

Extra-Curricular OAA Club - Session Six

Individual Team Members Visiting Different Control Points On Their Course



Equipment

- 3-Control-Point Course Cards and 6-Control-Point Course Cards
- Enrich Orienteering Maps (1 per student)
- Whiteboard markers / water-based felt tip pens (1 per student)



Preparation

- Print off enough 6-Control-Point Course Cards
- The course card resources include pre-prepared course cards, and also blank editable cards which can be prepared by inserting selected control point numbers and details of the information that students must record from the control markers.



Instructions

Orienteering:

- Split students into threes. (Have one team as a pair or four if necessary). Provide each team with a different 3-Control-Point Course Card, a whiteboard pen and one of the laminated school orienteering maps.
- Remind students about how they used planning and tactics in previous sessions. Ask teams to complete the course as a relay. Give them a set time limit to plan and then set off.
- Check completed course cards for accuracy.
- Now introduce the next alternative method to complete a course – team members are allocated specific control points on their course. They set off at the same time, visit their different control points and then return with their information to complete the course card with other team members.
- Discuss the way that teams could plan so that they complete their course as quickly as possible (e.g. the fastest runner to visit the furthest control point/s). Give teams a set time limit to plan and then set off.
- Check completed course cards for accuracy.
- Repeat, using this method with a 6-Control-Point course card. If students are in teams of three, individual team members could either visit a control point, return to the start to add their information to the course card, and then visit the next control point; or they could visit two control points, then return and add both items of information to their course card.
- Check completed course cards for accuracy.
- Repeat, if time allows, with teams competing against each other. Consider mixing up the make-up of teams for this go



Other information

At the end of the session:

- Review with pupils how successful their planning was – did it enable them to complete their course more quickly?
- Give positive feedback on e.g. children working together, children helping each other, creative solutions etc.

