## Orienteering Curriculum map

Recall symbols(1,2,3) Alarger grid Course.understand and catchm (1,2,3)Health (3)Health (3)Health (3)Identify symbols on map and use them as an attack point.Identify symbols on map and use them as an attack point.Health (3)Character (4)Character (4)Character (4)Health (3)Determination, Curiosity, InclusionCharacter (4)Health (3) Nindness and positivity, InclusionHealth (3) Character (4)Health (3) Character (4)Character (4)Determination, Curiosity, Nindness and positivity, InclusionCharacter (4) Determination, Curiosity, Now some solutions to those barriers such as national campaignsCharacter (4) Determination, Curiosity, Character (4) Determination, Curiosity, InclusionCharacter (4) Determination, Curiosity, Determination, Curiosity,Character (4) Determination, Curiosity,	ool s on a map and d attack point nent points. nd how to access hysical activities in a nd how to access hysical activities in a

Kindness and positivity, Inclusion	Route planning. Star planning. Orientating the map (1,2,3) B Health (3) Health (3) Overcoming barriers to participation Character (4) Determination, Curiosity, Kindness and positivity, Inclusion	Route planning. Star course Thumbing the map. (1,2,3) B Health Know some user groups that may face barriers to participation Character (4) Determination, Curiosity, Kindness and positivity, Inclusion	Route planning. Attack points Catchment features Competitive and timed (1,2,3) B Health (3) Know some solutions to those barriers such as national campaigns Character (4) Determination, Curiosity, Kindness and positivity, Inclusion	
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Small loops Planning a route Orientating the map Health (3) Health (3) Overcoming barriers to participation Character (4) Determination, Curiosity, Kindness and positivity, Inclusion	Loops Competitive loops Planning a route Orientating the map Thumbing a map. Health (3) Know some user groups that may face barriers to participation Character (4) Determination, Curiosity, Kindness and positivity, Inclusion	Loops Competitive loops Route planning. Attack points Catchment features Competitive and timed Health (3) Know some solutions to those barriers such as national campaigns Character (4) Determination, Curiosity, Kindness and positivity, Inclusion	Loops Competitive loops Route planning. Aiming off catchment features Handrailing Health (3) To understand how to access sports and physical activities in the local area To understand how to access sports and physical activities in the local area Character (4) Determination, Curiosity, Kindness and positivity, Inclusion
Odds and Evens Orienteering race. Whole school map 10 controls. (1,2) Health (3)	Odds and evens Orienteering race. Whole school map 15 controls. (1,2) D	Odds and evens Orienteering race. Whole school map 20 controls.	Odds and even Whole school map half of all controls. (1,2)

Overcoming barriers to		(1,2) E	Health (3)
participation	Health (3)		To understand how to access
Character (4) Determination, Curiosity, Kindness and positivity, Inclusion	Know some user groups that may face barriers to participation Character (4)	Health (3) Know some solutions to those barriers such as national campaigns	sports and physical activities in the local area To understand how to access sports and physical activities in the local area
	Determination, Curiosity, Kindness and positivity, Inclusion	Character (4) Determination, Curiosity, Kindness and positivity, Inclusion	Character (4) Determination, Curiosity, Kindness and positivity, Inclusion
Cross country race	Cross country race	Cross country race	Cross country race
Introduction to	Compass work.	Compass work.	Complete course
compass. North	Taking a bearing. (1,2)	Take a bearing	using bearings.
Lines.(1,2)		and follow it. (1,2)	(1,2,)
	Health (3)		(-)-))
Health (3)	Know some user groups	Health (3)	Health (3)
Health (3)	that may face barriers to	Know some solutions to	To understand how to
Overcoming barriers to	participation	those barriers such as	access sports and physical
participation		national campaigns	activities in the local area
	Character (4)		To understand how to
Character (4)		Character (4)	access sports and physical
			activities in the local area

Determination, Curiosity,	Determination, Curiosity,	Determination, Curiosity,	Character (4)
Kindness and positivity,	Kindness and positivity,	Kindness and positivity,	
Inclusion	Inclusion	Inclusion	
			Determination, Curiosity, Kindness and positivity, Inclusion

Key concepts: (referenced by a number above for lessons)

These will be taught through football and have been referenced in the curriculum map. The

knowledge in these 3 areas will develop over time.

1. PE-Motor competence- students will develop coordination (hand-eye) to run

and navigate using a map at the same time.

2. Sport-Rules, strategies & tactics- students will develop an understanding of the rules in orienteering, apply strategies to defeat an opponent. Use tactics to complete a course more efficiently and faster than an opponent.

3.Health- Healthy participation- students will develop their aerobic endurance, and speed

through participating in orienteering. Lessons will increase HR in the ST, and this will have a positive impact on health in the LT. For some student's participation in lessons will encourage students to attend extra-curricular clubs at school and even play orienteering outside of school.

The following themes will be threaded through the summer terms block of work: Anaerobic and aerobic exercise, Nutrition, Energy Balance, Overcoming barriers to participation

4: Character – Determination, Curiosity, Kindness and positivity, Inclusion