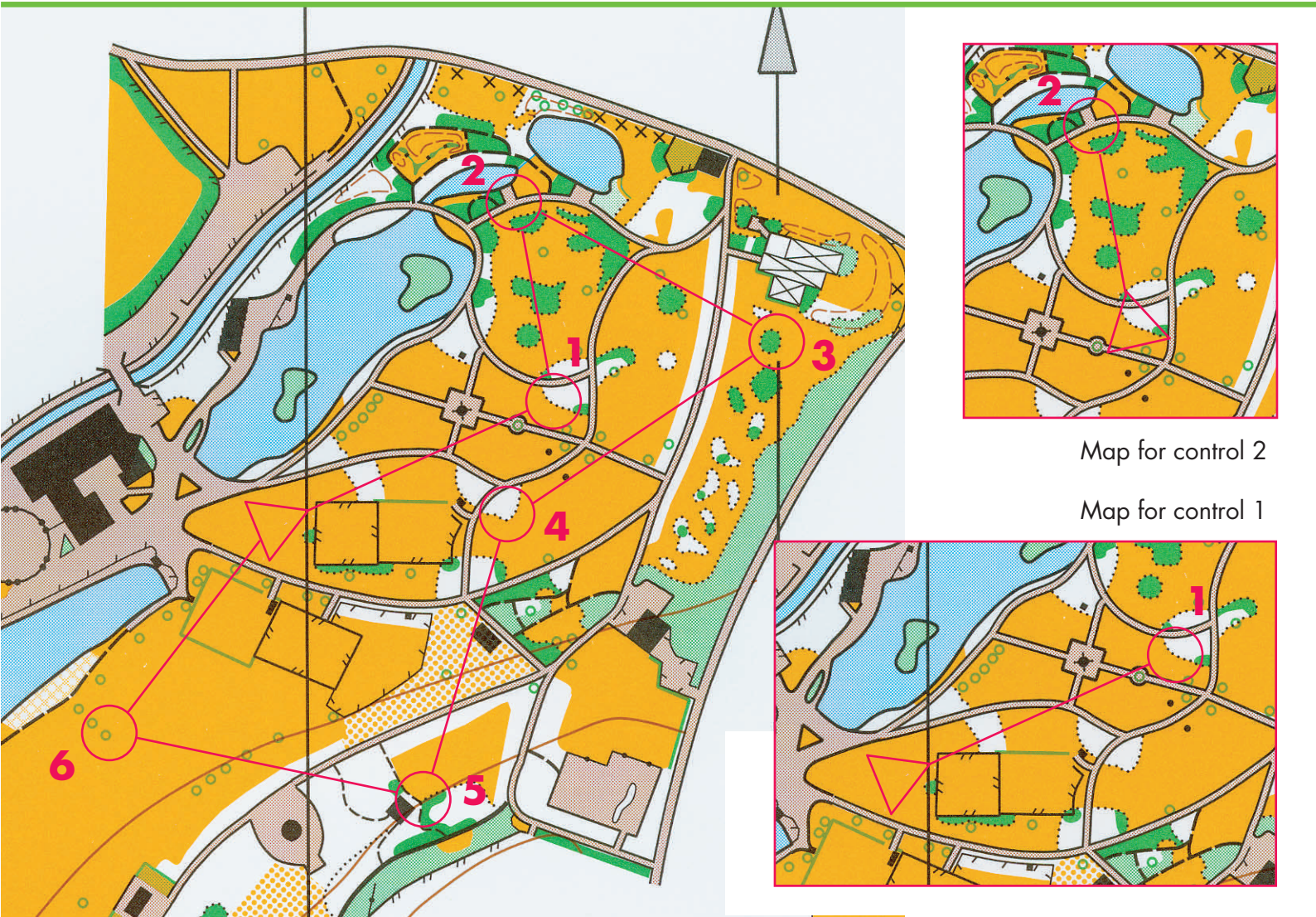




Activity

Aims: To reinforce keeping the map set and to encourage detailed and continuous map reading

- At the start have a section of map which shows the position of the start and the first control.
- Each person has a blank map. When it is their time to start, they copy the start and control 1 onto their map and set off.
- On reaching control 1 they will find the next section of map with control 1 and control 2 on it.
- They should punch their control card at 1, copy control 2 onto their map and set off for control 2.
- Repeat this until the finish is reached.

Review & Evaluation

- Did you visit any controls out of order?
- If so, why was this?
- How could you have avoided this?

Equipment

- Pre-prepared maps, see below.
- Control description sheet

Preparation

- Prepare a point to point course on a map and keep as your master. Then prepare sections of map showing the two controls. Start-1, 1-2, 2-3, etc. Highlight North on each map.
- Stick each section of map on a separate card and protect if necessary. Punch a hole in the top of the card and attach string for hanging at each control.
- Set out the course. At the start hang the map section showing the start to control 1. At control 1 leave the section from control 1 to control 2 etc
- Remember to punch a master card.
- Prepare a control description sheet.
- Each young person has a blank map. When it is their start time they copy the start and control 1 onto their map and set off. When they reach the control they will find the map with leg 1-2 on it. They punch their card, copy control 2 and set off for that control, And so on to the finish.

Organisation

- This is a useful exercise for a small area, as the course can cross over itself several times.

Safety Points

- Use an area known to the group.
- If using a new area make sure the boundaries are obvious so that the young people do not run off the map.
- If using a public park you may wish to send younger children in pairs.
- If working in a woodland area, give a safety bearing to return to the finish if lost.

Differentiation & Progression

- In this exercise the young people do not have a map. At the start they look at the map section provided and memorise a route to control 1. Here they punch their control card and memorise the route to control 2 etc.
- This exercise can be made simpler or more difficult by the choice of area used. To start with keep the route choice and navigation simple and legs under 400m. If they do not find a control they must find their way back to the last one and try again.
- Map sections can be prepared showing the next 2 controls, instead of just one.
- A star exercise can be planned from a central start/finish point. With one, two or three controls memorised.
- A map memory score event is a good exercise to use on a familiar site. Have one large master map at the base with 20-30 controls. They visit as many controls as possible by memory, returning to the base for further information in the time allocated.

Skills & Knowledge

Specific Skills:

- This exercise encourages the retention of information, concentration and decision making.
- Young people are required to listen carefully and to follow instructions.
- This exercise is enhanced by encouraging young people to provide feedback to others about their actions, route choices and overall performance. Personal feedback by drawing their course on a blank map is also useful.