

# 'Capture the Control' 2



## 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 – a different coloured set for each team.



## 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. Each team should have around 15 – 20 cones of the same 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 each team e.g. 10 control points for teams of 6 players. (Alternatively, all 15 control points could be used.)
- Teams use their map to familiarise themselves with the locations of the selected 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 for counting the score for each team at the end of the game.



## Instructions

- The object of the game is for each team to have as many of their cones as possible 'on top' at the selected control points by the end of the game.
- 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
- Team members capture a control by placing one of their team's cones at its location (ie beneath the control marker).
- If there already is a cone from an opposing team at the control, they can place their cone on top. There is no limit on how many times this can be done but a new cone must be used each time – players cannot swap the order of cones that are already placed at the control.
- The teacher signals for the end of the game – no more cones can be placed after this.
- The team which has captured the most control points 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?



## Other information

Example of 'tactical' questions:

- Will team members be assigned to capture specific control points?
- Should the team rush out to try to capture control points or try to wait until their opponents have placed cones and replace their opponents' cones with one of theirs?

