

MAP MEMORY - MARKING CONTROLS

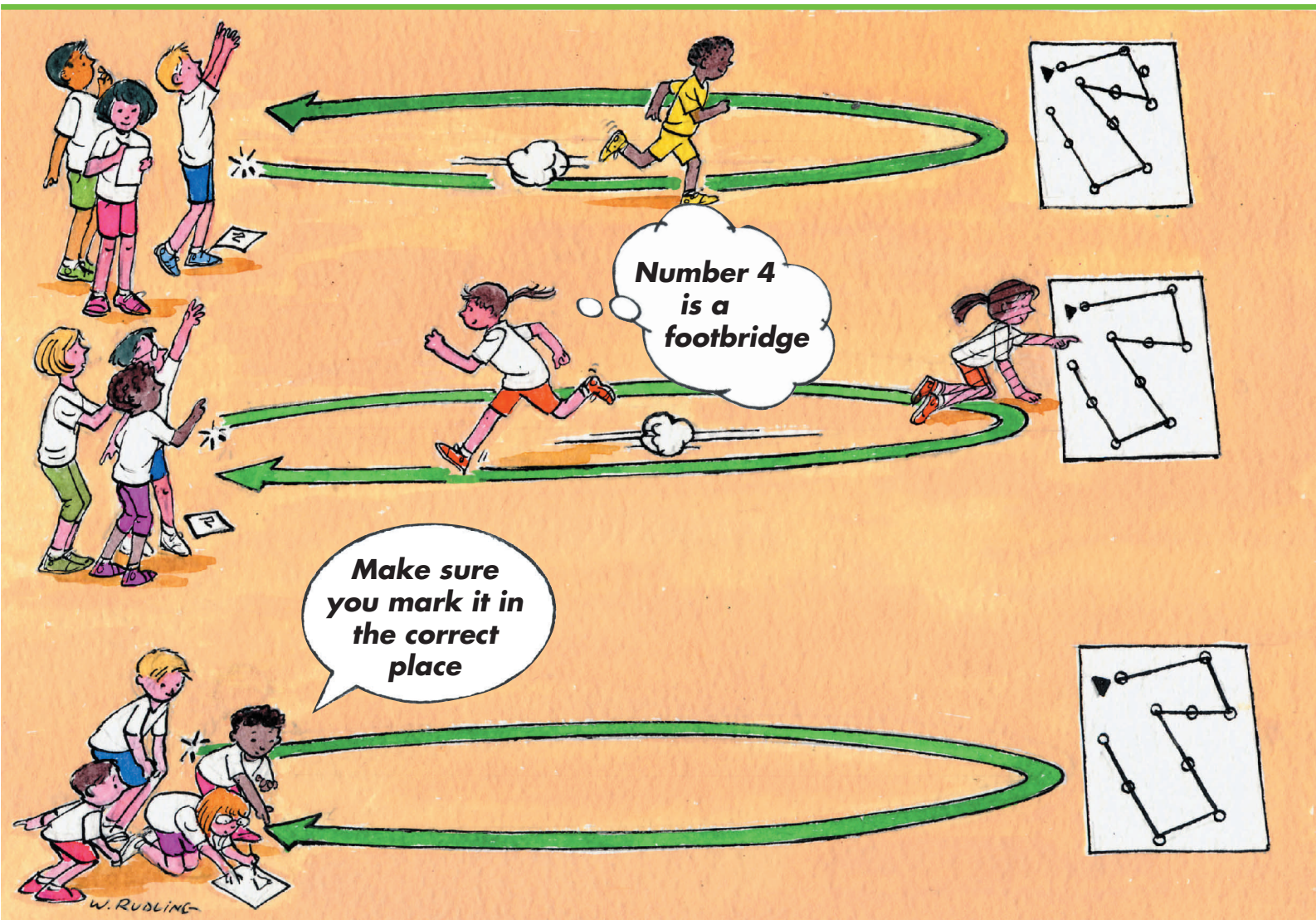
Activity

Aims: To remember map symbols and locations and to balance physical effort with clear thinking.

- Put out the marked up master maps on one side of the playground (or hall), and the blank maps on boards at the other side.
- Split the group of young people into relay teams of 3-5.
- One person at a time runs to the master map – checks the position of a control or the start/finish point, returns to the blank map, and remembering its position, marks it on the map.
- Each person takes their turn until the whole course has been copied onto the blank map and numbered correctly.

Review & Evaluation

- Did your team have a plan?
- How could your team have done this exercise quicker?



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Preparation

- Obtain a range of orienteering maps either of the school site or ask your local orienteering club for out of date maps.
- More complex maps can be used for those older or more experienced.

Safety Points

- Beware of slippery surfaces if holding a running relay.

Equipment

- Plan and mark up a number of point to point courses with a start and finish and 8 -10 controls on a variety of features. Start with line features. Use a circle template (see CD) and put the numbers outside the circle to avoid obscuring detail.
- Have a set of boards for the blank maps and a set of red pens for marking up the blank maps.

Skills & Knowledge

- Young people are encouraged to listen carefully and to follow instructions.
- Young people will need to collaborate with each other, to plan and to come to team decisions. They will need to trust, support and encourage each other.

Differentiation & Progression

- Practice copying a course carefully from a master map onto a blank map whilst sitting at a table or desk (one master map could be shared by two young people). There is no time limit. Draw the circle carefully and mark the control number in the same place as on the master map. Having a control description list will help identify the correct feature.
- Plan a Star Course (see O8) and put out the controls. Use the school site or parkland. Young people memorise the location of a control, visit that control and mark their control card, and then return to the master map and repeat.
- Hold a relay exercise in teams of three. At one end have a map with 10-20 control circles drawn on it. Each person has to look at a control feature and back at base write down the name of the feature.
eg No1 – Building corner,
No2 – Path junction etc
- This could be extended to the base map having a course set out to test necessary skills, eg
Leg 1 What is the attack point?
Leg 2-3 What is the line feature to follow?
Leg 4-5 What are the collecting features between the two controls?

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