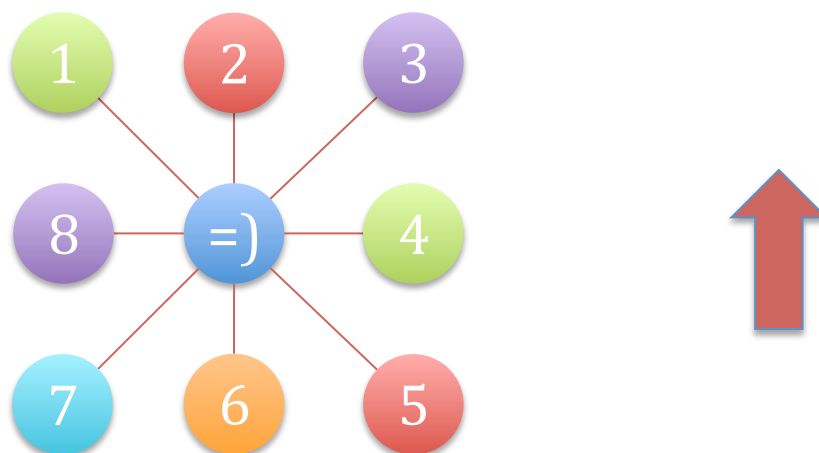# Orienteering Activity – Student Handout

Activity One:

1. Go to your group number station. Write down your group number. ____
2. What does the red arrow mean? _____
3. Follow the directions below for your group number:

Group 1 – Turn **SE** and walk for **14** paces, then turn **N** and go **10** paces. What station are you at? ____

Group 2 – Turn **S** and walk for **10** paces, then turn **NE** and go **14** paces. What station are you at? ____

Group 3 – Turn **SW** and walk for **14** paces, then turn **E** and go **10** paces. What station are you at? ____

Group 4 – Turn **W** and walk for **10** paces, then turn **SE** and go **14** paces. What station are you at? ____

Group 5 – Turn **NW** and walk for **14** paces, then turn **S** and go **10** paces. What station are you at? ____

Group 6 – Turn **N** and walk for **10** paces, then turn **SW** and go **14** paces. What station are you at? ____

Group 7 – Turn **NE** and walk for **14** paces, then turn **W** and go **10** paces. What station are you at? ____

Group 8 – Turn **E** and walk for **10** paces, then turn **NW** and go **14** paces. What station are you at? ____

Activity Two:

Follow these hints for making your treasure maps:

- <u>Create a starting point:</u> Where will your map start? Be sure to include a starting position!

- <u>Create a standard of measurement:</u> Think about the units you will use in your directions – will you use feet, meters, inches, or make up your own unit: for example giant hops or skips. Make sure if you create your own unit of measurement it is something other groups can easily duplicate and use.

- <u>Shoot and record your bearings!</u> Once you are at your starting location, decide which direction you want your treasure hunters to go and shoot a bearing in the direction

- <u>Determine Distance:</u> Figure out how far you want your map-readers to travel in the direction of your bearing. Use your standard of measurement to record that distance.

- <u>Repeat!</u> Continue shooting bears measuring distances until you reach a location you want to hide your treasure! (Your map should include 3 directions.)

- <u>Things to Think About:</u>
  - How will you go around objects in your treasure hunt? (For example, say you want to direct your map-readers around a tree or a building.)
  - How will your map-readers know they have reached their 'treasure'. Make sure you leave something for your direction-followers to find!

- <u>Test Your Map:</u> Once you have completed your map and hidden your treasure, return to your staring point and follow your own map to make sure it makes sense!