

## How to run a successful orienteering program

OPTIONAL  
3

### Indoor Games

#### Jigsaws



2 Map jigsaw, keep the pieces medium to large

#### Know the legend game



1 Teams of 3 -4 max, cheat sheet remains at start.

#### Jigsaws

- Laminate maps, cut into large and medium size pieces and have students put them together – can work in pairs or small groups Cut each map differently. Students can swap maps and try new jigsaws.
- Make sure use zip lock bags for all individual jigsaws...do not want to lose any pieces.

#### Know the Legend Game

- Prepare a set of WORDS and a set of corresponding SYMBOLS.
- Set out symbols (face up) on a table – always use a double set so that it is not a game of attrition!
- Set out words in a pile (facedown on a chair)
- Suggest 6 sets if class of 24. ( teams of 4 students max).
- #1 student moves fwd to take a word, moves to table and selects the correct symbol, returns to Team who scrutinise the matched word/ symbol, place word and symbols down on table/ ground.
- Use zip lock bags for words and symbols.

### STUDENTS' RESPONSE

#### Jigsaws.

Very keen to put together. Chatted about matching symbols/ colours ....keen to swap jigsaws. Increased confidence in handling maps.

#### Know the legend game

Team had a 'cheat sheet' so students could check if correct, when team member returned with word and symbol.

### TEACHER OBSERVATIONS

#### Jigsaws

Students can do this activity indoors or out of doors. Very enthusiastic using new skills. Happy to keep swapping maps and taking on familiar challenge jigsaw problem solving.

#### Know the legend game.

This game helps reinforce the students' knowledge of the legend. Fundamental to map reading. Set up as above for first use, for second use had students pick up a symbol and have to match it with a word.