Plan the Longest Route

Objective

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

Equipment

- Enrich Orienteering Maps
- Activity Sheets
- Marker images

Preparation

- Divide the class into pairs or small teams. Two teams/pairs play against each other.
- Identify a starting point for the activity.
- Provide each pair/team with a map.
- Provide each pair/team with an Activity Sheet. Specify which course card they should complete (Courses one and two have 6 control points, course three has 8 control points, course four has 12 control points).
- Give a specific set of control points to each pair of opposing teams. (The number of specified control points should be the same as the number of controls on the course card they are using).
- Explain the activity to the students.

Instructions

- The object of the game is to complete a route around a specific set of control points faster than your opponents.
- The activity begins with a planning session in which each team uses their map and Activity Sheet to plan a route for their opponents by stipulating the order in which they must be visit a specific set of control points. (Each opposing team must use the same set of control points).
- Teachers could discuss tactics (ie the importance of making the route as long as possible) prior to students completing their planning. Alternatively, they could let students complete the planning without guidance and then review what the most successful tactics were after the activity has been completed.
- At the end of the planning session, each team exchanges their completed course card with their opponents.
- Both teams set off from the same starting point at the same time.
- Each team must stay together as they complete the course and must visit the control points in the order that they appear on their course card. At each control point, they must record the information as stipulated on their course card (e.g. 4th number). The Activity Sheet is editable, so, if necessary, this can be changed for subsequent games.
- The first team to return to the starting point with their course card correctly completed wins the game.
- (Teams could exchange completed course cards and use the Marker Images sheet to check to see if their opponents had completed their course card correctly).

Other information

- This is an activity that could be repeated on several occasions, with students starting from different points on the school site, planning longer routes each time and reviewing and refining tactics.

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