

Outdoor Adventurous Activities (OAA)

#MapSymbolChallenge



WARRINGTON
SCHOOL
GAMES

Achieve the challenge

The aim of the game is to correctly make orienteering map symbols from garden/household objects

Learning about orienteering map symbols

- Maps use symbols and colours to represent objects (also known as features) to help us understand them.
- Maps have a key, or legend, that has labels to show what the colours and symbols mean.
- Orienteering map symbols are different to Ordnance Survey or other map symbols. Some commonly used symbols are shown in the diagram.

If you haven't already, watch the Introduction to Orienteering video by clicking [here](#)

Equipment

Make sure you ask permission!!

Essential

- Space big enough for the game
- Garden or household objects

Optional

- Blindfold/eye mask
- Access to the internet
- Another person
- A4 paper and pencil

How to play: Part 1 Home-made symbols

[\[click here for the link to video – but read each part first\]](#)

1. How many of the features can you find in your garden? If you haven't got a garden, or if you're feeling adventurous, see how many you can spot when you next go for a walk or visit a park.
2. The challenge is to re-create the symbols using items from your garden/yard (asking permission first!).
3. Without damaging flowers, plants, or trees, go around your garden and collect different items you can use to re-create at least 8 symbols (Y5/6 try to do more).

Tip: Use twigs, string, stones etc. If indoors, use household objects like string, or lego. Try keeping to the correct colours if you can, but don't worry if not.

Map Key

	Wall		Pit (or hole)
	Fence		Gate (in fence)
	Tree		Bushes
	Tree stump		Pond
	Seat		Stream
	Play apparatus		Footpath
	Steep slope		Man made objects

How to play: Part 2 – Memory challenge (an extra person as a caller would help)

1. Count how many symbols you have made and try and memorise them.
2. Gather all the items you used in a pile in the centre of an open space like your lawn or yard.
3. Collect one marker, like a cone or empty plant pot, for each symbol and place them in a circle (like a clock face) with your pile in the centre. Each marker should be 4-5 paces from the centre.
Hint: Place them in a square or other shape to fit your area if needed.
4. Stand in the centre and ask the other person to call out one of the features (they will need a list).
5. As quickly as you can, gather the items you used to create the symbol for that feature. Go to the first object marker and lay out the objects to create the symbol. Return to the centre when you have finished.
6. The caller then calls out another feature. You have to re-create the symbol for that feature at the second marker.
7. Carry on until you have re-created all the symbols.
Q: Did you get them all right first time?

How to play: One player version

Part 2:

- Create a label card for each feature you managed to make (write the name of a feature on each card).
- Shuffle them and put them face down on the ground in the centre of the area.
- Turn over a card and make the first feature at the first object. Continue until finished.

Part 3:

- Try using an eye mask or just close your eyes when you have turned over one of the symbol cards.

How to play: Part 3 – Blindfold challenge

1. Gather all the items in the centre again and sit in front of them so you can reach all the objects.
2. Ask the other person to blindfold you (or use an eye mask).
3. The other person calls out a feature and you have to re-create the symbol without looking! Repeat until finished. How have you done?

Challenge: Challenge an adult to complete the blindfold challenge or do it at the same time and compare results. This is not as easy as it sounds – have fun!!

Spirit of The Games



Respect:

Respect wildlife and the environment - put back any items you have used from your garden.

It is Outdoor Classroom Day this Thursday:

With permission, why not send a photo of your home-made symbols to your teacher.