

Orienteering Rope Challenge



Objective

- For students to take part in intellectual and physical challenges.
- For students to plan a route on a map.
- For students to work as a team.



Equipment

- Enrich Orienteering Maps
- Activity Sheets
- Marker images
- Skipping ropes



Preparation

- The scenario for the game is that teams have to collect enough rope to enable them to climb down a cliff.
- Identify a starting point for the activity.
- Prior to the activity, tie 8 of the school's skipping ropes together and use this to mark out the distance between two large PE cones at the starting point. This is the length of rope that students must collect. (Do not tell students that the length is equal to 8 ropes.)
- Place a stock of skipping ropes at the starting point. There should be fewer skipping ropes than would be necessary for all teams to successfully collect enough to span the distance between the cones. (E.g. If there are 5 teams, the central stock could have 30 skipping ropes.)
- Divide the class into small teams (6 students?).
- Provide each team with a map and an Activity Sheet.
- Explain the activity to the students.



Instructions

- Students can collect a rope by visiting a control point, returning to the starting point and entering the required information into their Activity Sheet. They then collect 1 rope for their team from the central stock.
- The activity begins with a planning session in which each team uses their map and Activity Sheet to plan. They must initially estimate how many ropes they will need to collect. They can then decide which control points they will visit and enter these into the control card on their Activity Sheet. They also need to decide which team members will visit each control point.
- At the end of the planning session, teams go to the starting point for the activity. The teacher then signals for the activity to start.
- Each team member runs to one of the control points identified by their team and takes note of the required information from the control marker. (The Activity Sheet is editable, so, if necessary, this can be changed for subsequent games.) They then return to the starting point and enter the information into their team's course card. (Control points can only be visited once.) When this has been done, they can collect a rope from the central stock.
- Teachers can use the marker images sheet to check that information is being recorded accurately (or nominate a student to be 'referee').
- As team members collect ropes, they can begin to join them together and measure them between the two PE cones. If they have underestimated the number of ropes they will need, team members will need to add more control points to their course card and to visit these. (NB Each control point can only be visited once.)
- The activity ends when there are no more ropes available in the central stock. Teams that have collected enough ropes to span the distance between the two cones have completed the challenge successfully and are able to climb down the cliff.
- Teachers could also record the time that it took for the first team to complete the challenge.



Other information

- Following the activity, teachers could discuss the tactics that teams used. Were they able to accurately estimate how many ropes they would need? Did they select the best control points to visit? Did they work effectively as a team to collect ropes?
- This is an activity that could be repeated on several occasions, with students reviewing their tactics and trying to improve their performance.
- Additional challenge could be created by setting a time limit, increasing the distance between the two cones (increasing the height of the cliff) and/or reducing the number of ropes in the central stock.

