### **'PITCH O' Orienteering**

### **FOOTBALL PITCH NUMBERS**

An adaptation of TOP Outdoor Card 'Netball Numbers'.

Subject PE	Year	Title	Lesson				
	any	Problem Solving Challenges	Indoor Orienteering				
Purpose To follow a map accurately.							

### **Teacher's Notes**

This lesson is an adaptation of TOP card—Netball Numbers, which is played using the lines of a netball court. This can be found in the TOP outdoors pack (dark green/oval/brown coloured).

This lesson can be used instead of, or along side Netball Numbers, as alternative tasks or as extension tasks.

The skills of map reading and orientation are developed.

Numeracy link: create a series of differentiated number stickers on each cone to develop mental addition skills through physical activity. Eq. Instead of one cone having just the number 6, it could have a red 5 (for lower ability), an amber 19 (for average ability) and a green 53 (for higher ability) on the cone. LA add the reds etc.

### **Main Teaching Activities**

- Set up the cones as per the master sheet diagram on the school football pitch.
- Have 7 to 10 copies of each route map ready at the start.
- Have enough answer sheets for each team. Teams will need pencils and something to rest on eq. clip-board.
- Put chn in groups of 2 to 4. (Ideally, the number of teams should equal the number of routes)

Each group has a different route map to start with. They have to follow the map and visit each cone in order (i.e. A first, then go to B, then C, etc), walking along the marked lines.

On each cone is a number. Chn record the numbers they visit, then come back and add them up.

Chn tell the teacher the total (teacher has the correct answers for each route!). If they get it correct, give the group a different route to complete.

There are 6 different routes in all. Who can be the first group to complete all 6?

NB – not all routes visit each cone, so the answer for each route will be different! Extension: each team has all 6 routes to complete, but as a relay – so each player has to go by themselves and the next player can't do their route until the previous one has been checked by the teacher.

### Resources

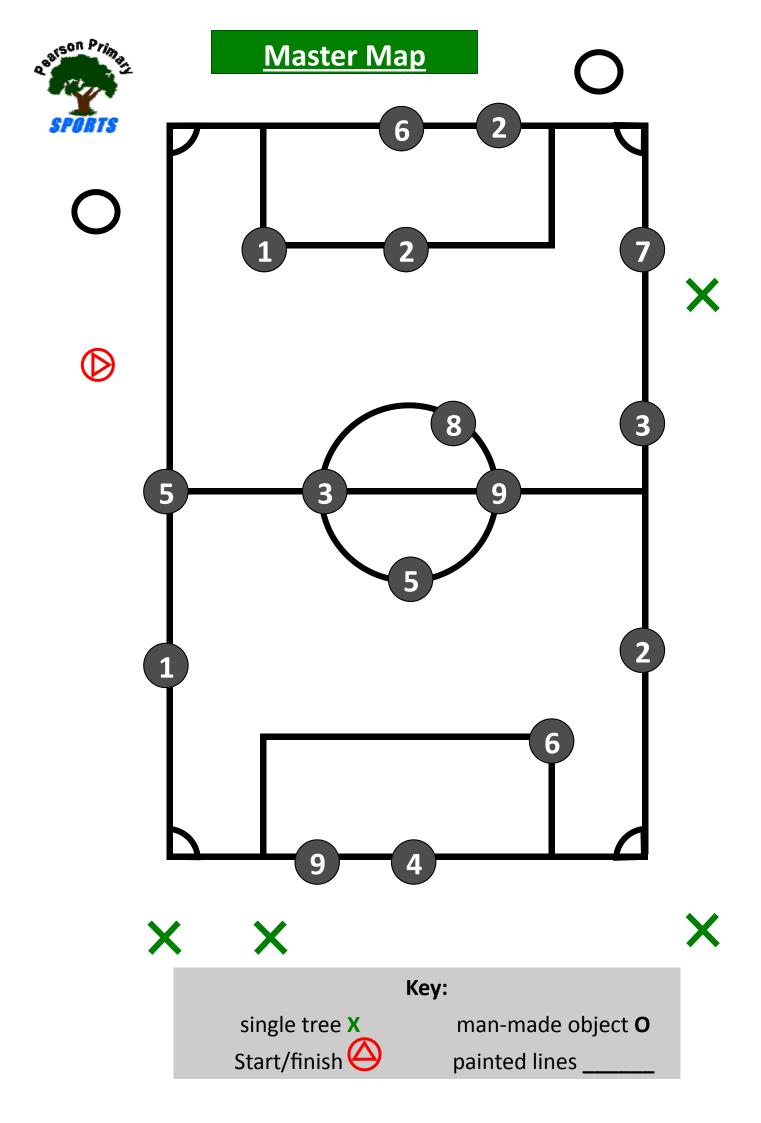
- 15 Cones marked as the numbers: 1, 1, 2, 2, 2, 3, 3, 5, 5, 6, 6, 7, 8, 9 and 9.
- Route maps 1 to 6 enough of each to avoid delays
- Recording sheets -1 per team,
- Pencils, clip-boards
- Answer sheet for teacher
- Master map for teacher.
- Painted football pitch

### Criteria for Success/Outcome

All chn will: be able to follow the warm up and cool down instructions.

Most chn will: be able to follow the map correctly to each

Some chn will: be able to help other people read the map and find the correct cones.



# 'Football Numbers Orienteering' - Record sheet

## ANSWER SHEET

6	5	4	ယ	2	1	Route
2	ь	သ	1	2	<b>∞</b>	Α
5	5	6	6	1	3	В
2	4	3	7	7	1	С
∞	6	5	9	4	5	D
ω	ω	5	4	2	6	Е
5	2	9	∞	3	2	F
9	9	1	2	1	9	Ð
ω	9	2	9	5	6	н
37	39	34	46	25	40	TOTAL

### 'Football Numbers Orienteering' -

# Children's Recording sheet

NAMES:

6	5	4	ယ	2	1	Route
						Α
						В
						С
						D
						Э
						J
						G
						Н
						TOTAL

