LKS2: Outdoor Adventurous Activity

Prior Learning

Children are beginning to…

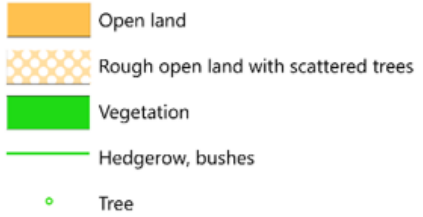
- Identify and follow symbols used on a key.
- Travel safely to and from orienteering control marker locations.
- Use running and jumping both in isolation and in combination.
- Recognise, orientate and follow a school orienteering map.



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.



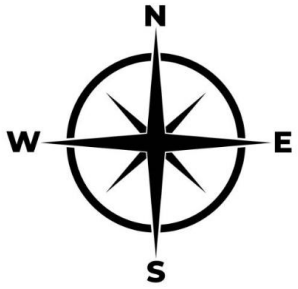
Keeping the map set (or orientated) is important so that you know where you are on the map and which direction you need to travel in.



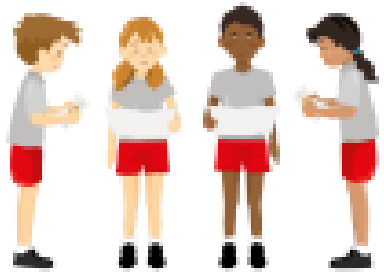
Sticky Knowledge



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



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.



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