

SCHOOL GROUNDS EVENTS AND MAPS

When the children have mastered the basic skills of Kiwi Orienteering (see pages 8 -11) and played some Mini Map games they can move on to events using a map of the whole school grounds.

School Grounds Maps

Simple map-making of the school grounds is not particularly difficult. It has considerable value as an activity for able students. See the section on Map Making on pages 33 - 37 for more information.

Alternatively, for a professional standard orienteering map of your school, contact your local orienteering club to see if they have a mapper who will map your school for a nominal fee. See "Hiring a Mapper" on page 34. Clubs are listed in Contacts on page 42.

School Grounds Events

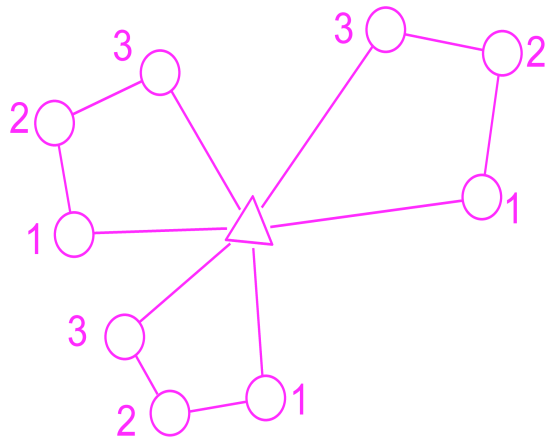
Courses set using the school grounds map will:

- probably have controls that are not visible from one another
- at times include obstacles, e.g. buildings between controls, in order to force route choice
- May lead to attack points, aiming off, and handrails as navigation techniques. See the page 23 and the Glossary on page 41 for explanations of these terms.

Events

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Motala Event



A Motala event consists of several small courses completed one after another.

Three to five loops work well. Copies of each loop are needed, e.g. for three loops and 30 children you will need ten copies of each loop.

Required for a Motala Event

- Class set of maps with 3 or more different short courses.
- Class set of recording sheets.
- The necessary controls placed.

Name	1	2	3	4	5	6	7
Pat	Z	N	P	O	Q		

Example of a recording sheet

Procedure

The class set of maps is laid out on a table inside or on a bench or area of the grounds outside.

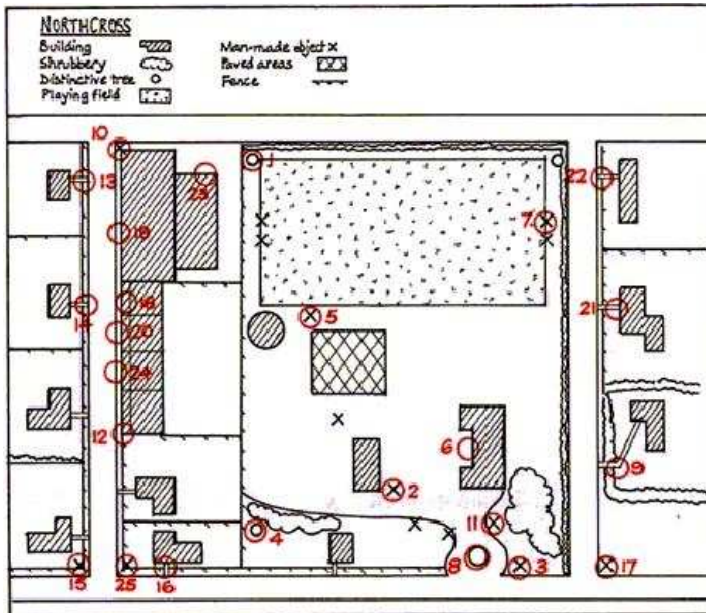
The children are situated at a place apart from the maps.

At "GO" each child goes to the maps, takes one, completes the course on that map recording on the record sheet, returns, replaces the map and takes a second one, does that course repeating the procedure until the three courses have been completed.

Preparing for a Trivia event

A Trivia event is an orienteering event where participants answer questions about a series of features, rather than using a control. It saves the time taken to put out controls for each event.

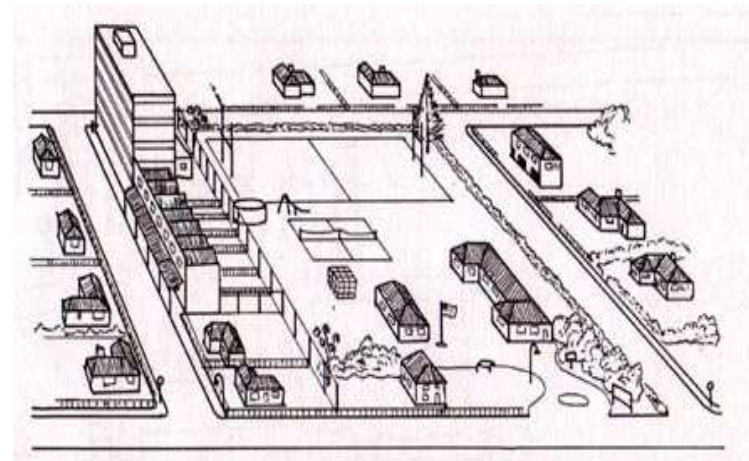
A master Trivia map is needed. Teacher or student walks around the area with a map of the school grounds, identifying features that provide an opportunity to ask questions, marks each location on the map, numbers each feature, and writes down a question about the feature.



A master Trivia map

Questions should be simple. It is the navigation that is being tested, not the Trivia knowledge.

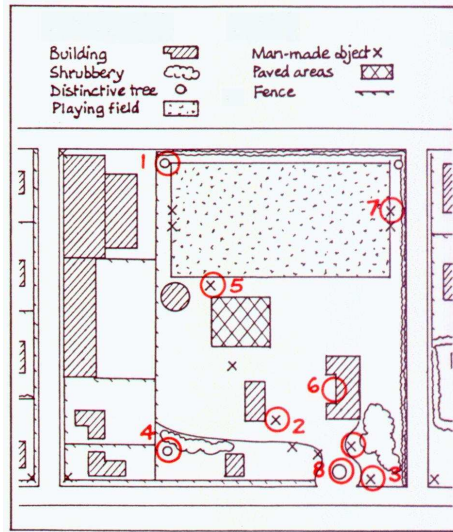
1. How many main branches?	2. Who made this feature?	3. What holds this up?
4. What kind?	5. How many bolts?	6. When?
7. Made by?	8. Bricks or concrete?	9. Message?
10. Who says?	11. Not allowed?	12. When?
13. Who?	14. Number?	15. Speed?
16. Colour?	17. Made of?	18. Owner?
19. Registered office of?	20. Name of shopkeeper?	21. Who for?
22. Business?	23. Fresh or frozen?	24. Male or female?
25. Speed?	26. Local Body?	27. Material?



Different courses can be made using different combinations of, say, 7 to 12 features.

Different courses can add variety to fitness runs and training for cross-country competitions.

Trivia event



Trivia Event Map: A question at each control.

Required

- Map of the school grounds.
- Make a class set of maps, with control circles, questions and space for answers.

Procedure

Issue maps.

Children visit controls in random order to obtain answers and record them on their maps.

To prevent queues at the nearest controls number the children and instruct them to start with the control of their number, so distributing the load on those controls. Thereafter, they have free choice.

Extension

Place several maps with control locations and questions in a readily accessible place, for instance on a wall or on barbecue tables.

Issue a sheet of paper to each child.

Run the activity as a memory event. Children memorise one or more control sites and questions, visit the sites to get the answers and return to memorise further control sites and questions until the map course is completed.

The daily fitness run around the school grounds becomes more interesting when in the form of a Trivia Event.

If a little time is spent preparing a master map with a lengthy list of questions the list can be drawn upon as required for a succession of events or directed fitness runs.

Cross country event

Regular orienteering events are cross country events; that is the controls are visited in numbered order. Orienteers doing the same course have staggered start times. See the section on Orienteering events on page 5.

Staggered start times will not work for a class of children when each is doing the same course, even with one-minute intervals. With a class of 20, for example, and one child starting every minute, it will be 20 minutes before the last child starts.

This problem can be overcome by having a variety of courses, so each child does a different course. Motala events (page 16) and Score events (page 20) have the children starting within a few minutes or at the same time.

Another way is for the children to set courses for others to do.

Before the session the teacher puts out a set of controls, for example cards with a code marked on them, around the school grounds, taping the cards to suitable features. These places are marked on a master map with the usual red circles. Choose a start and finish place and mark it with the Start/Finish symbol. See the section on Symbols for hand drawn maps on page 14.

At the start of the session put the master map showing the 20 control sites on the OHP and each child can choose 6-8 of them to make their own course.

Required

- Set of 20 controls, e.g. plastic covered cards with a control code put out around the school grounds. (See Making controls page 38.)
- Map of the school grounds showing the 20 control sites
- A box to hold the maps
- One copy of the master map without controls per child
- OHP
- Red pens or pencil per child
- One checking sheet per child

	1	2	3	4	5	6	7	8
Jenni A								
Karl D								
Lisa F								
Chris F								
Marquita G								
Carsten J								
Penny K								
Claire P								
Aaron P								
Rebecca S								

Example of a checking sheet, with the names of all the children in the class in the left hand column

Procedure

Each child chooses 6 - 8 controls sites from the ones shown on the map on the OHP and marks them on his or her map. They should copy the Start/finish place, and number the controls 1 - 6/8 in logical order. They should also write their name on the map.

The class then proceeds outside to the Start/finish place, put their maps upside down in the box, and line up behind the maps. Each child should have a checking sheet and a pen or pencil.

At Go, in turn each child picks up a map and completes that course, copying the code from each control into the appropriate box on the clipping sheet. When the course has been completed they return the map to the box and pick up another map.

The number of courses completed will depend on the time available. The other courses can be done at morning and lunch breaks, and when other work is completed early.

Score event

A score event is similar to a trivia event, except that controls are used instead of questions. Ten to 20 controls can be set out around the school grounds. See Glossary, page 41 for suitable types of controls.

Each control is allocated a number of points. The ones closest to the start could be worth 10 points, those a little further away and harder to find could be worth 20 points and those furthest away and hardest to find could be worth 30 points.

There is a set time in which to find as many controls as possible. Ten to 20 minutes could be the time allowed, depending on the size and complexity of the school grounds, and the ages and abilities of the children.

Some children will not read their maps to see where the controls are. Instead they will run around looking for them and watching where the other children go. This can be partially overcome by having no identifying codes on the control so the children have to read the map and the control description and identify which circle on the map and control description matches each control.

Description	Points	Control mark	Description	Points	Control mark
1. Building corner	10		6. Row of trees, end	20	
2. Special feature	10		7. Boulder	20	
3. Distinctive tree	10		8. Door	20	
4. Fence end	10		9. Special feature	30	
5. Stile	20		10. Distinctive tree	30	

Score event checking sheet example

Score events can also be held at school camps, and at smaller open parks where the boundaries are very obvious, and there is no danger to children running around the park from such hazards as traffic moving through the area.