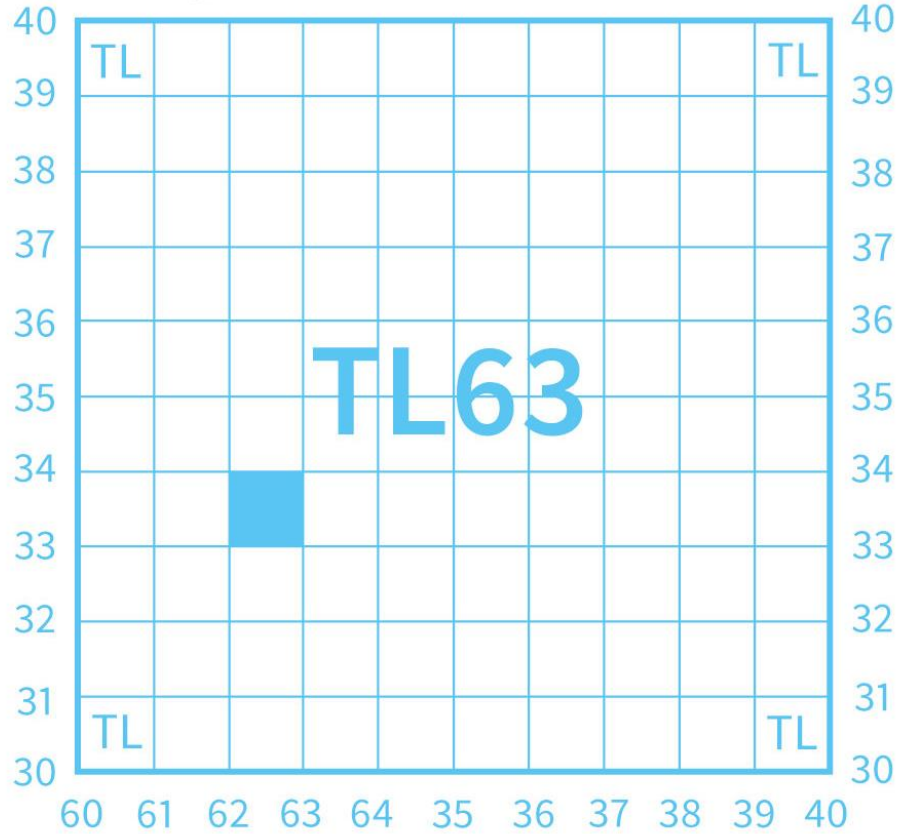


1. Take a strip of paper and place the corner edge on your starting point.
2. Move the paper until the edge follows the route you want to take.
3. Every time the route changes make a small mark on the paper.
4. Repeat this process until you reach your destination.
5. You will be left with a series of marks on your paper.
6. Now place the paper on the scale bar and measure the total distance.



Grid References

Northings (up the stairs) ›

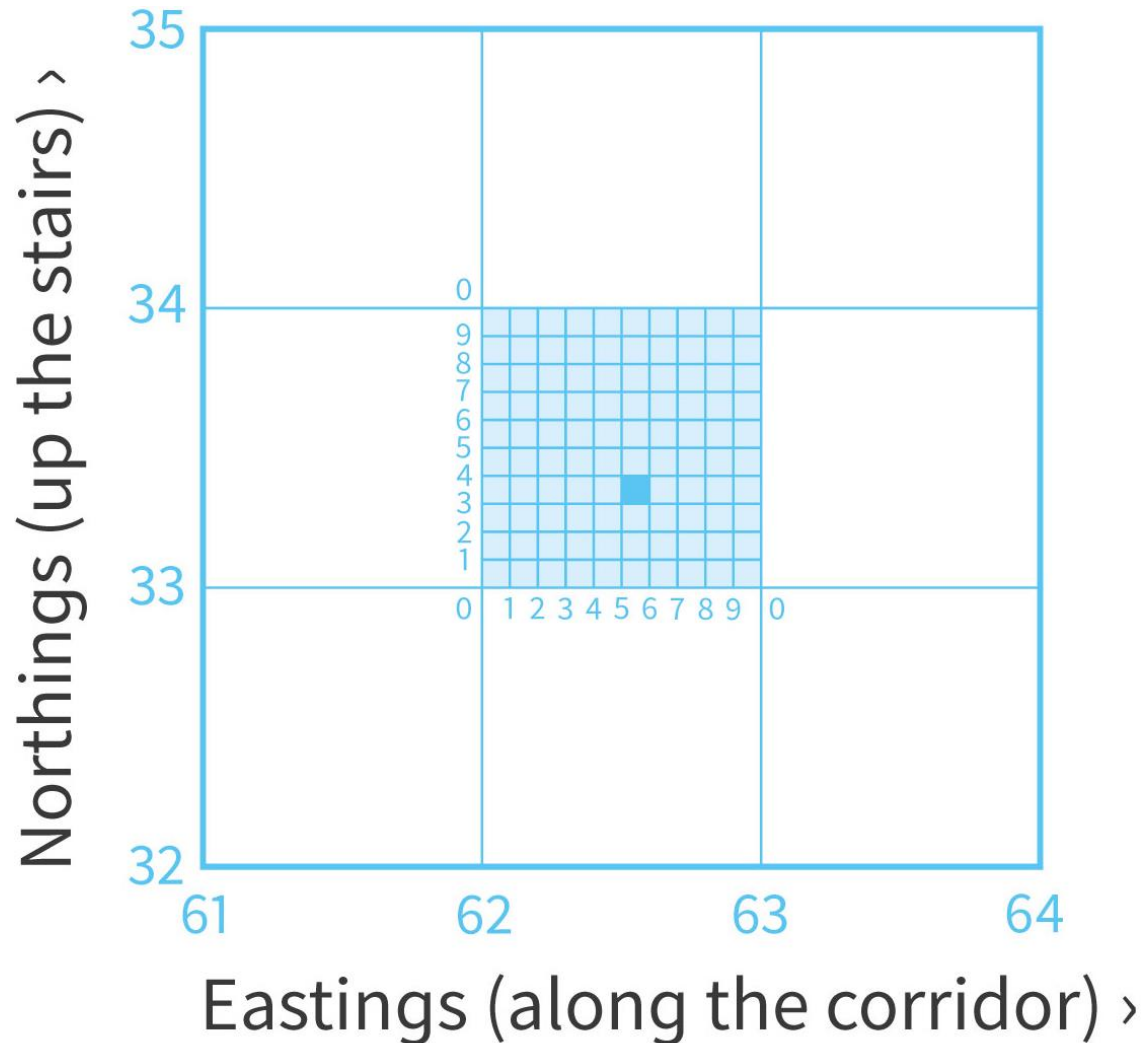


Eastings (along the corridor) ›

It is easy to find a particular place using a grid reference.

- To start, a four-figure grid reference is a handy way of identifying any square on a map.
- Grid references are easy if you can remember that you always have to go **along the corridor** before you go **up the stairs**.
- To find the number of a square first use the eastings to go along the corridor until you come to the bottom left-hand corner of the square you want.
- Write this two-figure number down.
- Then use the northing to go up the stairs until you find the same corner.
- Put this two-figure number after your first one and you now have the four-figure grid reference, which looks like the example in diagram: **6233**.

6 figure Grid References



- If you want to pinpoint a more exact place on a map, such as your own house, you will need to use a **six-figure grid reference**.
- First find the four-figure grid reference for the square and write it down with a space after each set of numbers, like this: **62_33_**
- Now imagine this square is divided up into 100 tiny squares with 10 squares along each side.
- Still remembering to go along the corridor and up the stairs, work out the extra numbers you need and put them into your four-figure grid reference like this in diagram E: **625 333**.

When people think about plastic, they may think of lots of everyday items that make our lives easier: **food wrappers, toys, gadgets and even the pipes that carry water to and from our homes.** In fact, plastic is so popular in the UK today that it is hard to imagine life without it. However, while plastic makes human lives easier, it makes the lives of Britain's wildlife much harder. It could be putting the existence of some of our much-loved creatures in danger.

Plastic Pollution

160,000 plastic bags are used around the world every second.

8 out of 10 pieces of plastic made over the last 70 years have been thrown away.



Plastic and the Environment

There are many different ways that plastic can enter the environment:

- **litter;**
- **washed down drains;**
- **spilled by ships;**
- **escaped from factories;**
- **blown out of bins;**
- **abandoned by humans.**



So much plastic enters the environment each year that it can be found in fresh water, soil, air and oceans around the world.





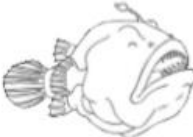

Of all of the plastic waste created by 2015: 9% recycled, 12% burned, 79% in landfills or the natural environment.

The Problem with Plastic Unlike paper, fruit peel or fabric, most types of plastic that end up in the local environment will **not break down over time.** The plastic will simply stay where it is **forever** unless it is moved by humans or eaten, by mistake, by wildlife. A huge problem with plastic is the **chemicals it contains.** Over time, pieces of plastic litter will **break into smaller pieces.** These smaller pieces are **often eaten by wildlife** that think that it's food. Scarily, these tiny pieces of plastic contain **poisonous chemicals and heavy metals that can kill wildlife.** The chemicals make their way into the **food chain** and do not just affect the creature who ate the plastic but also affect any animal that then consumes them.

Layers of the Ocean

<p>Sunlight Zone Sunlight allows plants to grow so plant feeders are found as well as fast swimming hunters. Fish tend to be sleek bodied and muscly so they can catch their prey.</p>	 <p>Dolphin (Warm blooded mammal that sometimes comes up for air)</p>	 <p>Salmon (Speedy fish that lives in salt and fresh water)</p>
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<p>Twilight Zone Due to lack of sunlight no plants grow here. Some creatures feed by filtering the water whilst others will graze. Others creatures hunt and some will do this at speed.</p>	 <p>Sea Cucumber (Many tentacled creature that crawls along the sea floor to find food)</p>	 <p>Octopus (8 legged creatures that searches and hunts for prey)</p>
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<p>Midnight Zone There is no light here, so most creatures have tiny eyes. Creatures often create their own light, to lure their prey and act as a defense. Other hunters 'sit and wait'. Creatures tend to be slimy and slow moving.</p>	 <p>Angler fish (Fish with light up bulb hanging in front of its face to attract prey)</p>	 <p>Viper Fish (Waits for its prey to be lured by its glow)</p>
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<p>The Abyss There is no light whatsoever, so often creatures will not have eyes and are sometimes transparent. They are likely to be small due to the pressure of the water above. Creatures tend to move little, have very low metabolic rates and feed on dead matter from above.</p>	 <p>Basket Star (Starfish with tree like appearance that catches food matter in its net)</p>	 <p>Amphipod (See-through eyeless shrimp)</p>
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