

Placing Controls



ACTIVITY DETAILS

AGE

12+

MATERIALS

Maps
2 colours of pinflags

TIME

30 minutes

GOAL

To teach confidence of location without a flag

INSTRUCTIONS

SET UP

- Plan a score-o with the start point in a central location
- Print maps but do not put out any flags

ACTIVITY

- Divide the group into two (or more) teams
- Provide each team with two maps of the score-o course and a bunch of pin flags (each team should have a different colour)
- On the start whistle, each team chooses one person to place a flag at any control site
- When the first person returns, a second person goes out to place a flag at a different control site
- Each team has the same map and does not know where the other team has placed their flags. If a participant gets to a site that already has a flag, that person must find a different site to place his/her flag
- The game can be played until there is a flag at all control sites or until one team runs out of flags
- The teams can then play the game in reverse and see how many flags they are able to pick-up (without anybody picking up a flag that they put out)