

Orienteering Medium Term Plans Key Stage One

Key Stage:	KS1	Unit	Gymnastics
Prior Learning Required	- EYFS Progression		
Can play in aBegins to accKeeps play go		I doing.	
Key Unit Objectives	 Step 1: To move in different ways. Step 2: To work with others. Step 3: To use a basic map. Step 4: To plan a route on a map. Step 5: To solve problems on your own and with others. Step 6: To participate in an orienteering event. 	Progression	Declarative Knowledge Understand what a compass is used for and be able to use the direction points. Has knowledge of safety rules and procedures for taking part in orienteering events. Begin to problem solve with others. Procedural Knowledge Move in different directions and a variety of different ways. Introduction to map reading. Be able to use some basic features on a map to select and plan a route. Begin to understand the competitive side of orienteering and take part in a picture orienteering event, following rules and playing fairly. Begin to plan how to solve problems and problem solve with others. Participate in competition with others, completing a simple orienteering event.
Resources and Equipment	Hoops, cones, marker spots.	Key Vocabulary	 Teamwork, Map, Together, Route, Safety, Problem solving, Route, Orienteering, Challenge, Compass, Directions

Orienteering Medium Term Plans Lower Key Stage Two

Key Stage:	LKS2	Unit	Orienteering

Prior Learning Required - KS1

- Move in different directions and a variety of different ways.
- Introduction to map reading. Be able to use some basic features on a map to select and plan a route.
- Begin to understand the competitive side of orienteering and take part in a picture orienteering event, following rules, and playing fairly.
- Begin to plan how to solve problems and problem solve with others.
- Understand what a compass is used for and be able to use the direction points.
- Has knowledge of safety rules and procedures for taking part in orienteering events.
- Participate in competition with others, completing a simple orienteering event.

National Curriculum Links Key Unit Objectives	2e: Take part in outdoor and adventurous activity challenges both individually and within a team. Step 1: To work cooperatively as part of a team. Step 2: To communicate effectively with others. Step 3: Participate in team games solving problems with others. Step 4: To understand the	Pillars of Progression Progression	 Continue Progress of Motor Competence. Begin to understand and apply Rules, Strategies and Tactics. Healthy Participation; making safe decision and understanding the relationships between physical activity and its effect on the body. Declarative Knowledge Recognise that activities need thinking through and planning. Have knowledge of safety rules and procedures for taking part in orienteering event. Procedural Knowledge Recognise where you are on a map. Demonstrate all the physical skills needed for orienteering: agility, balance, and coordination.
Resources and Equipment	different points on a map. Step 5: To take part in an orienteering event. Hoops, hurdles, cones, beanbags, benches, map symbols, symbol names, clipboards, rulers, pencils, paper, keywords, scoresheets, symbols.	<u>Key Vocabulary</u>	 Move confidently in different ways, developing agility, balance, and co- ordination. Participate in competitive orienteering events, following instructions of the game. Develop a basic understanding of map reading/making and apply these skills and techniques in games. Teamwork, Map skills, indoor mapping, picture orienteering, control plotting, communication, problem solving.

Orienteering Medium Term Plans Upper Key Stage Two

Key Stage:	UKS2	Unit	Orienteering
Prior Learning Required	– LKS2		
 Recognise w 	here you are on a map.		
 Demonstrat 	e all the physical skills needed for orientee	ring: agility, balance, and co	o-ordination.
 Recognise th 	nat activities need thinking through and pla	anning.	
 Move confid 	lently in different ways, developing agility,	balance, and co-ordination	
 Participate i 	n competitive orienteering events, followir	ng instructions of the game	
Develop a ba	asic understanding of map reading/making	and apply these skills and t	echniques in games.
Have knowle	edge of safety rules and procedures for tak	ing part in orienteering eve	nt.
National	2e: Take part in outdoor and adventurous	Pillars of Progression	Continue Progress of Motor Competence.
Curriculum Links	activity challenges both individually and		 Begin to understand and apply Rules, Strategies and Tactics.
	within a team.		Healthy Participation; making safe long term decision and understanding the relationships
	Chan 1. To build confidence		between physical activity and its effect on the body.
Key Unit	 Step 1: To build confidence during team activities. 	<u>Progression</u>	Declarative Knowledge
<u>Objectives</u>	Step 2: To work within your		Understand relevant techniques to navigate to and from control points.
	team, communicating, trusting,		Understand elements and scaling confidently.
	and valuing each other.		Identify what they have done well and adapt plans for future challenges.
	 Step 3: To plan strategies to complete tasks. 		 Plan strategies to complete tasks. Choose sensible skills and approaches for the challenge.
	Step 4: To develop map reading		
	skills and confidence.		Procedural Knowledge
	Step 5: To develop map building		 To orientate themselves and map correctly keeping track of their position with increasing
	skills. • Step 6: To complete an		accuracy.
	orienteering event.		Work within a team trusting and valuing each other.
	<u> </u>		Develop communication skills and use these skills to achieve success.
			Make a map with symbols and legend and begin to understand scale.
			Compete in orienteering events, problem solving with team members. Desired and fidence desired team activities.
			Build confidence during team activities. Takes part in erjectorating events such as picture orienteering and control erjectorating with
			 Takes part in orienteering events, such as picture orienteering and control orienteering, with success.
			 Use a map to confidently orientate yourself around - Use previous knowledge to navigate and design a route to the controls.
			Develop map reading and map building skills.

• Develop physical fitness and be able to describe its importance in orienteering.

Resources and Equipment	 Hoops, hurdles, cones, beanbags, benches, map symbols, symbol names, clipboards, rulers, pencils, paper, keywords, scoresheets, symbols. 	Key Vocabulary	Teamwork, Map skills, indoor mapping, picture orienteering, control plotting, communication, problem solving.
----------------------------	--	----------------	---