

How to run a successful orienteering program

**CORE
3**

SCORE orienteering

SAMPLE MAP



STUDENTS' RESPONSE

This navigational challenge means planning!

Students enjoy working with partner to plan order to visit controls.

They drew on maps their route. Some students very messy...have some methys handy to clean map!

How to set up SCORE orienteering.

- This challenge is to set up eg 20 controls, to be visited in any order. There is a time limit, i.e. 20 mins. If no watches then use a 'freehorn' to give 2 mins warning to return to FINISH.
- Give each pair of students 1 or 2 controls (flag with punch attached) and a map showing where the control(s) is to be hung. Students take pride in setting control in correct location. Have them verbalise exactly where control is to be hung.
- Prepare maps showing all 20 controls. Good to laminate maps. Using a small marker pen, have students plan which controls they will visit in which order.
- Mass start, remember to tell them about 'freehorn' as a timewarning.

TEACHER OBSERVATIONS

Continue with the students involved in the setting up/ retrieving.
Revise orientating map to north.

Students have become familiar with the schoolground and the map.

By using smaller /new control sites or only the punch, the students really have to navigate to the right place. They cannot just run to the next bright flag!

By insisting on the planning, it focusses the students on making decisions on which way to go and on what features are the controls located on.