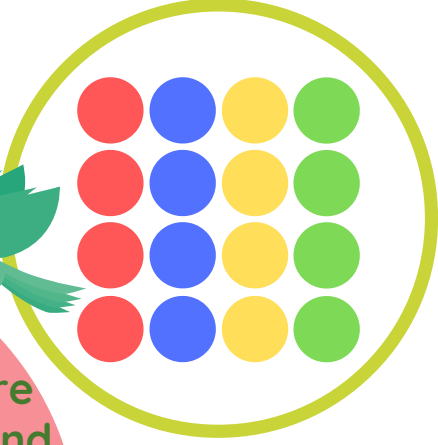


Orienteering Second Steps

Top Tip:
Imagine that
you are a bird, and
you are drawing the
shapes from a birds
eye view.





Aim:
Today you're
going to learn how
to draw a map and
precisely navigate
around a route
marked on your map,
building on your
basic skills.

4
Look at the dots you
have created on the floor.
Each of you can now draw
them from above on a
piece of paper in the
correct colours. You
have just created
dot maps.

3
Lay out general school
items on the floor to make
a grid of 4 x 4 dots of
different colours. e.g. You
could use textbooks and
pencil pots, lunchboxes
and waterbottles, or
make circles out of
paper or card.

5
Now, you both draw a
triangle on your map where
the start of your route is,
and a diamond where the
finish of your route is.
They don't have to
be the same as each other's,
you want your map to be
different from your
partner's map as it is
unique to you.

Map Key:

-  = Start
-  = Route
-  = Finish

1
Find a partner,
they can be a
teacher or a
classmate.

2
Create an open space
either inside your school
hall or out in the play-
ground, that is safe and
free of general hazards,
e.g. sharp edges,
objects to fall on, or
breakable items.

6
Draw a line between
the 2 points only going
forward, backwards, left
and right - no diagonals!
Draw the symbols below
the map, along with
what they represent.
A map key!



*Please turn over
for steps 7-13*

Orienteering

Second Steps

Aim:

Today you're going to learn how to draw a map and precisely navigate around a route marked on your map, building on your basic skills.

1

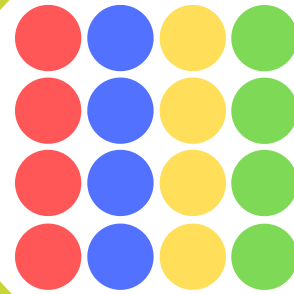
Find a partner, they can be a teacher or a classmate.

2

Create an open space either inside your school hall or out in the playground, that is safe and free of general hazards, e.g. sharp edges, objects to fall on, or breakable items.

4

Look at the coloured dots you have created on the floor, and draw maps of them on paper, in the correct colours.



Imagine that you are a bird, and you are drawing the shapes from a bird's eye view.



5

Now, you both draw a triangle on your map where the start of your route is, and a diamond where the finish of your route is. They don't have to be the same as each other's, you want your map to be different from your partner's map as it is unique to you.

3

Make a grid of 4 x 4 'dots'. If you can, make each line a different colour (like the grid to the right). Lay out 16 general school items on the floor e.g. textbooks and pencil pots, lunchboxes and waterbottles, or make circles out of paper or card. If you can, make the dots a step apart.

Map Key:



6

Draw a line between the start and finish points only going forward, back, left and right - no diagonals! Draw the symbols below the map, along with what they represent to create a map key!



Good luck!



Please turn over for steps 7-13

7

Now take it in turns. One of you stands before your grid with your map in your hands. 'Set' your map, so that the position and colour of the circles on your dot map matches the position and colour of the circles on the ground.

11

Then, the two of you swap maps. Take it in turns to face the grid again and walk your partner's route instead.

12

Ready for another challenge? Work together to draw a map of your classroom. Remember to add in the furniture, doors and windows. Once you have a detailed map, one of you must leave the room. The person left inside the room hides an item of stationery (e.g. a rubber or sharpener) somewhere and draws a small circle (size of the top of your pencil) on the map, where they have hidden it. They ask their partner to come back in the room, give them the map, and ask them to go to where the circle is on the map, and look for the hidden object.

8

Walk to the opposite side of the grid and 'set' your map again.

10

Now swap over, so your partner can take on Steps 7-9.

9

Walk to the start point that you have marked on your map, and then proceed to walk the route you have marked on your map until you reach the finish point. Keep your map 'set' the whole time. Point with your thumb to where you are on the map and, as you walk, follow your route with your thumb on the dot map.

13

Swap over! Whoever has just found the teddy now gets to ask their partner to leave the room. It's your turn to hide the teddy, and see if your partner can find it using the map.



*Well done,
you have just
been orienteering!*

Remember
to wash your
hands after
playing!



7

Now take it in turns. One of you stands before your grid with your map in your hands. 'Set' your map, so that the position and colour of the circles on your dot map matches the position and colour of the circles on the ground.

8

Walk to the opposite side of the grid, ask your partner to carefully spin you around with your eyes shut 3 times and then 'set' your map again.

You can do it!

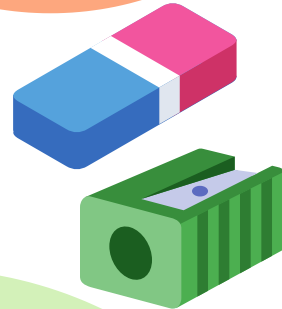


11

Swap maps with your partner. Take it in turns to find the start point on this new map and follow the route they've marked. If you're feeling confident try to follow it as fast as possible.

10

Now swap over, so your partner can take on Steps 7-9.



9

Find the start point on your map and go and stand on or next to it. Now navigate your way along the route marked on your map by walking through your dot grid on the floor, until you reach the finish point. Keep your map 'set' the whole time. Point with your thumb to where you are on the map and, as you walk, follow your route with your thumb on the dot map.



12

Ready for another challenge? Work together to draw a map of your classroom. Remember to add in the furniture, doors and windows. Once you have a detailed map, one of you must leave the room. The person left inside the room hides an item of stationery (e.g. a rubber or sharpener) somewhere and draws a small circle (size of the top of your pencil) on the map, where they have hidden it. They ask their partner to come back in the room, give them the map, and ask them to go to where the circle is on the map, and look for the hidden object.

13

Swap over! Whoever has just found the piece of stationery now gets to ask their partner to leave the room. It's your turn to hide it, and see if your partner can find it using the map.

Congratulations



You have just been orienteering!