

Great Fire of London Orienteering Quiz



Objective

- To become familiar with key facts about the Great Fire of London.



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 the Great Fire of London 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 2nd 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 trying to put out fires in the Great Fire of London. For each beanbag they collect, they will fill put out one fire. The team that has collected most beanbags by the end of the game will have won the firefighting challenge.



Instructions

- The Activity Sheet has a set of questions on the Great Fire of London, 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 2nd 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 means that they team have put out one fire. When the teacher signals the end of the game, the team with the most beanbags at their collection point have put out most fires and have won the firefighting challenge.



Other information

- This activity could be used as part of a class topic on the Great Fire of London.

