

Ancient Egypt Orienteering Quiz



Objective

- To become familiar with key facts about Ancient Egypt.



Equipment

- Enrich School Orienteering Map
- Orienteering control markers
- Activity Sheet
- Answer Sheet
- Beanbags
- Hula hoops (1 per team)



Preparation

- Children should have been introduced to a range of key facts about Ancient Egypt before taking part in this activity.
- Teachers can use the prepared Activity Sheet.
- Alternatively, they can select a specific set of orienteering control points for this activity and insert the numbers for these control points into the editable Activity Sheet. (Insert the 1st letter from the marker of each control point you choose next to the correct answer.)
- Divide the class into teams (6 teams?).
- Provide each team with a copy of the Activity Sheet and an Enrich School Orienteering Map.
- Place around 30 beanbags in a hoop at the starting point for the activity.
- Each team also has a hoop at the start/finish point which is the collection point for their beanbags.
- Explain to children that they are harvesting their crops in Ancient Egypt. For each beanbag they collect, they will fill up one storehouse with grain. The team that has filled most grain storehouses by the end of the game will win the Ancient Egypt harvest challenge.



Instructions

- The Activity Sheet has a set of questions on Ancient Egypt, each of which has three possible answers to choose from.
- At the starting point, each team chooses one of their questions and ticks against what they decide is the correct answer. (The teacher makes sure that they have ticked against an answer for the question before running to check their answer.)
- Using their orienteering map, they then check the answer by running to the control point for that question. **The first letter from the control marker is next to the correct answer.**
- They then run back to the starting point.
- If they got the question right, they collect one beanbag for their team and put it in the hoop at their collection point. If they did not get the question right, they cannot collect a beanbag.
- They then decide on the answer for the next question and run to the control point to check their answer – and so on.
- Each beanbag fills up one Ancient Egyptian grain storehouse. When the teacher signals the end of the game, the team with the most beanbags at their collection point has harvested most grain and has won the Ancient Egypt harvest challenge.



Other information

- This activity could be used to introduce an investigation into agriculture in Ancient Egypt.

