

# British Sign Language Fingerspelling Challenge 3



## Objective

- To raise pupils' awareness and understanding of British Sign Language.
- To introduce pupils to the BSL Fingerspelling Alphabet.



## Equipment

- Enrich Orienteering Control Markers
- Enrich School Orienteering Map
- Activity Sheets
- BSL Fingerspelling Alphabet Sheet



## Preparation

- Pupils should have had a basic introduction to what BSL is before doing this activity.
- Pupils may have some familiarity with the BSL Fingerspelling Alphabet, but this is not essential for the activity. (They can use the Fingerspelling Alphabet sheet for support.)
- Pupils could do this activity in pairs or small groups.
- Give each pair/group an orienteering map, a copy of one of the activity sheets and a copy of the BSL Fingerspelling Alphabet sheet.
- Explain the activity to pupils.



## Instructions

- Pupils use their alphabet sheet to identify the name of an animal spelt by fingerspelling signs on their activity sheet.
- They then find the orienteering control marker which has a picture of the animal.
- They use their orienteering map to identify the number of the control point for the marker and write it next to the row of signs on their activity sheet.
- They write the letters in the animal's name beneath the fingerspelling signs.
- They continue until they have located all the animals from their activity sheet.



## Other information

### Answers

- **AS1** - Cow (Control Point 8), Dog (Control Point 1), Bird (Control Point 7), Fish (Control Point 11)
- **AS2** - Goat (Control Point 15), Frog (Control Point 4), Fox (Control Point 6), Crab (Control Point 13)

