

Children will be familiar with orienteering principles and be able to use a map of the school to follow and locate a sequence of orienteering tabs and accurately stamp their cards from each station. Children will be able to work both in pairs and individually and maintain a good level of fitness to compete against themselves and each other over time periods.

In this unit children will:

- Be able to read points on a compass.
- Be able to follow a sequence.
- To be able to work together in pairs.
- To be able to work independently
- To be able to locate points on a map
- To accurately follow a sequence
- To aim to beat their personal speed
- To aim to get onto the school team.

Key Questions

How do the control cards work?

What happens if you make a mistake?

Prior Learning

KS1: orienteering, left and right, compass

Cross Curricular Links

Maths, geography, history, French, Science,
Outdoor Learning



Key Vocabulary

Compass- shows the direction of North, East, South and West.

Control Card In the event of manual punching, a paper punch-card that must be carried by a competitor to verify that each control was visited.

Control Marker Also referred to as a 'marker', 'bag', or 'flag', these are the structures placed at controls. They're usually three-sided and orange & white in color, and will have a punch or other method of marking a control card to prove the control has been visited.

Orienting the Map Fundamental to the sport of orienteering, this is the process of associating the map to the actual features of the course, allowing successful navigation.

Equipment

Timer, control cards, maps of the school