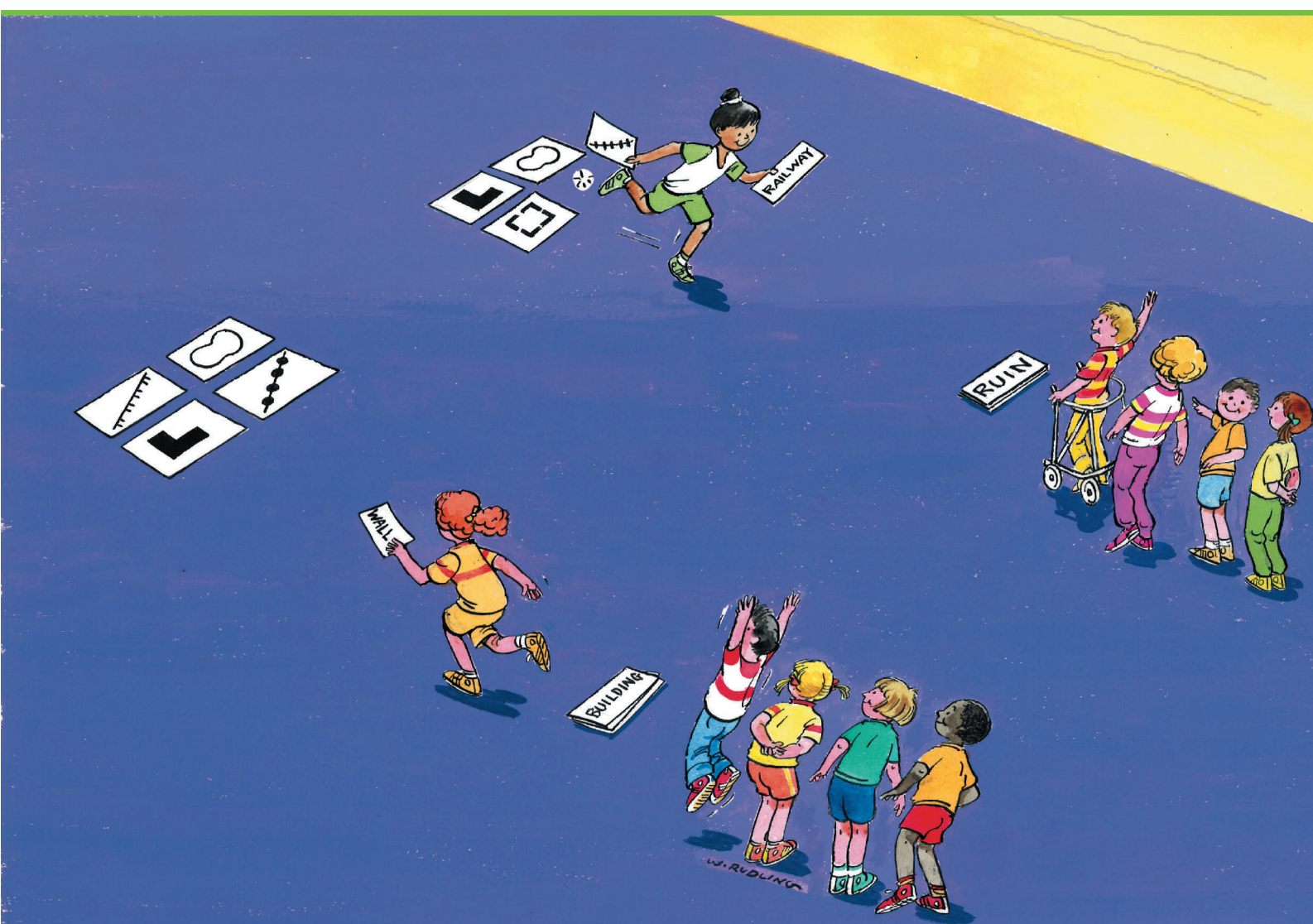


MAP SYMBOL RUNNING GAME



Activity

Aim: To learn the symbols used on an orienteering map.

- Put a set of cards with symbol names on one side of a playground/court in a pile face down.
- The set with the symbols is spread out on the other side face up.
- If running as a relay, split into teams. Each team should have a set of cards.
- The first runner in each team stands by the pile of cards with the names on and at a signal picks up the top card.
- Run across the playground and pick up the card with the correct symbol that matches the name on the card.
- Run back to the start with both cards.
- The second runner picks up the next card and repeats the exercise.
- Continue until the cards are all matched up.

MAP SYMBOL RUNNING GAME

Safety Points

- Be careful not to run into other people.
- Be careful if the ground is wet, slippery or uneven.

Organisation & Resources

- This activity is suitable for small groups or a whole class.

Review & Evaluation

- Was each card correctly matched?
- Did you remember all the symbols?
- Could you do the exercise the reverse way?

Equipment

- One set of cards is required for each team.
- The number of cards should be between 10-20, depending on the age of the group and whether you are using symbols of features that will be found off site (*see CD).
- Half the set is made up of map symbols and half with the corresponding symbol names.

Preparation

- The cards should be put out as explained for the activity.
- If using the field or playground, it is a good idea to laminate the cards.
- Young people should be familiar with the symbols.
- Have no more than 10 in a group.

Skills & Knowledge

- Young people need to listen carefully to instructions.
- This exercise supports the development of mapreading. It requires young people to memorise and retain information.

Differentiation & Progression

- Increase the number in the team.
- Shorten the running distance.
- Decrease the number in a team, which means each person has to run more times.
- Do the activity individually.
- Increase the running distance.

Similar activities:
Use jigsaw maps instead of cards. The pieces are put on one side of playground and a base card (the same size as the finished jigsaw) on the other side. Runners carry one piece at a time to make up the jigsaw. This can also be run as a relay.