

Addition Facts Orienteering Race



Objective

To secure knowledge of addition facts.



Equipment

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



Preparation

- Children could do this activity in pairs or small groups.
- Provide each pair with an Activity Sheet and 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 and the first, second, third and fourth numbers from the orienteering markers.
- Explain to children that this activity is a race – they need to go to six control points and complete the sums on 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 the 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 chosen control point, 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 fill in the four numbers from the control marker on their Activity Sheet.
- They then add the numbers together and write their answer in their Activity Sheet.
- When they have done this for all six sums on the Activity Sheet, they run back to the starting point.



Other information

- Children could be given a short time before starting to devise 'teamwork' strategies that would enable them to complete the challenge as quickly as possible e.g. deciding which control points to visit, dividing the task between them etc.
- Teachers can select pairs/groups of children to race against each other. Alternatively, a number of pairs within a maths group could race against each other.
- When pairs/groups of children return to the starting point, two pairs/groups can mark each other's Activity Sheets using the Marker Picture Sheet, which shows each marker with their numbers.

