

# LESSON PLAN: **OUTDOOR ADVENTUROUS ACTIVITY:** YEAR 6: WEEK 3






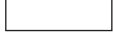












**LESSON OBJECTIVE:** To learn map and orientation skills, with a focus on symbols.

## WARM UP (10 MINS)

In a large area place circles of same coloured cones in the 8 directions of a compass, ensure the circles are big enough to fit the whole class in. Make sure the North circle is in the North direction according to a compass. Get all pupils to stand in the centre and call out the different directions, they then run to the correct circle as fast as they can. 10 Star jumps for the slowest.

## MAIN LESSON (20 MINS)

Map symbol relay: Place the following map symbols face down at one end of the hall. At the other end of the hall in groups of 6, one person at a time has to run and pick up a symbol and run back to the group. The pupils have to copy the picture and write what they think it is, then take it back. The next person goes to collect a symbol until they have got them all.

	Building		Open land
	Wall		Playground
	Fence		Woodland
	Tree		Thicker woodland
	Tree stump		Out of bounds
	Seat		Bushes
	Play apparatus		Pond
	Steep slope		Stream
	Man-made objects		Footpath

When finished, go through all of the symbols and get them to write down the correct answers, come up with a key that works for your school grounds, this will be used for the next couple of lessons.

## GAME/COMPETITION (15 MINS)

Design an island: In their groups the pupils get an A3 piece of paper. They have to design their own island using all of the map symbols.

Teacher to give marks for the following: A map symbol key, map proportions are correct, including all of the correct symbols, compass directions.

## EQUIPMENT

- Map symbols
- Coloured pencils
- A3 paper

## KEYWORDS

- Orienteering
- Map symbols

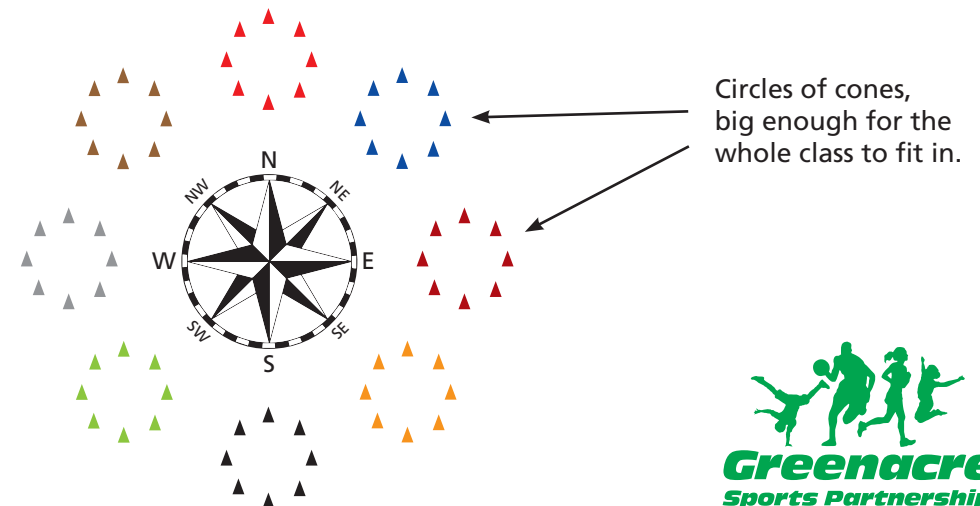
## DIFFERENTIATION

### LESS ABLE

- Use smaller groups.
- Use fewer symbols.

### MORE ABLE

- Get them to work in larger groups.
- Use more symbols.
- Add compass directions.



# ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental skills and movement	8	Remembers symbols and designs the task to a high ability.
	7	Has a good understanding of most of the symbols.
	6	Performs the task with a simple understanding of what is required.
Tactics, rules and teamwork	8	Demonstrates good leadership qualities, and has a clear understanding of the symbols to be successful.
	7	Demonstrates an understanding of simple symbols with their group to achieve the task.
	6	Starts to work together to understand ideas with their partner.
Show and link	8	Links communication, teamwork, creativity and tactics to complete the task.
	7	Shows and links basic skills and good creativity skills.
	6	Shows how to create simple symbols on a map.
Describe ways to improve	8	Is able to describe their strengths and weaknesses and suggest ways they can improve.
	7	Is able to describe their strengths and weaknesses.
	6	Is able to compare their performance to others.
Fitness and health	8	Shows a solid understanding of why physical activity has health benefits.
	7	Has some knowledge of why physical activity has health benefits.
	6	Has little knowledge of why physical activity has health benefits.