CLOVERLEAF COURSES

SAMPLE MAP
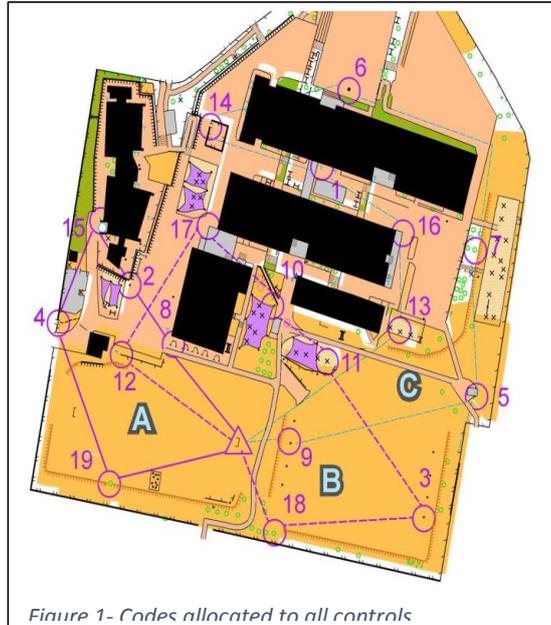
Figure 1- Codes allocated to all controls

How to set up Cloverleaf courses.

Setting out controls

- Give each pair of students 1 or 2 controls (flag with punch attached and correct code number) and a map showing where the control(s) is to be hung.
- Students set off, hang their control (tie onto fence/ post etc) and return.
- Yes, they now know where 1 or 2 of their controls are!

Preparing maps

- Prepare three different maps with the three courses.
- Place in boxes labelled Course A, Course B and Course C.
- Students work in pairs and navigate around one course at a time, returning to have their punch cards checked and to drop off used map and take new map for new course.

Checking punch codes

No timing is required. Introduce self-checking for punch codes.

Introduce the coding system and control descriptions

Course A	Course B	Course C
Start at Soccer goal	Start at Soccer Goal	Start at soccer Goal
1. (19) Tree	1. (18) Tree	1. (9) Pole
2 (4) Gate	2. (3) Pole	2. (5) Shelter SE
3. (15) Fence end	3. (11) Play item	3. (7) Tree
4. (2) Post	4. (10) Pole	4. (6) Pole
5. (8) Seat	5. (17) Verandah corner	5. (14) Gate
Finish at Soccer Goal	6. (12) Fence end	6. (1) Tap
	Finish at Soccer Goal	7. (16) Verandah corner
		8. (13) Play item
		Finish at soccer Goal

TEACHER OBSERVATIONS

Continue with the students involved in the setting up/ retrieving.

After setting up courses, explain the Cloverleaf concept.

Set up a board with the punch codes for each course so students could self-check codes (give them trust and responsibility).

Monitor length of time on activity and hold students back when lesson time nearly completed.

Remember to allow time to collect controls.

When printing maps allow for additional 25% on each course. So if 24 students, 8 per course

(remember one map per student) then print 12 maps per course.

If 24 students in class, with three courses print at least 12 maps per course