



LKS2: Outdoor Adventurous Activity

Prior Learning

Children are beginning to...

- Identify and follow symbols used on a key.
- Travel safely to and from orienteering control marker locations.
- Use running and jumping both in isolation and in combination.
- Recognise, orientate and follow a school orienteering map.



Vocabulary

Teamwork, north, south, east, west, control point, location, orienteering, map, map-reading, communication, stopwatch, trail, symbols, key, legend, base point, birds eye view, record, speed, control, balance, directions, route, relay, navigate, listening.

A legend, or key, tells us what the colours and symbols mean on a map.

Legend [Key]

- Open land
- Rough open land with scattered trees
- Vegetation
- Hedgerow, bushes
- Tree

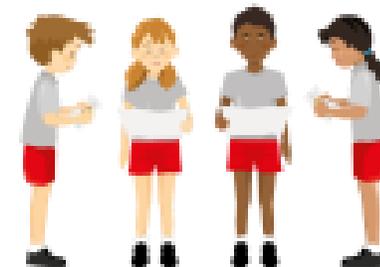
Keeping the map set (or orientated) is important so that you know where you are on the map and which direction you need to travel in.



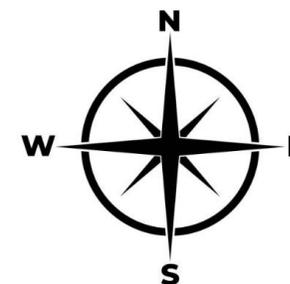
Sticky Knowledge



A control point is a location that the orienteer will visit on the course. These are marked on the map with a circle and the control point number.



The four main compass directions are: north, east, south, west.



Some examples of outdoor adventurous activities include: team games, mountain biking, orienteering, hiking and abseiling.