

# River Chew Map Activity

Use the map to answer the questions and find out about the River Chew.  
Stuck? Use the hints at the bottom

1. Find Chew Valley Lake. This Lake is a reservoir – it is manmade. A dam was built in 1956 and the land here was flooded to provide drinking water to Bristol.
2. Follow the River Chew from the north end of the lake to where it flows off the northern edge of the map. Where does it flow off the map?
3. How many towns and villages does the River Chew flow through on this map?
4. Find a bridge that crosses the River Chew. How many bridges can you find?
5. Find a tributary of the River Chew. Can you find the source of this tributary?
6. Find a section of the River Chew with lots of meanders.
7. Each grid square is 1 km wide. Can you estimate how long this stretch of the River Chew is? From Chew Valley Lake to the edge of the map. Approximate is fine!
8. Find a place where water would flow quicker into the River Chew when it is raining.
9. Where do you think the dam was built to hold back water from the River Chew to form Chew Valley Lake?
10. Find places along the River Chew or its tributaries that you think might be good for wildlife. Why do you think they are good?

## Hints

1. Look for a blue patch.
2. Rivers are blue lines on the map. The River Chew is the biggest river on the map.
3. Look for place names near to the river. All of the ones that are close, the river flows through.
4. If a road crosses the river it will be a bridge.
5. A tributary is a smaller river or stream that flows into a bigger one. The source is where it starts.
6. Meanders are bends in the river. Which grid square do you think has the most meanders?
7. One way to estimate this is to count how many grid squares the river flows through.
8. Rain water flows faster down hills – contour lines close together. Trees slow water down.
9. The dam is quite long and straight. The River flows north from the other side of the dam.
10. Bits of the river near trees and woodland are good. Woodland are green areas on the map.