

# Spar Lancashire School Games

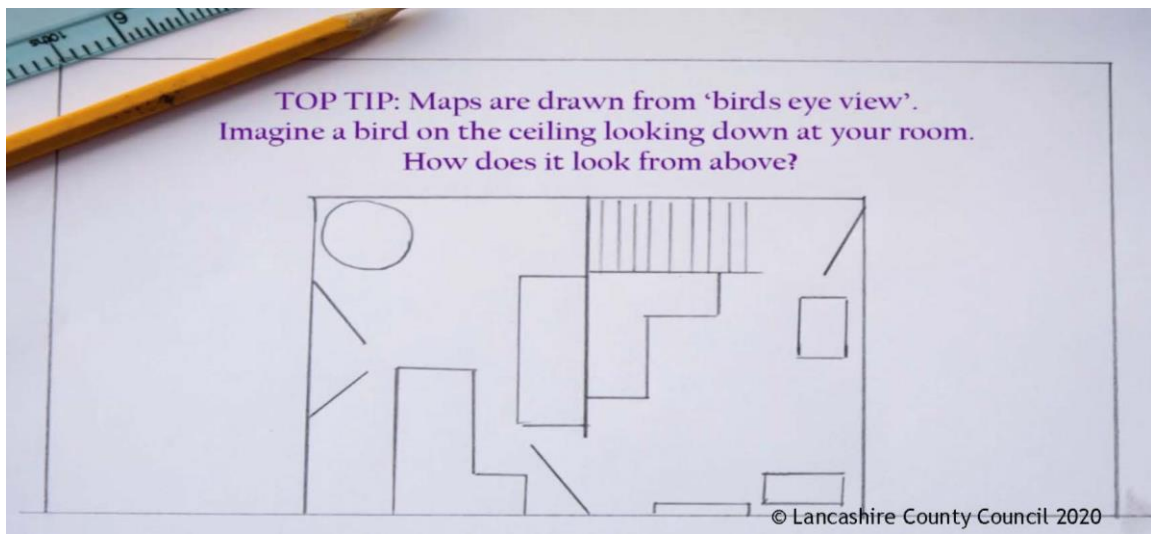
## Learn!

### Skill 2: Orienteering

**Equipment:** Paper, pencil, ruler, colours

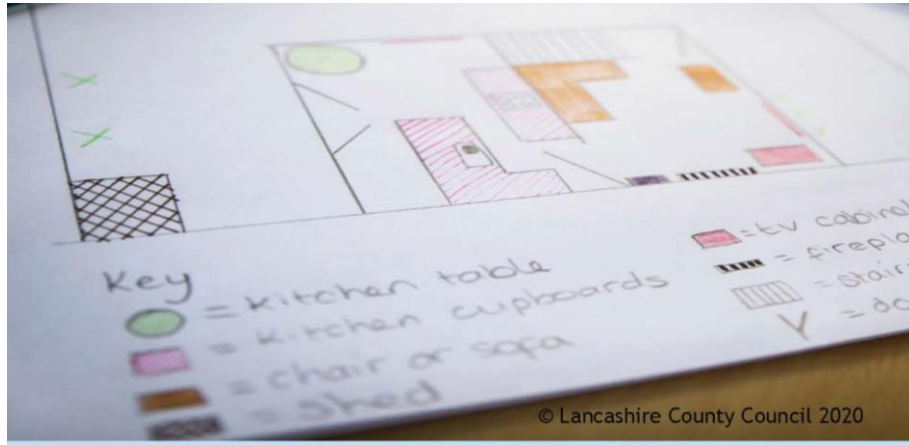
**Aim:** To make an orienteering map to use at home and to design a course.

**Task 1 - Draw the Outline of your map** - Draw an outline of the area of the house you want to use. (This can be the whole of one floor, or you can include the outside)



**Task 2 - Create a Key for your map**

- Choose a colour or pattern to fill in each item you have drawn on your map.
- Add a key to show what all the colours and patterns represent.



### Task 3 - Set up the Control points (these are the points the map reader must find)

- Use a circle to show where the map-reader must look and number the control points.
- If you want to show where they start from then draw a triangle on the map.
- Hide something at each control point. This could be a code, word or number.
- Pick someone in your house to try out their map reading skills to see if they can find all the control points.

### Video Demonstration

## Share your videos and photos.

We want to see you trying this learn exercise at home, please share your videos and photos to:

[Twitter- @LancSchoolGames](#)

[Facebook - @LancSchoolGames](#)

[Instagram - @lancshireschoolgames](#)

**Videos and photos posted on social media with the #LancsGames20 will be entered into a prize draw to win some Amazon vouchers! Please let us know which district you are from.**

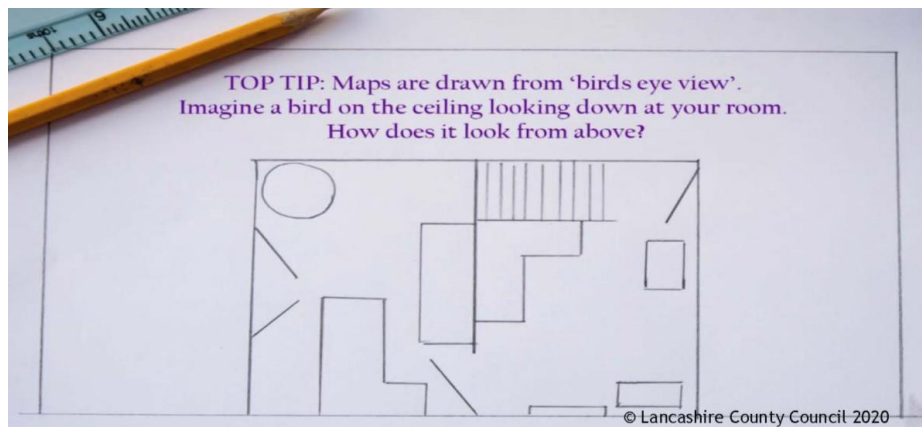
# Spar Lancashire School Games

## Year 3 - 6 Challenge!

### Linked to Learn 2 - Orienteering

You have been busy learning how to create an orienteering course in your home. Are you ready to take part in our challenge?

### 1<sup>st</sup> Challenge: Create an Orienteering Map



- You have been drawing maps of your house this week. Now, we want you to create a big map; it can include the whole of your downstairs and if you have a garden/yard then that too.
- Choose a colour or pattern to fill in each item you have drawn on your map and add a key to show what all of the colours and patterns represent.
- Draw a triangle on your map where you want your map reader to start from.
- On your map, draw small circles in pencil where you want your 'control points' (this is where you want your map reader to look). Use a pencil to write numbers in these circles on your map.
- Decide on a word that you would like your controls to spell out and hide a letter of that word at each of your control points.

- Challenge someone in your house to have a go at your orienteering course. How quickly can they complete it? Can they put your letters together to spell out your word? Can somebody else have a go and beat their time?

Are you ready for your second challenge?

## 2nd Challenge: Have a go at an Orienteering Course

- Now you have created a map you can rub your control points out (numbers with circles) and someone you live with can create a course for you.
- The person creating the new course must put letters in new places around your house/garden to spell out a new word. They must then draw circles with a number in, on your map where they have hid these new letters.
- You are now ready to have a go at the new course yourself! See how fast you can find the letters and spell out the word. Can someone else in your house have a go and try to beat your time?
- Now that you know how to create an orienteering map you can create as many maps as you like and challenge people in your house or be challenged by them!

### Video Demonstration