

Resource material: Indoor orienteering activities

CONCEPT	CONTENT / ACTIVITY	TEACHING POINTS
<p><i>Symbol Relay</i></p>	<p><i>Teams match symbols with descriptions at another site.</i></p> <p><b>W</b>    <i>Limited number of symbols, with list provided</i></p> <p><b>Y</b>    <i>No list provided</i></p> <p><b>O</b>    <i>Greater distance to be covered, less time</i></p>	<p><i>Resources: Pack of cards for symbol relay.</i></p>
<p><i>Map orientation Relating map to the ground</i></p>	<p><i>Identify correctly orientated map from a landscape scene and series of maps.</i></p>	<p><i>Identify features which help the student to select foreground, background, shape, relationship.</i></p> <p><i>Key questions:</i></p> <ul style="list-style-type: none"> <li>• <i>What are the particular shapes on the map?</i></li> <li>• <i>What features are in the foreground / background?</i></li> <li>• <i>Why did you choose that position?</i></li> </ul>
<p><i>Extension</i> <i>Map memory</i></p>	<p><i>Map memory games.</i> <i>These activities can be static at first and later can be made to incorporate more activity.</i></p> <p><i>Look at the control site - write down the control description.</i> <i>Copy orienteering course from a master map onto a clear map.</i> <i>In pairs - A describes the location of control on a master map to B who transfers the course onto a blank map.</i></p>	<p><i>Identify the cardinal points N.S.E.W.</i> <i>Demonstrate on an overhead.</i> <i>Give examples of control descriptions.</i></p> <p><i>Memory games generate active participative lesson.</i></p> <p><i>Assessment. Team Report Card.</i></p>