

Plan the Shortest 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

- Decide which control points will be included in this activity.
- The number of specified control points should be the same as on the course card which is being used for the game. (Course one has 6 control points, course two has 8 control points and course three has 10 control points).
- Identify a starting point for the activity.
- Divide the class into pairs/small teams.
- Tell students which control points they must include in their route planning and which course card to use.
- Provide each pair/team with a map.
- Provide each pair/team with an Activity Sheet.
- Explain the activity to the students.



Instructions

- The object of the game is for teams to plan a route around a specified set of control points which will enable them to visit all the controls in the shortest time possible.
- The activity begins with a planning session in which each team uses their map and Activity Sheet to plan their route. They enter the specified control points into the course card on their Activity Sheet in the order in which they intend to visit them.
- 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 must stay together and must follow their course as they planned (ie they must visit controls in the order in which they entered them on the course card). For each control point they visit, they must record the item of information stipulated on the course card e.g. 1st number etc. The Activity Sheet is editable, so, if necessary, this can be changed for subsequent games.
- When they have visited each of the specified control points, teams return to the starting point.
- If the activity is being played competitively, the first team to visit the control points, correctly record the information from each one and return to the start, wins the game.
- Alternatively, teams could time themselves to complete their planned route, then plan an alternative route to visit the same control points to see if they can improve their time.



Other information

- This is an activity that could be repeated on several occasions, with students starting from different points on the school site and planning routes with different numbers of specified control points.
- Additional challenge could be created by limiting the length of planning time for each team.
- At the end of the activity, each team could use the marker images to check another team's completed course cards to ensure that information has been accurately recorded.

