

Double It (1,2)

Orienteering Race



Objective

To reinforce children's ability to double single digit numbers.



Equipment

- Orienteering Control Markers
- Enrich School Orienteering Map
- Activity Sheet
- Marker picture sheet



Preparation

- Children could do this activity in pairs.
- Print an Activity Sheet for each pair.
- Provide each pair with an Enrich School Orienteering Map. Make sure they know the starting point for the activity.
- Revisit the locations of the control points with the children. If there are any areas of the school site or individual control points which are not to be included in this activity, indicate where they are on children's orienteering maps.
- Make sure that children know how to record the control points that they visit.
- Explain to children that this activity is a race – they need to go to six control points and complete their Activity Sheet as quickly and as accurately as possible.
- Teachers may decide to place a time limit on the activity. This could be differentiated for different groups.



Instructions

- Children use their Enrich School Orienteering Map to locate orienteering control points. They can choose any orienteering control points within the area indicated by the teacher.
- At each control point they choose, children record the number of the control point on their Activity Sheet. (The number for each control point is shown on their Enrich School Orienteering Map.)
- Alternatively, they can record the name of the animal that is pictured on the control marker. (The name of the animal is shown to the left of the picture on each marker.)
- They then record the biggest single-digit number on the control marker (Activity Sheet 1) or make a two-digit number, using two of the numbers from the marker (Activity Sheet 2). They double each number they have made and record their answer on the Activity Sheet.
- When they have visited 6 control points and have completed their Activity Sheet, they run back to the starting point.



Other information

- Teachers can select pairs of children to race against each other. Alternatively, a number of pairs within a maths group could race against each other.
- When pairs of children return to the starting point, two pairs can mark each other's Activity Sheets using the Marker Picture Sheet, which shows each marker with their numbers.

