

Remember the Control



Objective

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



Equipment

- Enrich Orienteering Maps
- Activity Sheets
- Marker images



Preparation

- Divide the class into small teams (up to 6 students).
- Provide each team with a map.
- Provide each team with an Activity Sheet.
- This game challenges students to remember the locations of several control points.
- Decide which control points will be used in this game (see 'Instructions').
- Identify a starting point on the school site for the game.
- Explain the activity to the students.



Instructions

- The object of the game is for teams to remember as many control points as they can from a sequence that the teacher has called out, to visit them and to accurately record an item of information from each one.
- The activity begins with each team being provided with a map. The teacher then calls out the numbers of a set of control points that they have selected for this game.
- Teams must use their map to identify and remember the location of each of these control points, and to plan for how they will visit them.
- At the end of the allotted planning time, the teacher collects in the teams' maps.
- The number of control points the teacher calls out could initially be the same as the number of members in each team. (Each team member could visit 1 control point.)
- In subsequent games, the teacher could increase the level of challenge by calling out a set which has more control points than team members. (In this way, some team members could visit more than 1 control point.)
- Teams go to the starting point and the teacher signals for the game to start.
- Each team must remember the locations of the selected control points from their planning sessions. Team members set off at the same time. Each one visits one of the selected control points and notes the specified item of information (2nd number). The Activity Sheet is editable, so, if necessary, this could be changed for subsequent games.
- Team members must then return to the starting point and record their information on their team's Activity Sheet.
- The teacher signals for the end of the game. The team with the most control points, recorded correctly, wins the game. (If more than one team correctly recorded all the specified control points, the team that finished first would be the winners.)
- At the end of the game, teams could exchange Activity Sheets and check another team's information using the Marker Images sheet.



Other information

- Review tactics with students following the first game. How did they work together to complete the challenge? E.g. Did they assign specific control points for individual team members to remember?
- Teams could then revise their tactics to see if they could improve their performance.
- Additional challenge could be created by limiting the amount of planning time. Also, the teacher could call out controls more quickly, only call out the set once (without repeating) etc.

