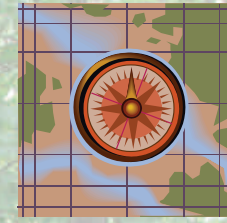




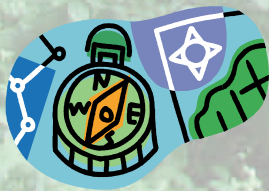
HUMBER ARBORETUM ECO CENTRE ORIENTEERING



COOL ACTIVITIES

INTERESTING FACTS

- ✦ Orienteering originated in Scandinavia, as a military exercise, in the late 19th century.
- ✦ The competitive form of sport began in Norway where the first competition was sponsored by the Tjalve Sports Club on 31 October 1897 and held near Oslo.
- ✦ The term 'orienteering' or 'orientation' was a military term meaning crossing unknown territory with the aid of a compass and map.
- ✦ A compass is an instrument with a magnetised needle which points to (magnetic) north and is therefore used for determining direction.
- ✦ An early form of the compass was invented in China in the 11th century. The familiar mariner's compass was invented in Europe around 1300, from whence later originated the liquid magnetic compass.



HUMAN COMPASS

- ✦ Separate your students into groups of 4 (1 for each of the directions on the compass). Using a compass find North.
- ✦ Tell the groups to decide who is going to be North, South, East, and West
- ✦ Now tell the groups to run around for about thirty seconds to a minute.
- ✦ Blow a whistle to get them to stop, when they have stopped and are with their groups have them face and point in the direction they think they should be facing.



MAKE A COMPASS

- ✦ Your compass will work better if you first run a magnet over the needle a few times, always in the same direction. This action 'magnetizes' it to some extent. Drive the needle through a piece of cork. Cork from wine bottles works well. Cut off a small circle from one end of the cork, and drive the needle through it, from one end of the circle to the other, instead of through the exact middle.
- ✦ Float the cork + needle in your cup of water so the floating needle lies roughly parallel to the surface of the water, now set it on a flat surface and watch what happens!
- ✦ Check with an actual compass to confirm the correct direction.
- ✦ Experiment further by placing a magnet near your compass to see what happens!

REVIEW QUESTIONS

1. What are the 5 things that need to be on a map? (ANS: Title, Legend, Symbols (landmarks), Compass Rose, and Scale. (Scale is the only thing that is left off of some maps, the reason for this is that it is a mathematical calculation and sometimes is of no use on a map.)
2. In what direction does the magnetised (red) needle in the compass always point? (ANS: The red part of the compass needle always points to magnetic North.)
3. What is the difference between setting a compass bearing and taking a compass bearing? (ANS: When you set a compass bearing you choose a number (bearing) and turn the compass dial so that the number is in line with the direction of travel arrow, you then turn you body until the red part of the compass lines up with the orienteering arrow. When taking a bearing you point the direction of travel arrow on the compass at a point of interest, you then turn the compass dial until you line up the red part of the compass needle with the orienteering arrow, then read the number (bearing) lined up with the direction of travel arrow.

