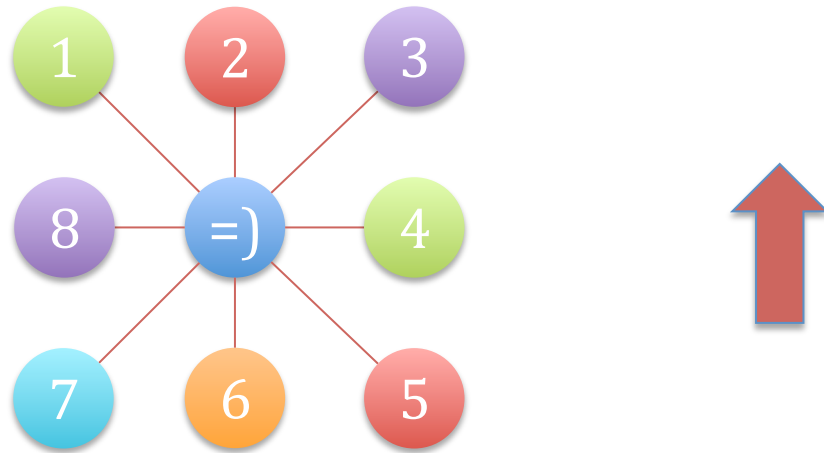


## Orienteering Activity – Student Handout

### Activity One – Practicing Compass Directions:



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 – Make a Treasure Map:

With your group, create your own treasure map! You are going to create your own treasure maps for other students to follow by creating a **list of cardinal/ordinal directions** which will start at a specific location and lead to a treasure. Make sure you follow these hints:

1. Create a starting point: Where will your map start? Be sure to include a starting position! Use the start and finish fliers to mark your start and finish.
2. Create a standard of measurement: 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.
3. Shoot and record your bearings! Once you are at your starting location, decide which direction you want your treasure hunters to go and shoot a bearing in the direction
4. Determine Distance: 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.
5. Repeat! Continue shooting bears measuring distances until you reach a location you want to hide your treasure! (Your map should include 3 directions.)
6. List your directions: Using Activity One as an example. Make a list of directions and distances like so:  
**Step 1:** Go N 20 walking steps.  
**Step 2:** Go E 32 hops.  
**Step 3:** Go NW 100 baby steps.
7. Things to Think About:
  - a. 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.)
  - b. How will your map-readers know they have reached their 'treasure'. Make sure you leave something for your direction-followers to find!
8. Test Your Map: Once you have completed your map and hidden your treasure, return to your starting point and follow your own map to make sure it makes sense!