

'Head-to-Head Orienteering Race'



Objective

- Using map reading and navigational skills to complete an orienteering course as quickly as possible.



Equipment

- Enrich Orienteering Map
- Orienteering Control Markers
- Activity Sheet.



Preparation

- Students can complete this activity as individuals or as two opposing teams.
- On your Enrich Orienteering Map, identify a set of control points that could be used as a 'circular' route e.g. around a school field. You could use between four and eight control points for this activity (depending on e.g. the distance between control points etc).
- Using the control points you have selected for your circular route, complete the two editable activity sheets. One sheet should have the control points in reverse order to the other (e.g. 12345 / 54321) so that students will complete the course in either a clockwise or anti-clockwise direction.
- Decide which information students must record on the activity sheets from each control marker (i.e. 1st/ 2nd/3rd/4th number or letter). Tell students/teams what information they must record.
- (This can be changed in subsequent races to ensure that students are not able to remember the information they need to record when they visit control points.)
- Identify one of the control points as the starting point for the activity.
- Provide each student (if individual students are competing against each other) or each team with a map and one of the activity sheets. The two competing sets of individual students/teams should have an activity sheet showing the control points in reverse order to their opponents.
- Explain the activity to the students.



Instructions

- Head-to-head students/teams should begin the activity at the same control point (one of the controls which have been selected for the 'circular' route).
- Opposing students/teams must visit all the control points on their activity sheet.
- They must visit the control points in the order that they are inserted into their activity sheet.
- This means that opposing students/teams will complete the same route, but by travelling in opposite directions (ie clockwise / anti-clockwise).
- At each control point, students/teams must record the specified information from the control marker on their activity sheets.
- If two teams are competing, they must stay together – teams have not completed the course until all team members have returned to the starting point.



Other information

- This activity could be run as a 'knockout' competition.
E.G.
- Split the class into 6 teams – 3 races where pairs of teams compete against each other.
- Split the three winning teams into four teams – 2 races where pairs of teams compete against each other.
- The two winning teams compete against each other.
- The individual members of the winning team compete against each other.

