

## What you will need

- Compass
- Paper maps
- Clipboard
- Paper and Pencils
- Markers for checkpoints
- Stopwatch or timer

## Before you begin

- Don't forget to make sure all young people and adults involved in the activity know how to take part safely
- Make sure you'll have enough adult helpers. You may need some parents and carers to help if you're short on helpers



## Planning your activity

Orienteering is a thrilling outdoor adventure that combines navigation skills, teamwork, and physical activity. Scouts will learn how to use a map and compass to navigate a course, finding checkpoints along the way. This guide will help you organize and run a successful orienteering activity.

### Choose a Location

- A park, campgrounds, or a scout-friendly outdoor space with varied terrain.
- Ensure the area is safe, accessible, and has enough landmarks to make the course interesting.

### Set Up the Course

- Place 5–10 checkpoints around the area.
- At each checkpoint, leave a unique marker (e.g. A code to write down or a stamp for their card).
- Test the course to ensure the checkpoints are reachable and maps are accurate.

## Run the activity

1. Split Scouts into Patrols to encourage teamwork and safety.
2. Each Patrol must find all checkpoints in the correct order or as many as possible within a set time limit.
3. Patrols must stay together.
4. Emphasize Leave No Trace: Don't disturb plants, animals, or landmarks.
5. Start the Course, staggering each Patrols start times by a few minutes to reduce crowding.
6. Provide each Patrol with a map, compass, and checkpoint recording sheet.



## After the activity

1. Once all of the Patrols have returned, collect their sheets and count their scores.
2. Award points to each Patrol for:
  - Each checkpoint found.
  - Completing the course in the correct order.
  - Bonus points for teamwork or creative navigation strategies.
3. Celebrate with small rewards or recognition, such as titles like “Master Navigator” or “Trailblazer Team.”



## Reflection

This activity was about being a team player and developing skills to try to beat the challenges at the checkpoints. In this activity you needed to work as a team.

- What strategies worked well?
- What challenges did you face?
- Did anyone discover a new skill or strength?

You also worked on your navigation skills to make sure you stuck to the right route.

- Did you find navigating challenging?
- Did you discover new routes or places that you hadn't noticed before?

## Change the challenge level

- Ensure all Scouts have whistles and know how to signal for help.
- For younger Scouts, keep the course simple and focus on basic map-reading. For older Scouts, add challenges like extra checkpoints or a more complex terrain.
- Have a backup plan in case of rain, like indoor map-reading exercises or a virtual orienteering challenge.
- Allow experienced Scouts to mentor younger ones in using maps and compasses.

