

Outdoor Education & Health-Related Activities: Memory orienteering race

Objectives

The main aim of the game: pupils should learn how to remember and transfer important information

Competencies

Development of cooperation, improving of skills, support and development of self-confidence, self-development, creation of responsible relation to natural environment

Preparation

15-20 minutes

Duration

- 30-45 minutes;
- 5 min intro and dividing into the groups
- 5 minutes explanation of rules, space specifics and time for questions
- 30 – 40 minutes game time (depends on the space size and number of control stations)
- 10 minutes feedback and activity reflection/assessment

Number of pupils/participants

6 to 30

Material/equipment

- Map of the game space
- Maps showing direction for next control stations
- Letters for control stations

Environment/space

Training for beginners; version for younger pupils: school backyard/garden, park, field (flat terrain with highlighted orientation marks), school building, cottage.

Version for older pupils and advanced pupils: rugged natural space/environment (forest, meadow, water space, indistinct area).

Additional staff

1 to 2

Description of the activity

Start of the game:

- Pupils are divided into small groups (maximum 5 pupils per group).
- The main aim of the game is to collect letters from each control station within their orienteering race and put together the password (title, slogan).
- There is a time limit for this task.
- We should give them the instruction about the game-zone (area), which they are not supposed to leave and where they will find the control station with letters.
- Each group will get a recording sheet/card and will manage the order of pupils - who will run first, second and ... last out of their group basecamp.
- The order of control stations has to be followed.

Course of the game:

- The first pupil will get a chance to observe the map (he map stays in the group basecamp).
- The first pupil will write a letter from the first control station and has to remember - from the map available on the first control station, where the second control is.

- After the return of the first pupil back to his/her group basecamp, he/she has to explain where the second control station is and the second pupil starts his/her run.
- The pupils switch each other in terrain until they collect all required letters or there is the end of time limit.

Variety

Difficulty based on the space patterns a size of the area.

Letters on each control station can be changed by drawn puzzle pieces (complete the whole picture at the end) or indications leading to final conclusive statement (thing, sentence, place ...)

Verbal communication can be substituted by non-verbal communication.

What happens next?

- As a part of feedback, the teacher/instructor should discuss the adequacy of the procedure, order and progress of each group.
- The essential part of discussion should be the highlighting of the key steps towards the best result.
- At the end, results should be announced.

Links

https://www.britishorientering.org.uk/images/uploaded/downloads/schools_tri_o_resources.pdf