

Orbit Orienteering



Objective

To use map reading and orienteering skills to collect information in a competitive game.



Equipment

- Enrich School Orienteering Map
- Orienteering Control Markers
- Orbit Orienteering Activity Sheets



Preparation

- Divide the children into small teams.
- Each team is provided with an Enrich School Orienteering Maps.
- Each team is provided with an Orbit Orienteering Activity Sheet.
- Two teams play against each other.
- Teams start from a specified location in the school site.



Instructions

- Pairs of teams start off from the same central location on the school site.
- Each team is given a blank Orbit Orienteering Activity Sheet and an Enrich Orienteering Map.
- They must use their map to complete the sheet by identifying a set of orienteering markers that their opponents must visit (one for each team member). They record the numbers for these markers on their Activity Sheet.
- When both teams have done this, they exchange Activity Sheets. They think of a name for their team and record this on their Activity Sheet.
- On a signal, both teams start.
- The first member of each team must use their team's map to identify the location of one of the markers identified on their Activity Sheet. They run to that marker and record the specified information from the marker e.g. 2nd number.
- They then run back to the centre of the orbit and pass their map and Activity Sheet to the next person in their team.
- That person then runs to one of the other markers on their Activity Sheet, records the specified information from that marker and runs back to the centre of the orbit.
- The first team to have visited all the markers on their Activity Sheet, correctly recorded the specified information, and all returned to their central location, wins the game.



Other information

- Children should be encouraged to think carefully about which markers they select for their team's Activity Sheet so that they create the biggest challenge for their opponents.

