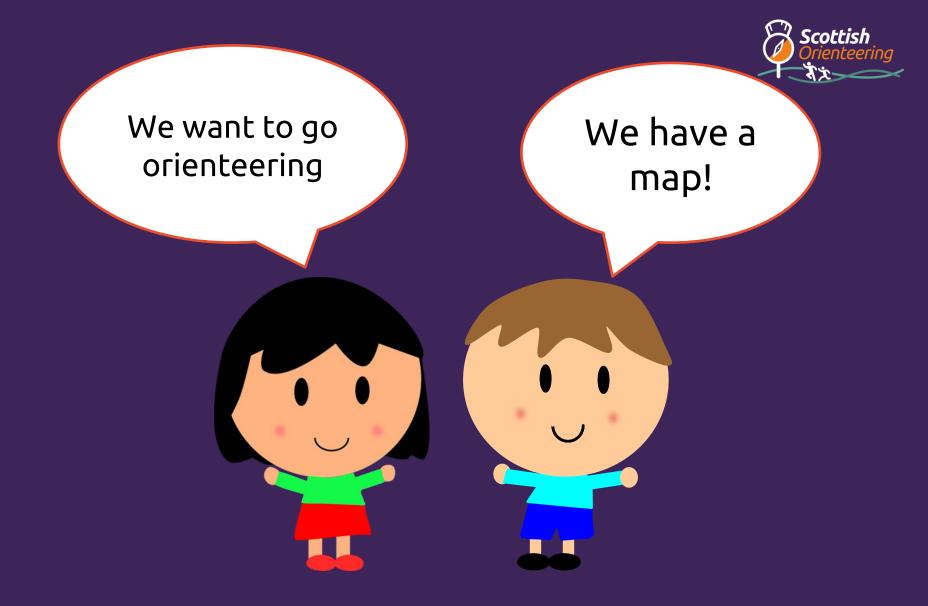




Let's Get Started Orienteering

Part 2
Courses
and Controls





But how do we know where we need to go?



We need to draw a course on our map

How do we do that?







Marking a Course on the Map

Mark the places that are to be visited



The places to visit are called CONTROLS

Course Markings





Starting Point



Each place to visit (Control)





Finish



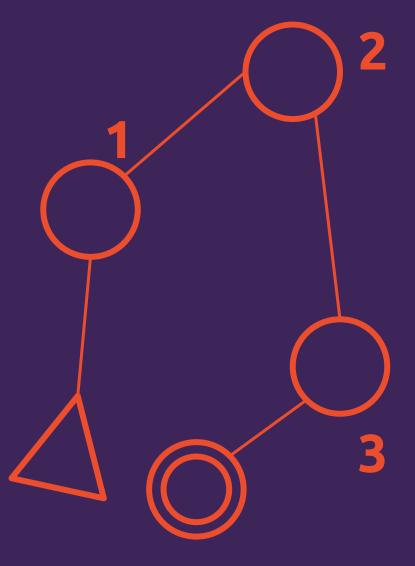


Controls are joined by straight lines in this sequence

The straight lines simply link the controls together in order

We don't need to follow the straight line – we can take any route we want







Let's plan a course!

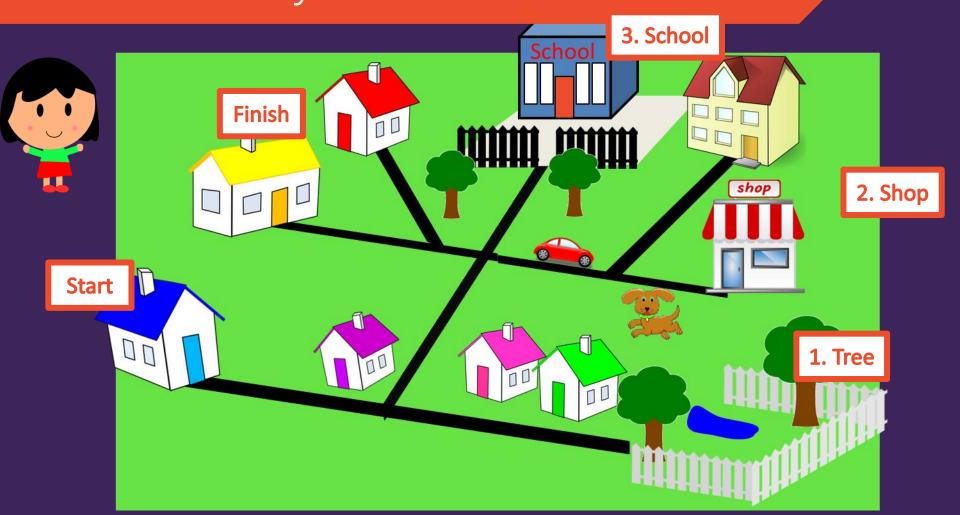
Where will we go?





Start at the blue house
Go to the tree in the park
Then go the shop
Then the school
And finish at the yellow house





Mark the course on the map



Building

Paving

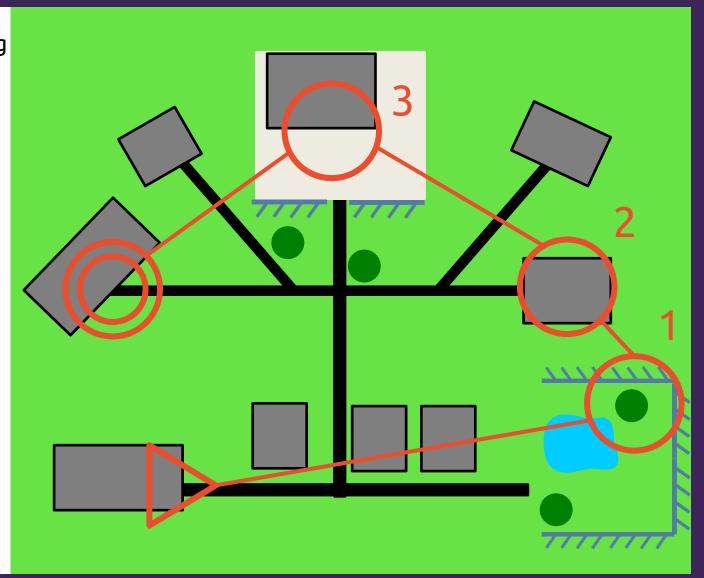
Water

Grass

Tree

___ Road

Fence



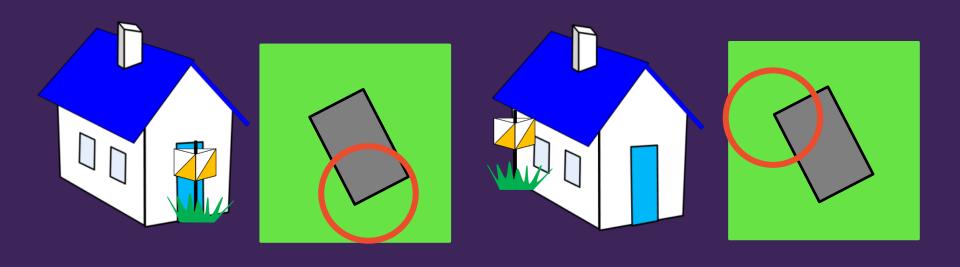
Where in the circle?

In front



Centre of the control circle is on the exact position where the control is

Need to show exactly position of control



At the corner



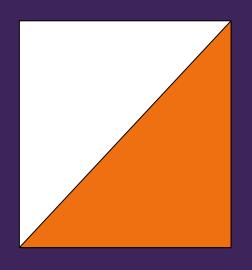




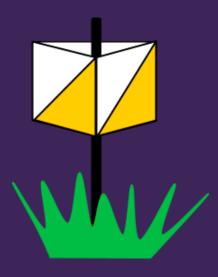
We need to Mark Controls on the Ground



Traditionally use control kites Orange and white triangles







Make your own Controls





Paper

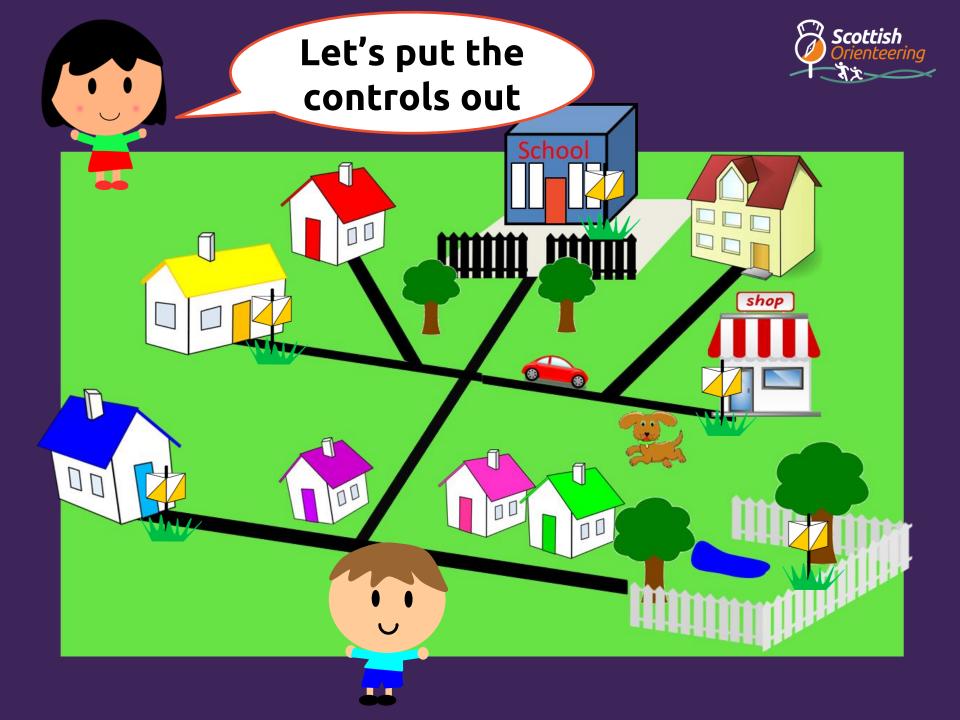


Milk Bottles

Origami





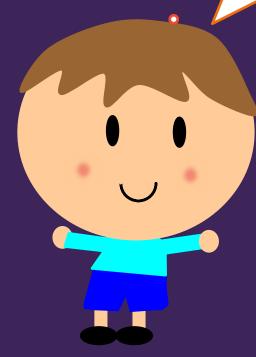


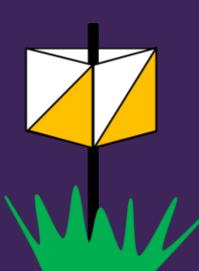


Spoil Sport!

Yippee!
I've found
a control!

But is it the right control?





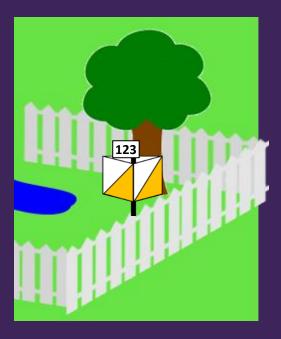




Add Control Codes



Place a number or code at each control Each control has unique number









Add Control Codes to the map too



Map has control description to give information about control

Control Sequence Number 1 123 Prominent tree, South side
2 101 Building, Northwart corner
3 1 Corner of building

Control Code More information about where control is located

Text or Symbols?



The control description can use symbols instead of text

\triangle			
1	123	Prominent tree, South side	
2	101	Building, Northwest corner	
3	104	Corner of building	

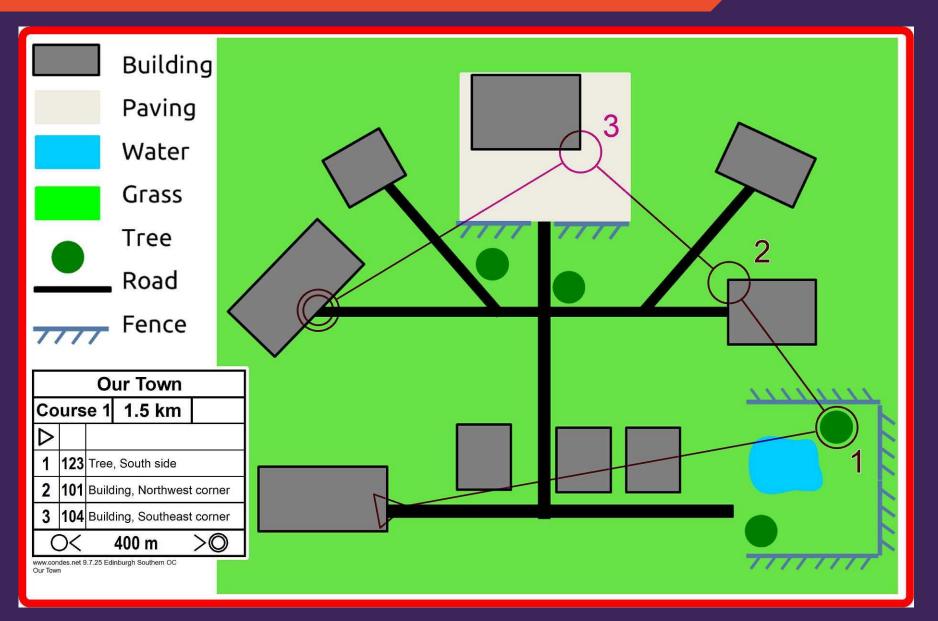
$ \Delta $			
1	123	Α	Ò
2	101		
3	104		

Text

Symbols

The Complete Map

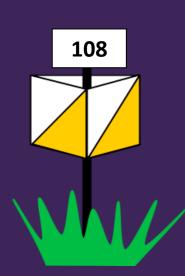


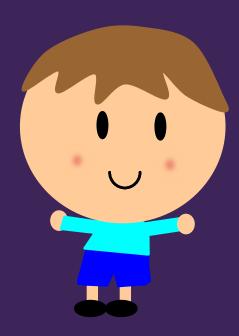




Remember to always check the control code when you arrive at a control









Activity 1: Add a course to your map from Part 1

Activity 2: Put out Controls

Activity 3: Get a friend to try your course

