

# Maze Map Orienteering.

This game teaches basic map orientation skills, while developing an awareness of position in relation to marked objects.

Pairs or individuals are given a map 1, 2, 3, 4, 5 or 6.

They start from the start point (box of maps in real life, marked as the start triangle on the maps).

They use the map to guide them around 6 cones, A to F .

There are however 10 cones placed around the maze. Therefore the four inactive cones work as decoys. These decoy cones will be active on other maps.

On each cone is a number. As they locate the cone, they mark its number on their score card. They do this for each cone in order, A to F.

They add the numbers and write the total on the card.

If they have the correct total on return to the map box. They get the next map.

**They must go around the maze, not hop over or crawl under the barrier tape.**

## **Multiple teams**

6 teams at once — give each team a different map to start with.

12 teams at once — give each team a different map to start with. Two teams will have the same map, so one team works from A to F, the other from F to A.

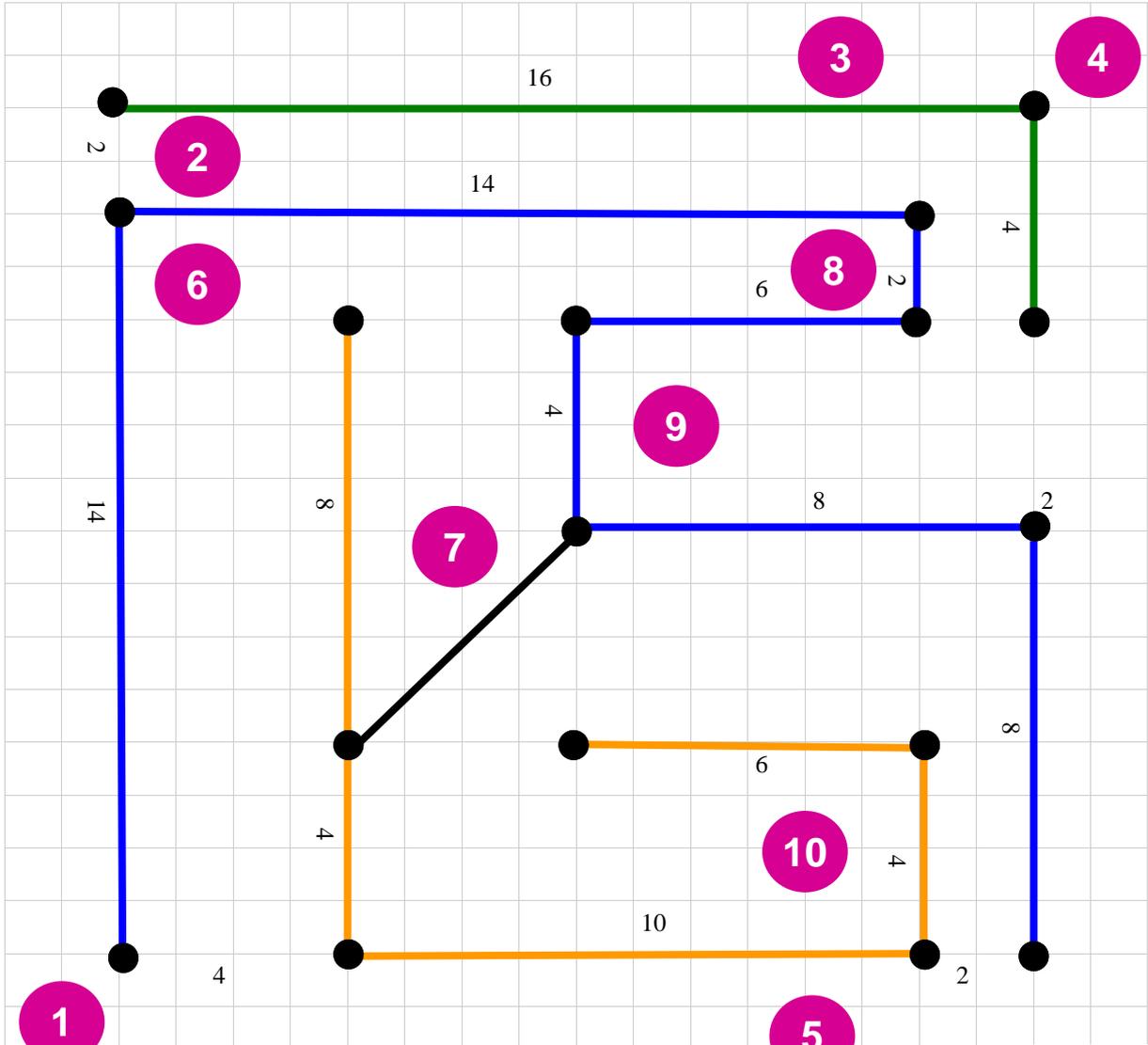
## **Resources**

- 17 poles or field/tent pegs (something to stick into the grass)
- Roll of barrier tape.
- 10 marker cones, numbered 1 to 10.
- Maps 1-6 — Several copies of each
- Score Cards — enough for every team.
- Clipboards — enough for every team.
- Pencils — enough for every team.
- Box — for the maps.( also marks a reference point when orientating the map while playing).
- Timer (optional).

## **Setting up**

1. Refer to Master Map.
2. Set box of maps on the ground in an open area of grass. Use the box as your reference point.
3. Systematically set up the poles. Set up one row at a time. Each square on the grid is for setup purposes only, and represents roughly 1 large step.
4. Join the correct poles with barrier tape. Blue piece first. Amber piece second. The green piece third. Black piece last (Colour for map/set-up purpose only).
5. Place the numbered cones in their correct locations in the maze.

# MAZE MASTER MAP

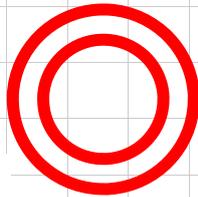


Start



Box of maps.  
Timer.

finish

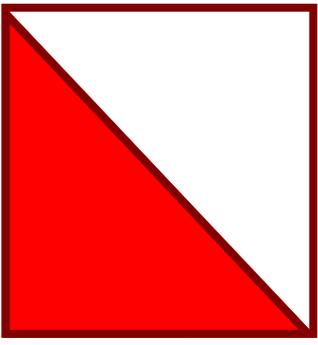


**Key:**

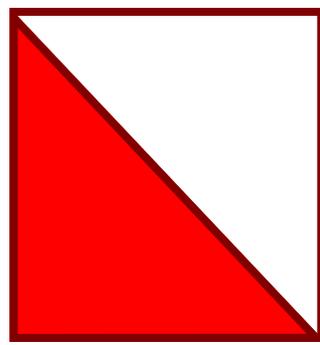
- Poles x 17
- Barrier tape
- Cones x 10

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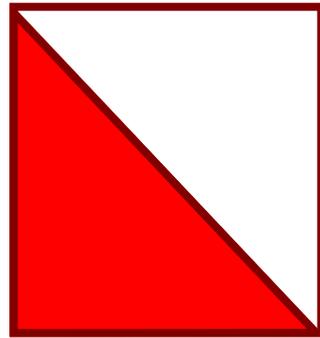
**1**



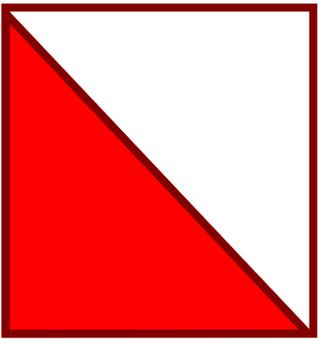
**6**



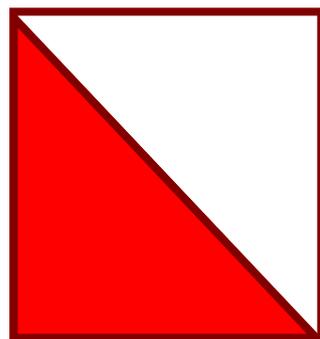
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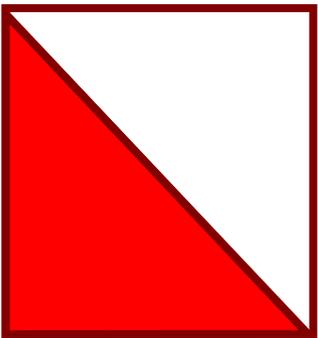
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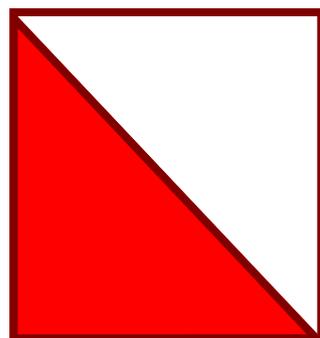
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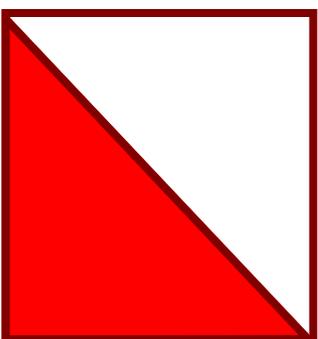
**8**



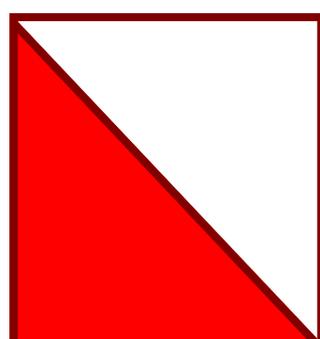
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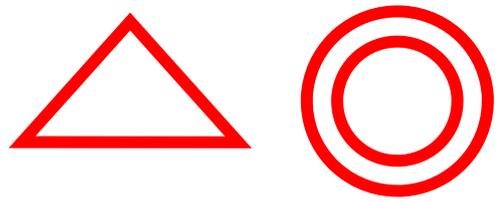
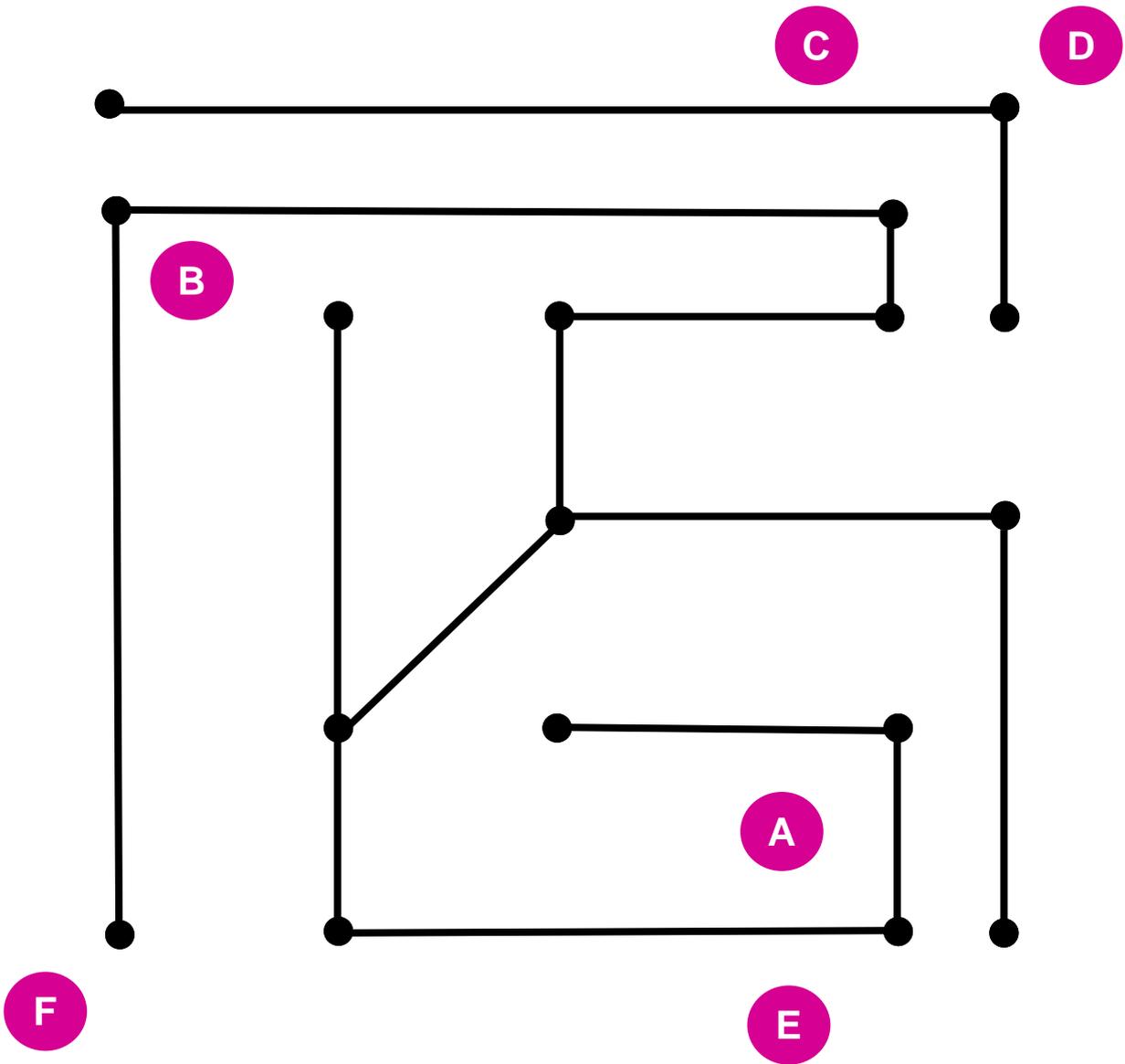
**9**



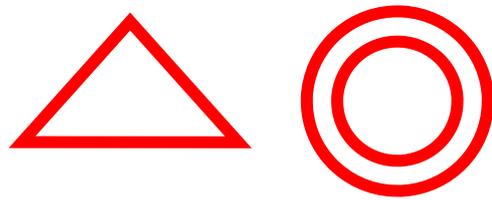
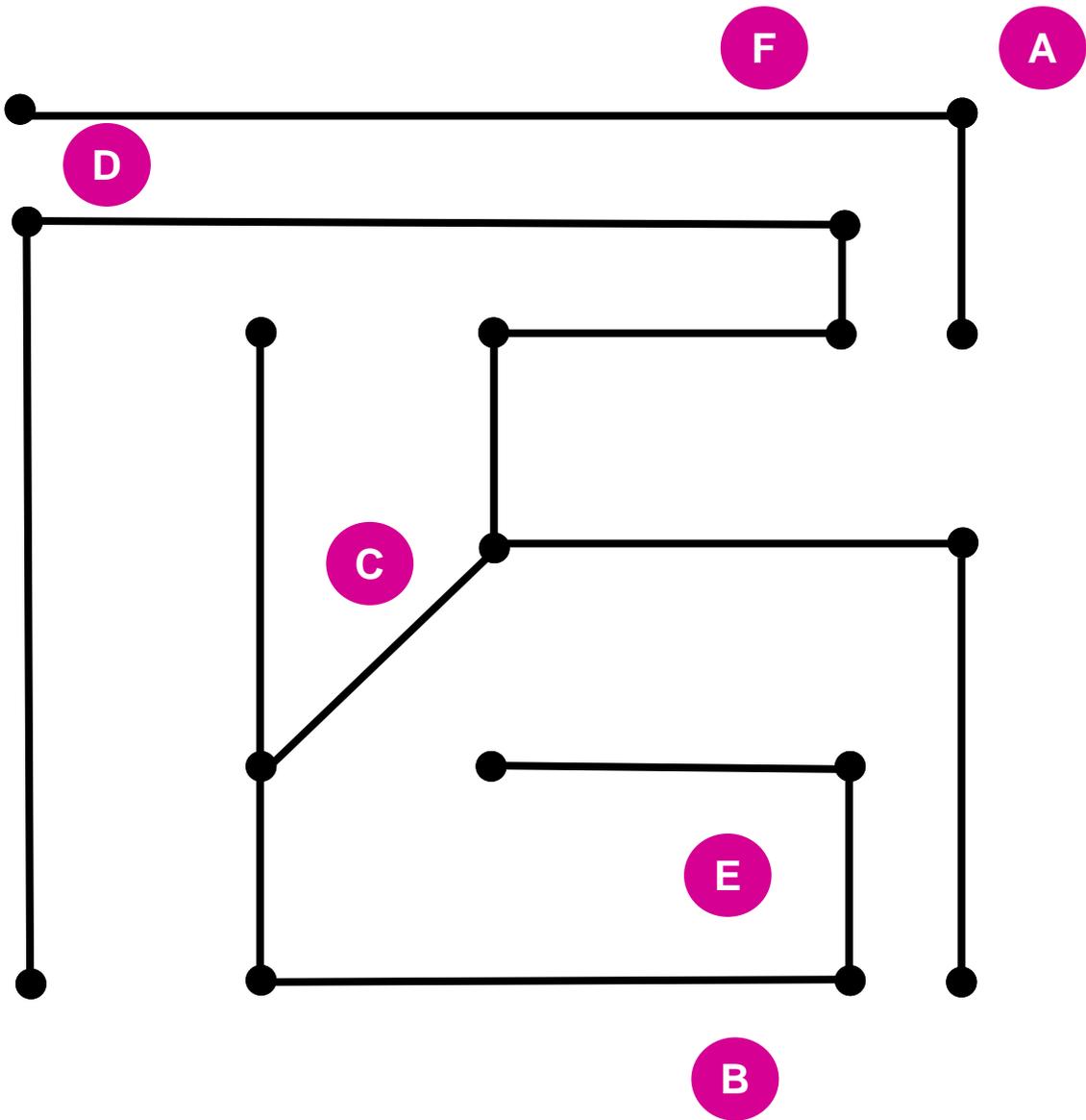
**5**



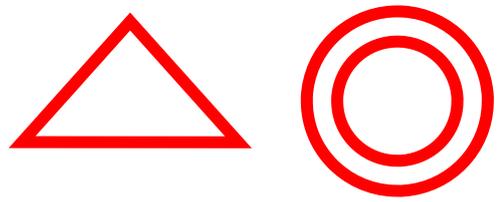
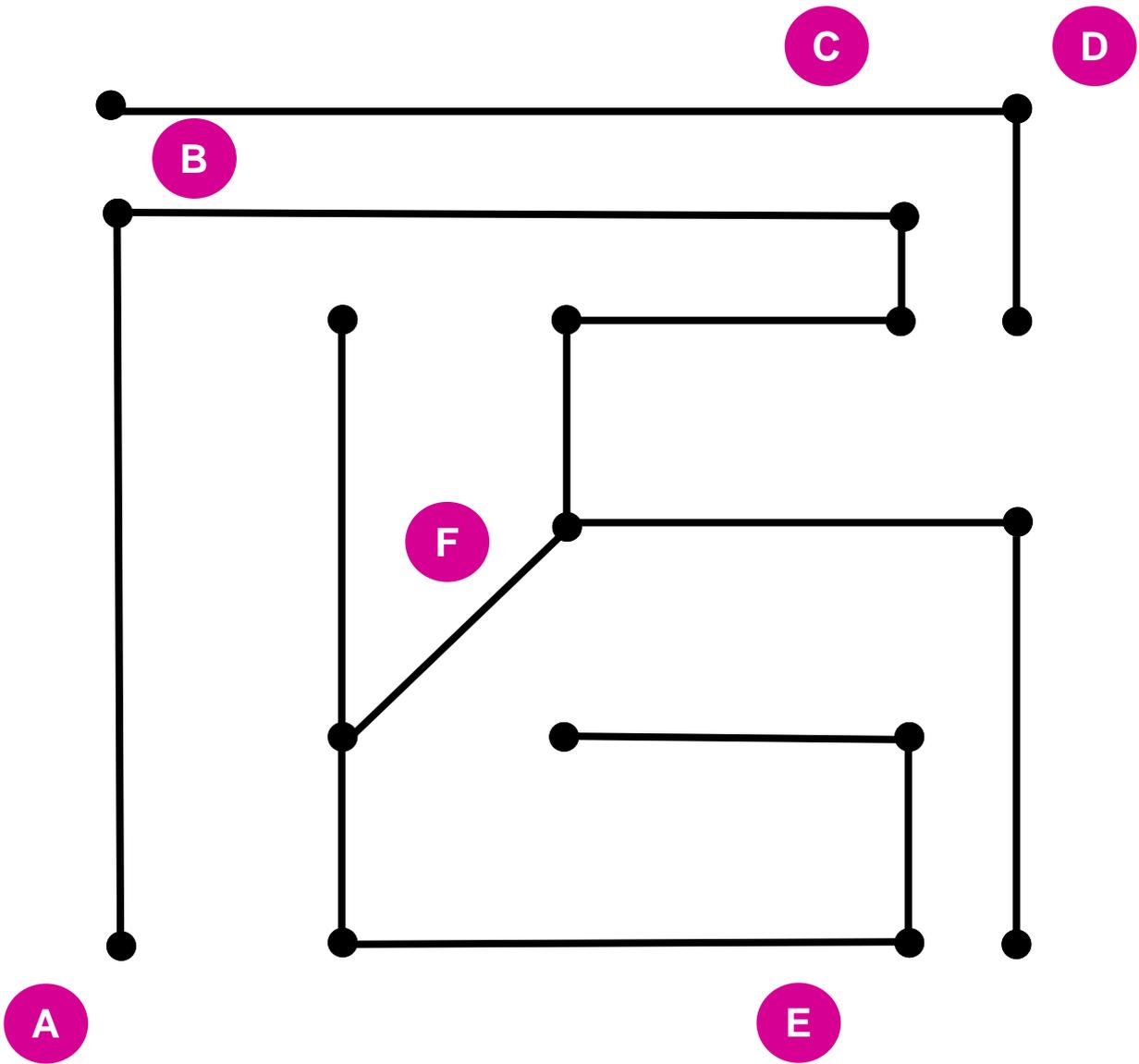
**10**



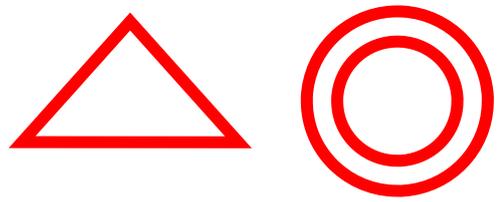
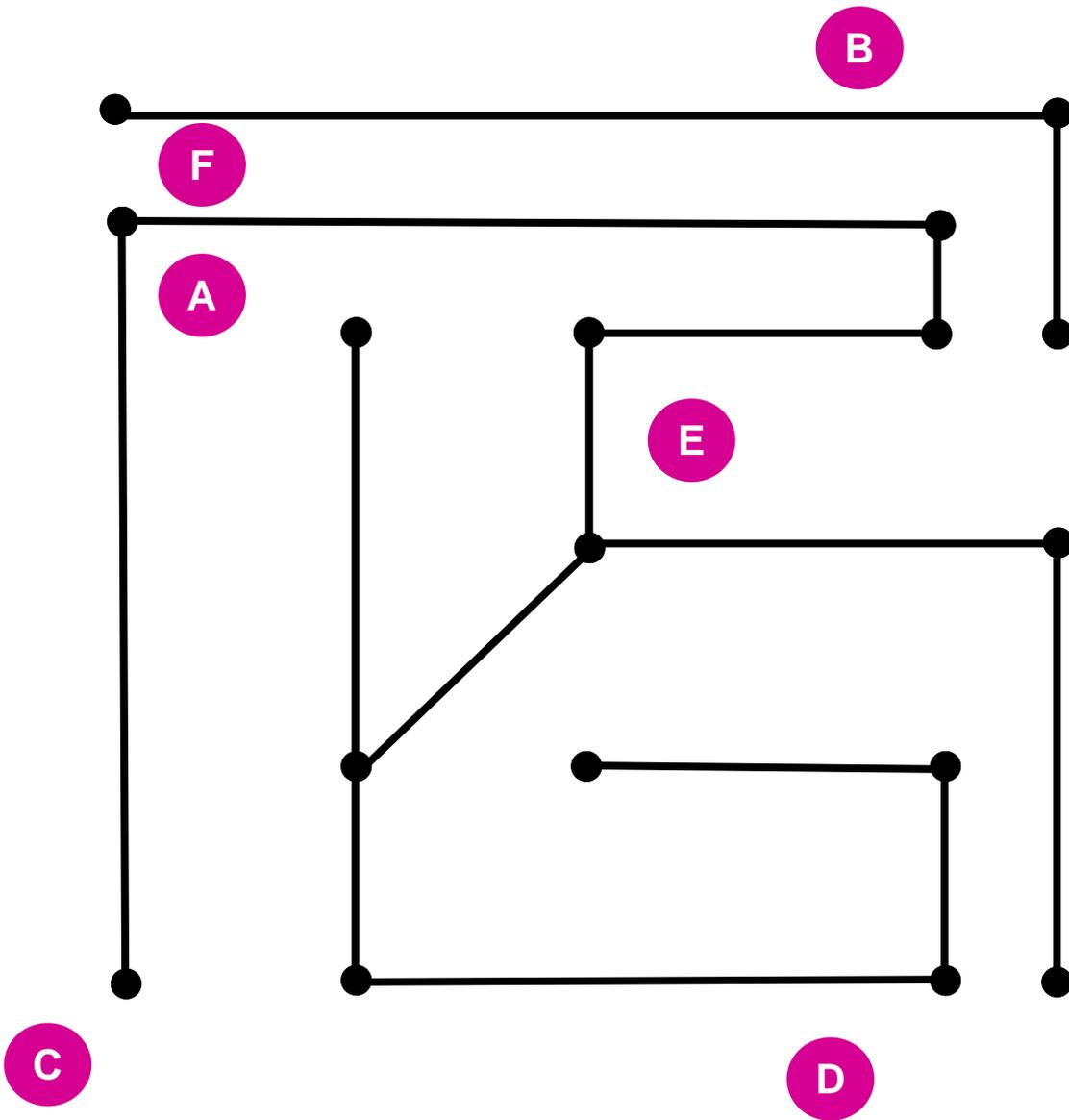
**MAZE MAP 1**



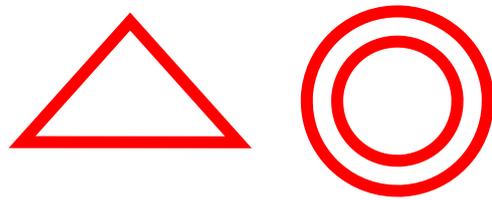
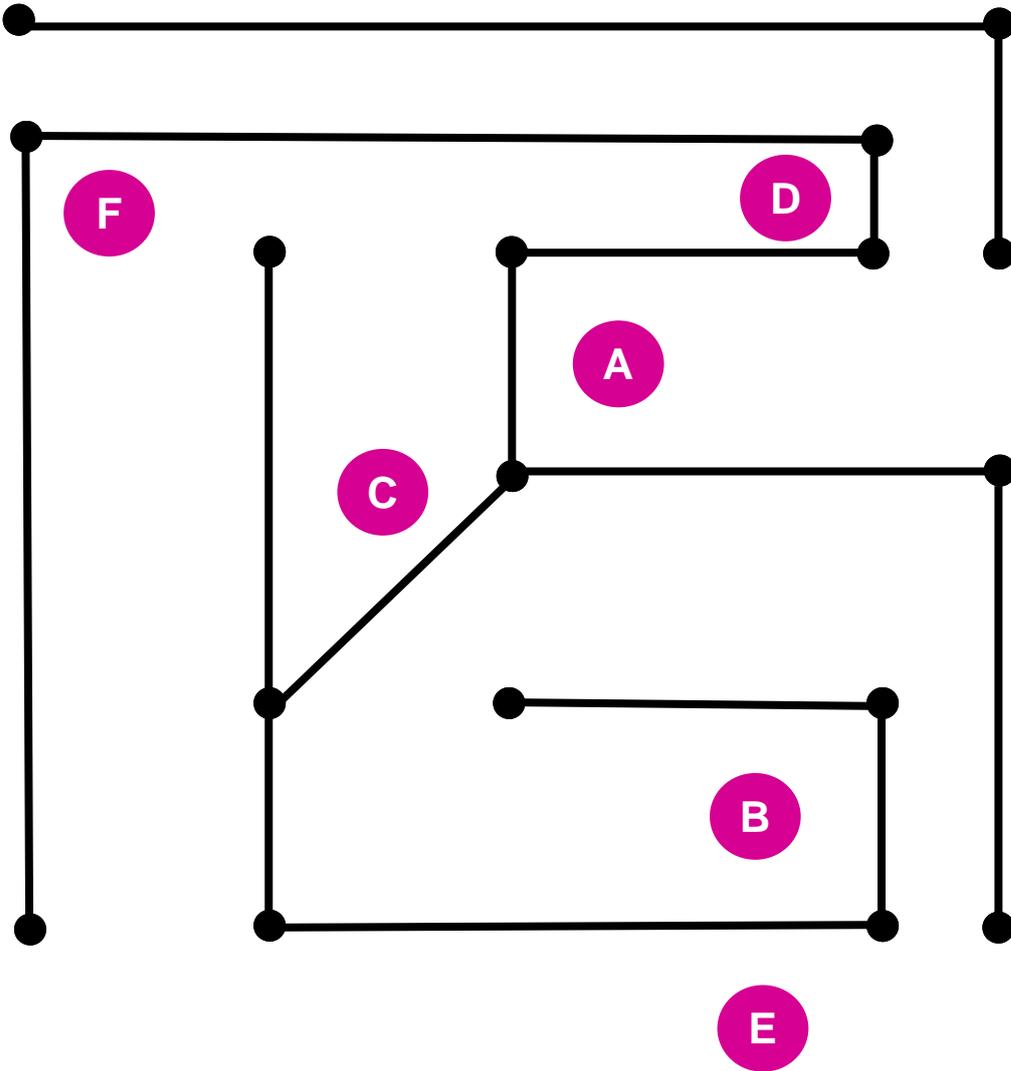
**MAZE MAP 2**



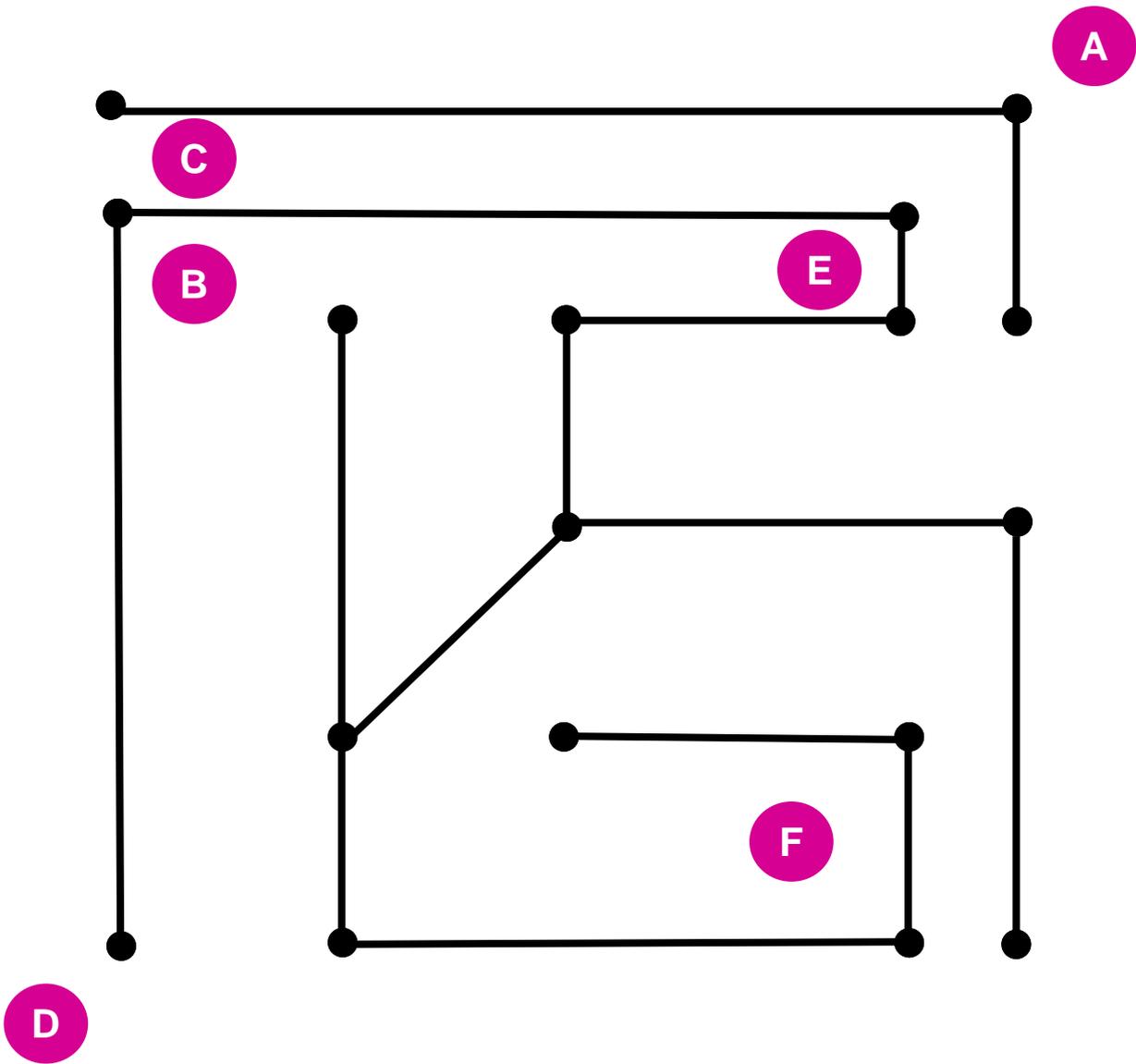
**MAZE MAP 3**



**MAZE MAP 4**



**MAZE MAP 5**



**MAZE MAP 6**

# Score Card

Maze Map Orienteering

Names \_\_\_\_\_

<b>Map</b> CONE	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>TOTAL</b>
<b>Map 1</b>							
<b>Map 2</b>							
<b>Map 3</b>							
<b>Map 4</b>							
<b>Map 5</b>							
<b>Map 6</b>							

# ANSWER Sheet

## MAZE MAP Orienteering

<b>Map</b> CONE	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>TOTAL</b>
<b>Map 1</b>	10	6	3	4	5	1	29
<b>Map 2</b>	4	5	7	2	10	3	31
<b>Map 3</b>	1	2	3	4	5	7	22
<b>Map 4</b>	6	3	1	5	9	2	26
<b>Map 5</b>	9	10	7	8	5	6	45
<b>Map 6</b>	4	6	2	1	8	10	31