



# OAA (team building games)



## Lesson sequence

- introduce the concept of a map or a plan and a key
- learn how to use a map to follow a route
- orientate a map, locate points on the map, then travel to them and record what they find
- orientate a map and locate points on the map in a set order. They must follow the route they have been given to reach as many points as possible in an allocated time.

## Concept Links/Prior Knowledge

YR3 OAA - exploring how to orientate a map, locate points on the map, then travel to them and record what they find. Pupils will learn how to collaborate with others and work as a team to complete the challenges.

YR4 OAA - developing pupils' ability to orientate a map, locate points in a set order. Pupils will follow the route they have been given to reach as many points as possible in an allocated time. Pupils will develop their ability to collaborate with others and work as a team to complete the challenges.

## Sticky learning

### New Knowledge

- To know how to apply and select skills to meet a purpose.
- To know how to put pressure on the opposing team.
- To know how to make decisions about an action[s].
- To know how to work as a member of a team.

### New Skills

- To develop an understanding and knowledge of rules and apply them consistently.

## Vocabulary revision

**Teamwork:** Teamwork is the combined effort of a group to achieve a goal or complete a task in the most effective and efficient way.

**Strategy:** is a planned set of actions that are used by a team or individual to achieve a longterm goal. We plan a strategy and then use specific tactics to help us achieve our goal.

**Tactics:** Tactics are a carefully planned set of actions that are used by a team or an individual to attain a certain goal.

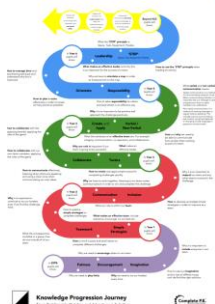
**Communication:** Is the method of transferring information from one person or a group to another. Types of communication include: verbal, nonverbal, written and visual.

### New vocabulary I will learn

**Control Point:** A control point is a marked waypoint used in orienteering. Control points are marked both on a map and on the ground.

**Scale:** The scale of a map is the ratio of a distance on the map to the corresponding distance on the ground. The scale of a map allows the reader to calculate the size, height and dimensions of the features shown on the map, as well as distances between different points.

## Visual representations



## Rules

Pupils are not allowed to go out of bounds to places of danger or off the orienteering course. Pupils must remain with their partner or in their team when navigating around the course. Pupils must return to base (starting point) when they hear a bell or whistle. This signals that time is up. For every 30 seconds pupils are late back deduct a point. Pupils are not allowed to enter inside a building without a teachers permission. Pupils should rotate the map to help them navigate around the orienteering course.