'Capture the Control' 1

⭐ Objective

- For students to take part in intellectual and physical challenges.
- For students to work as a team.
- For students to use tactics and strategies to overcome opponents.

🛠️ Equipment

- Enrich Orienteering Map
- Orienteering Control Markers
- Small stackable PE cones (or alternatively, beanbags) in at least 4 different colours.

💡 Preparation

- Divide the class into teams of around 6/7/8 students.
- Identify a starting point for the activity.
- Give each team a set of small PE cones (or beanbags), one for each control point to be used in the game. Each team should have a different colour.
- Provide each team with a map.
- Identify a set of control points for the game. There should be more control points than members in the teams e.g. 10 control points for teams of 6 players. (Alternatively, all 15 control points could be used.)
- Teams need to use their map to familiarise themselves with the locations of control points prior to the game starting.
- Explain the activity to the students.
- Teachers could assign one or two students to be referees. They would be responsible for ensuring that teams adhere to the rules of the game and counting the score for each team at the end of the game.

📄 Instructions

- Teams should be provided with a short period of planning time before the game starts to enable them to discuss tactics. At the end of the planning time, the teacher signals for the start of the game.
- The aim is for each team to capture as many selected control points as possible by being first to place a cone or beanbag of their team's colour at the control (ie beneath the control marker).
- Once a cone/beanbag is placed at one of the selected controls, this means that it has been captured. The cone/beanbag cannot be replaced by an opponent.
- The game finishes when each of the specified controls has been captured. Teams return to the starting point.
- The team which has captured the most control points (ie placed the most cones/beanbags at specified controls) wins the game.
- At the end of the session, teams review the tactics that they used. Which ones were the most successful? How could they improve performance next time the game is played?
- NB This game could also be played with two teams playing against each other. Two pairs of opposing teams could use the same set of control points for their game. A player would be prevented from capturing a control if a cone/beanbag of the opposing team's colour is placed at a control.

ℹ️ Other information

Example of 'tactical' questions:

- Which control points will a team try to capture first? (e.g. Will they try to capture 'easier' control points that are closest before trying for further controls – or vice versa?)
- Will team members be assigned to capture specific control points?
- How can teams avoid unnecessary journeys i.e. running to a control point and finding it has already been captured by a member of their team, or a member of one of the opposing teams?