

# Extra-Curricular OAA Club - Session One

## Introducing the Orienteering Map and Control Points



### Equipment

- Enrich Orienteering Maps (1 per student)
- Orienteering Control Markers Guide



### Preparation

- Identify a suitable area for the session.
- Prepare Enrich Orienteering Maps (1 per student)
- Use the Orienteering Control Markers Guide and Enrich Orienteering Map to identify a set of control points for students to locate (for example, in a specific area of the school site).



### Instructions

- Give each student an Enrich Orienteering Map.
- Discuss the map with them to enable them to become familiar with its basic elements – e.g. how the map shows the layout of the school site, any areas that are 'out-of-bounds', where control points are identified etc.
- If the club will be using a limited/specific area of the school site, explain this to students, using the map.
- Put students in pairs. Give each pair the number of a different control point. Each pair has to run, find the control marker for that control point, remember as much information as possible from the marker, and then run back.
- Ask pairs to retrieve different items of information e.g. e.g. 3<sup>rd</sup> number, 2<sup>nd</sup> letter etc. Check their answers using the Orienteering Control Markers Guide and Enrich Orienteering Map.
- Now give each pair the name of an animal (from the selection of control markers that you have identified to use in this activity). Students have to find the control marker which has a picture of that animal and then identify the number of the control point, using their map. (If you have identified a specific area of the school site for this activity, explain this to the students.)
- Repeat either activity if time allows.



### Other information

At the end of the session:

- Give positive feedback on e.g. students working together, students helping each other etc.

