



Let's Get Started Orienteering

Part 3
Setting the Map





We need to learn about setting the map

Setting the Map



Setting the map is about holding the map to match the real world





Let's look at an example

But I don't understand



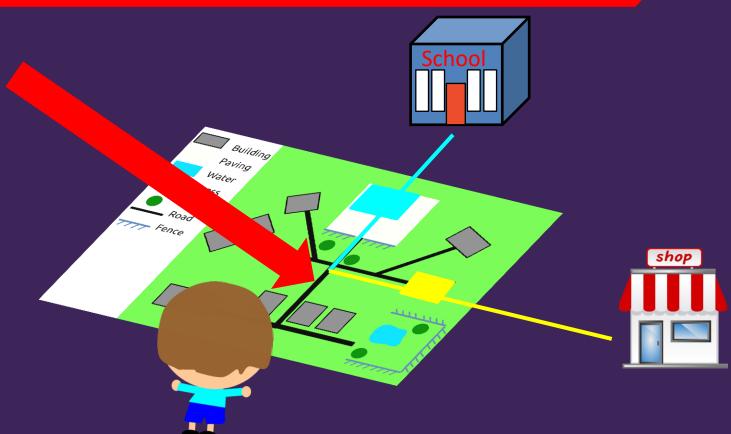


Look at where you are on the map Hold the map so that it matches the ground



The shop is on the right in real life
So it needs to be on the right on the map

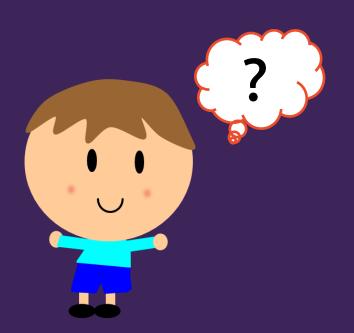
The school is straight ahead So it needs to be at the top of the map



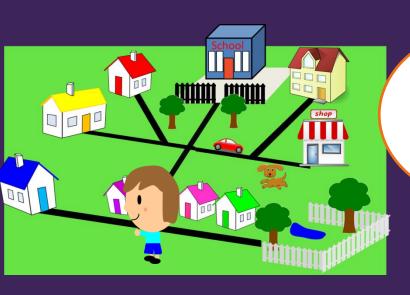


Remember

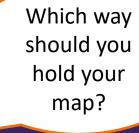
If we are facing a different direction – we may need to hold the map on it's side or even upside down to make it match

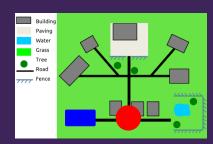


Let's Practise



Imagine you are at the same place but facing the blue house

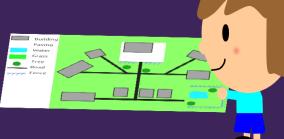


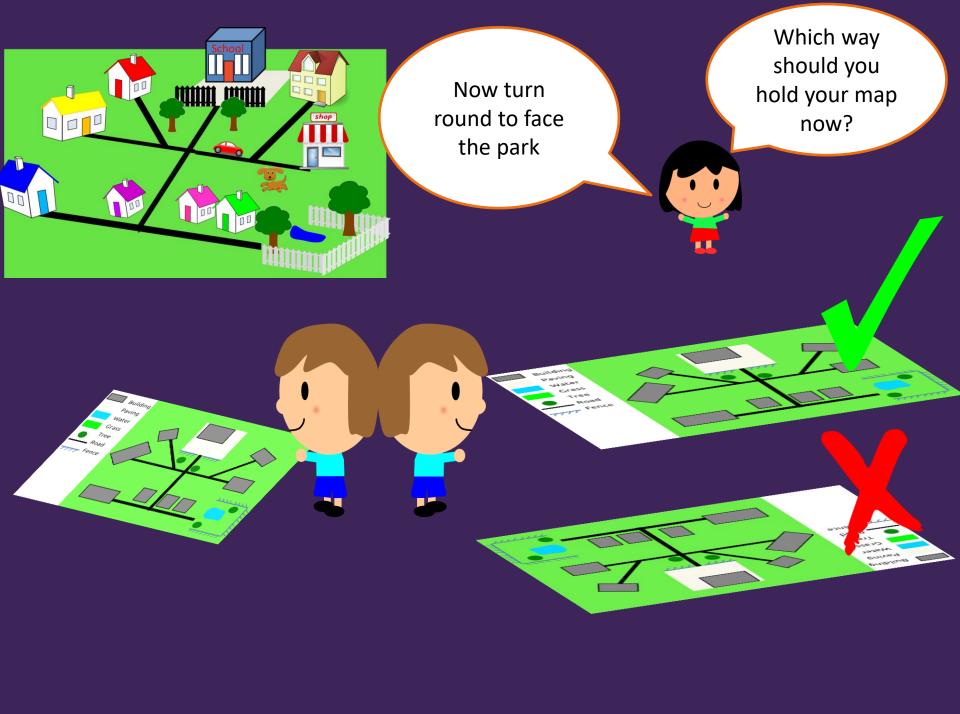


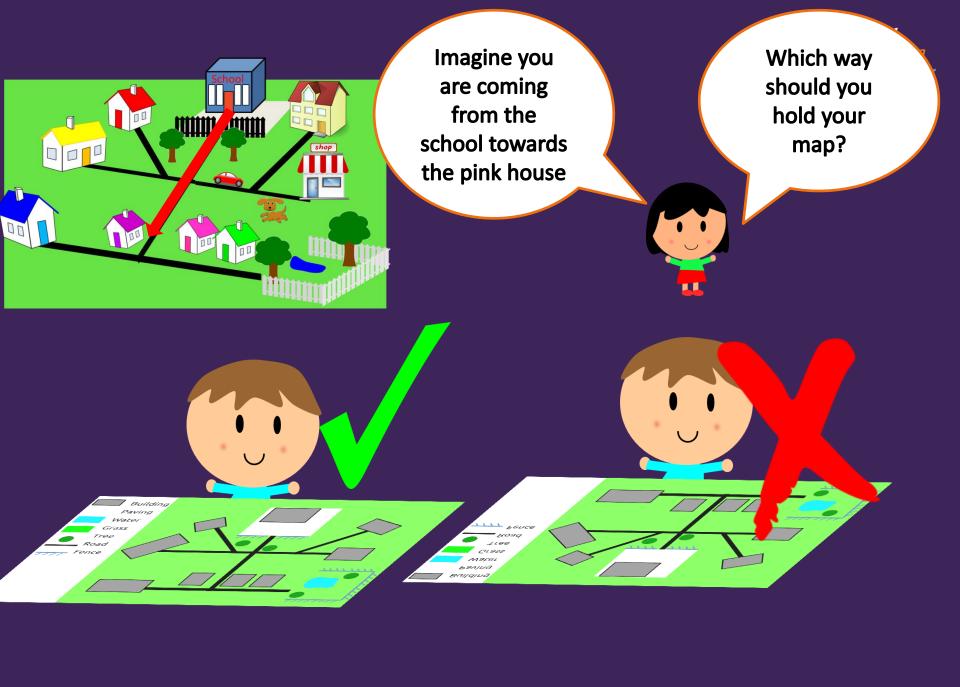












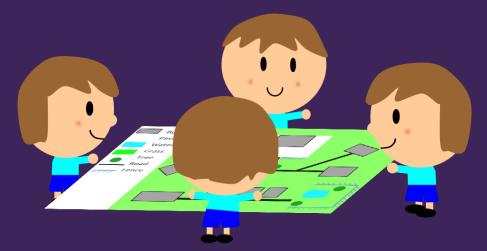


Remember

If you turn make sure you keep the map set

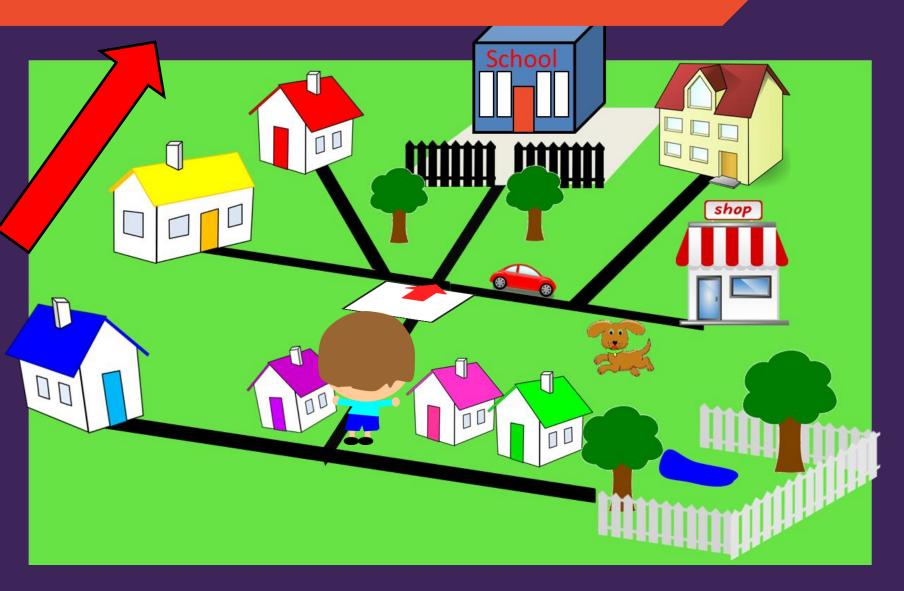
When you turn round the whole world doesn't turn round with you

Move your body – NOT the map



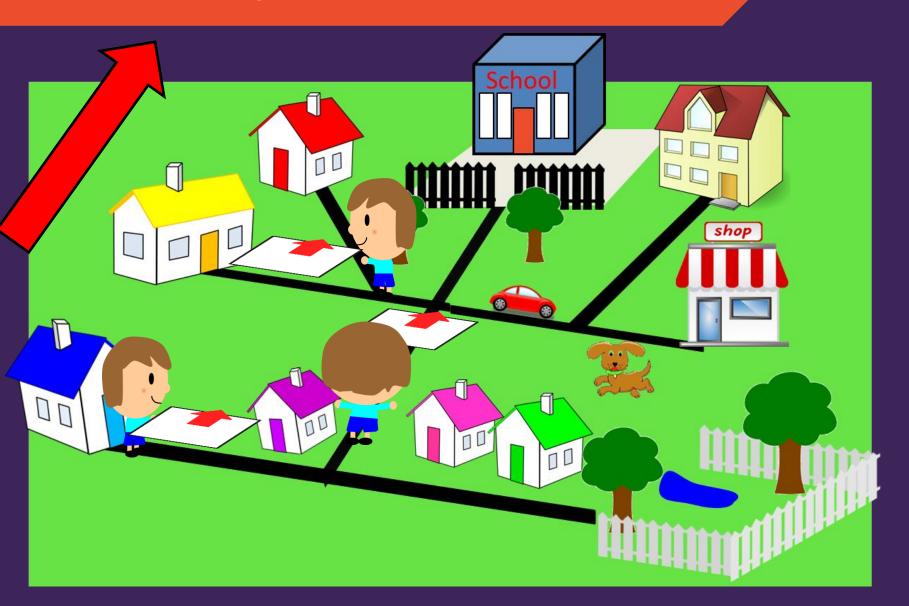


If you move keep the map set





Even if you turn corners

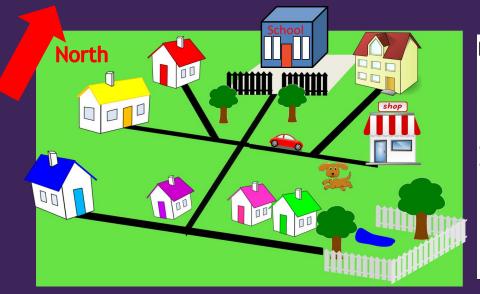


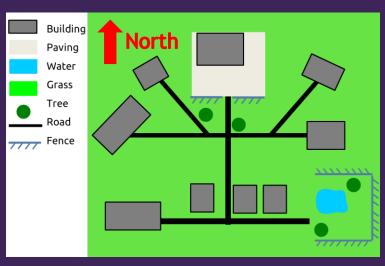
Useful to mark the top of the map



By convention, we normally draw the map so that North is at the top

If we mark North this also makes it easier to set the map



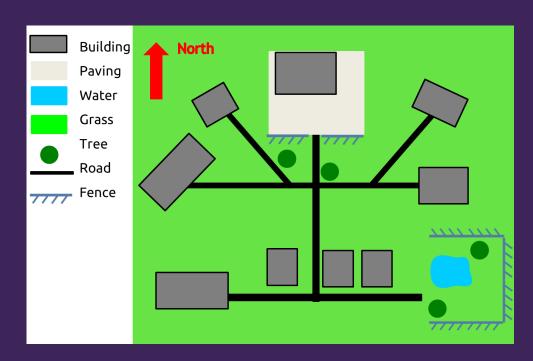


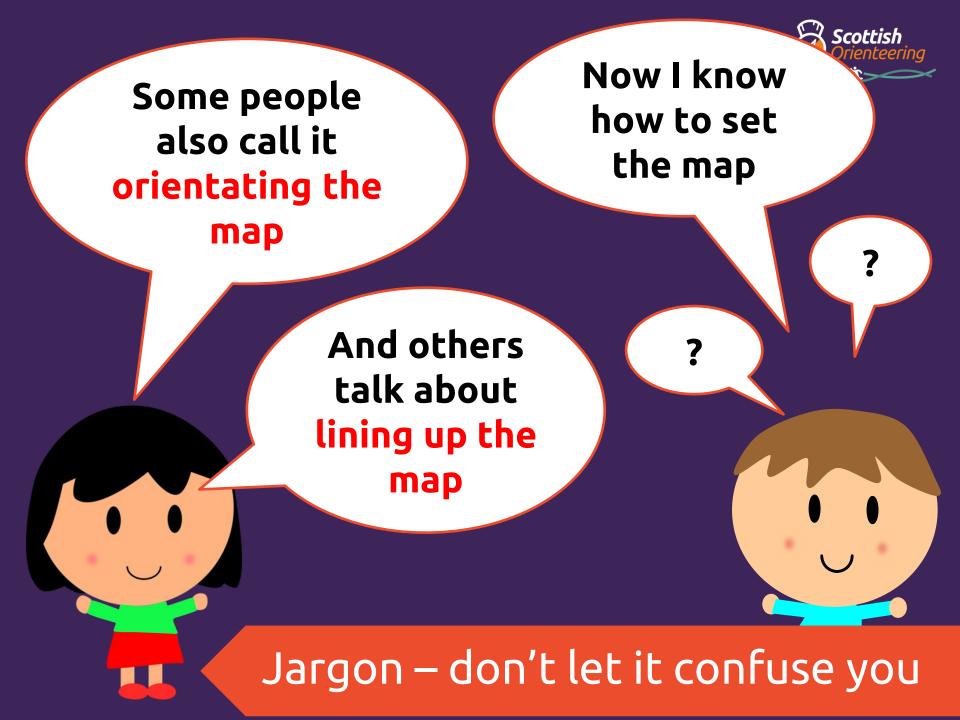
Compass



If we have a compass we can use this to help set the map to North

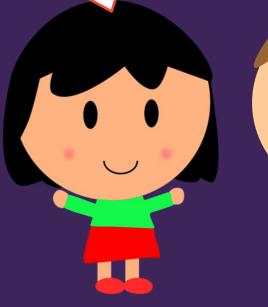








Lets play some games to practise this





Cone Grid Games

Musical-O



Activity 1: Try the Cone Grid Game

Activity 2: Play Musical-O

Activity 3 : Practise setting the map with your room or garden map

