

COMPASS BEARINGS

Activity

Aims: To teach the use of the protractor compass. To put this skill together with map reading.

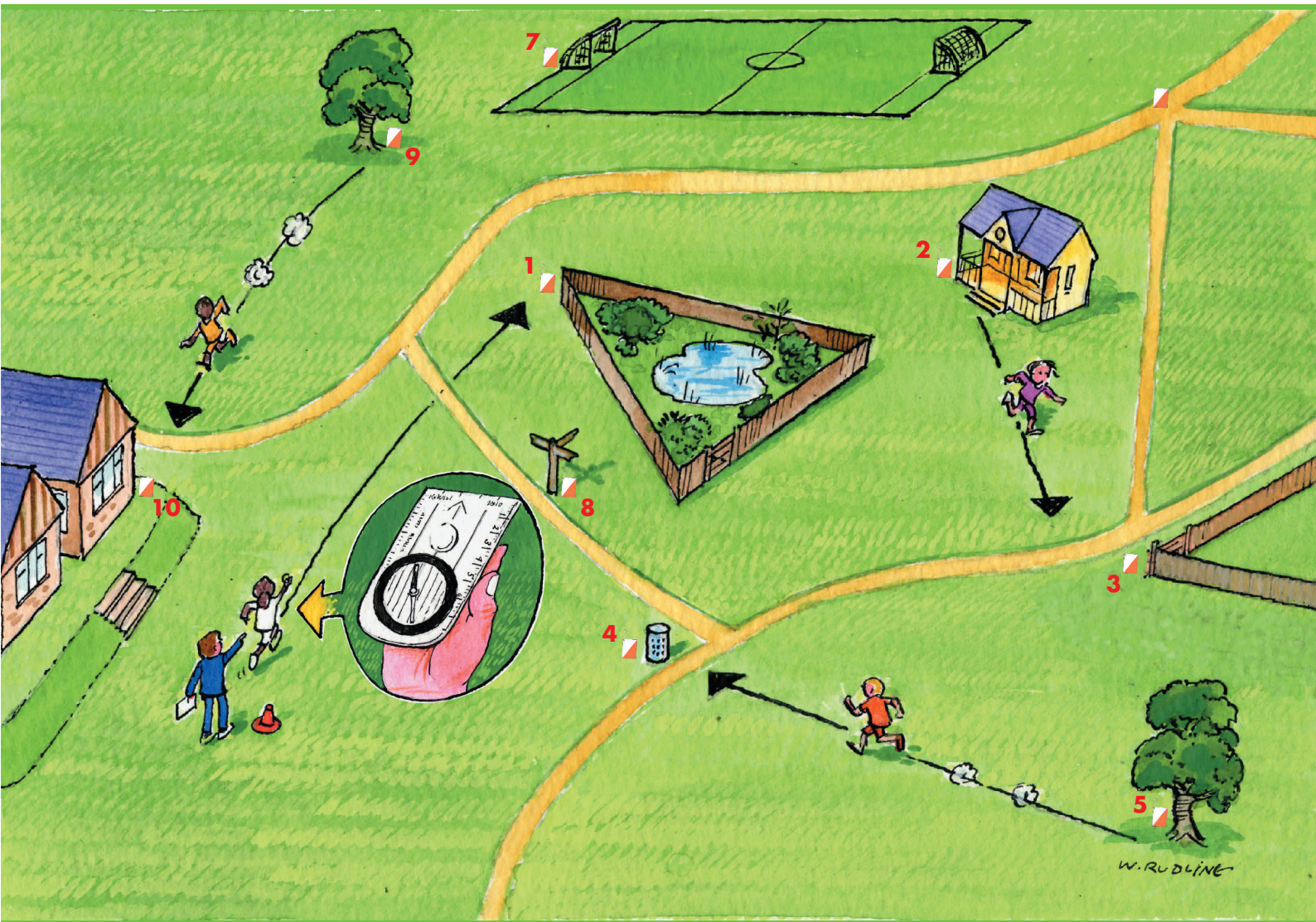
- Teach the group how to take a bearing from the map (see the CD).
- Take a bearing from the start to control 1. Follow the direction of travel arrow from the start to the first control. Keep your body behind the compass, and keep the compass flat.
- Continue from 1-2 and then around the rest of the course.

Review & Evaluation

- What do you need to do to make sure the compass needle settles correctly?
- Can you remember how to take a bearing from the map?

Equipment

- Protractor Compasses.
- Map of site or Park.
- Blank map with just controls marked.
- Control markers and punches/pencils.
- Control cards.

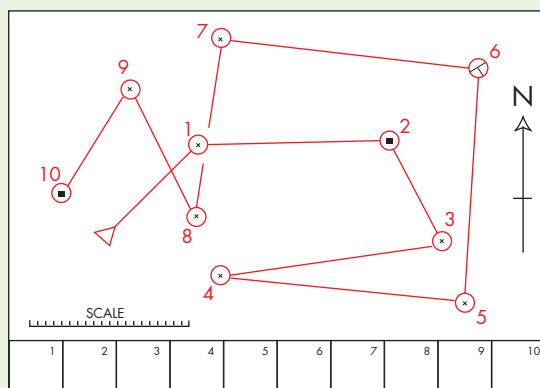


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Preparation

- Prepare a short course around the school field or local park. Use mini markers with punches or crayons so that the young people can mark their control cards as proof of finding the controls.
- Mark the map with the usual circles and a start and finish. Transfer onto a blank piece of paper with a picture or map symbol of each control site in the circle. A copy can be photocopied for each young person. Mark N lines on the map and a bar scale. Try to keep legs between controls less than 200m. Teach the young people how to take a bearing from the map using a protractor type compass.
- Place the compass on the map with the edge joining the start to control 1. The arrow at the end of the compass base should point in the way you want to go/travel.
- Turn the dial on the compass until the N for north matches the north line on the map. (It may be useful to draw a red line across the top of your maps to indicate north).
- Without changing the dial setting, turn yourself and the compass, keeping your body behind the compass, until the floating magnetic needle points to North on the dial (Red needle to red letter N). The needle will also be parallel to the N lines on the map. Look up – this is the direction to travel. Keep your body behind the compass as you travel.



Differentiation & Progression

- Walk a Square: Put an object such as a coin on the floor. Set your compass to North, walk 5 or 10 paces in a N direction. Stop. Set your compass to East, walk the same number of paces. Repeat for South and West. You should return to your marker/coin.
- Compass Star: Prepare a master map with 12-15 controls on easy features. (On school site or local park). Avoid putting controls close together, or legs through buildings. Legs should be no more than 150m from the base. Each control should have a code no. or letter.
- Prepare course cards, traced off the master map with one, two or more controls to visit. The map sections can be cut small and put on card and covered, so they can be used again.
- Mini Compass Courses: Put controls out around the perimeter of the school field or playground. Have a number of compass courses planned from the start with 5 controls.

Skills & Knowledge

- This exercise develops the skill of using a compass. It encourages young people to understand how they use a compass and how this relates to map reading.
- Young people are encouraged to follow instructions carefully and to identify how they can improve.
- Young people should evaluate their experiences and apply the lessons learned in order to improve.

Safety Point

- Be careful running whilst looking at the compass.

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