



SCIENCE IS ALL AROUND US

Orienteering Game at the Priest's Mill district

Technikum Informatyki Edukacji Innowacyjnej, Łódź, Poland

Project No. 2020-I-RO01-KA229-079965_3

AIMS/LEARNING OUTCOMES

Students will:

- be able to find locations in a specific order;
- remember locations;
- remember a sequence of clues;
- learn how to follow a map.
- understand the rules and safety considerations;
- read a map by understanding map symbols;
- apply the tactics of route planning;
- orient themselves by using the map, the compass and the terrain.

MATERIALS AND TIME

- MATERIALS: Map of Księży Młyn (Priest's Mill) area, images of locations, set of rules of the game, a compass.
- TIME: 180 minutes
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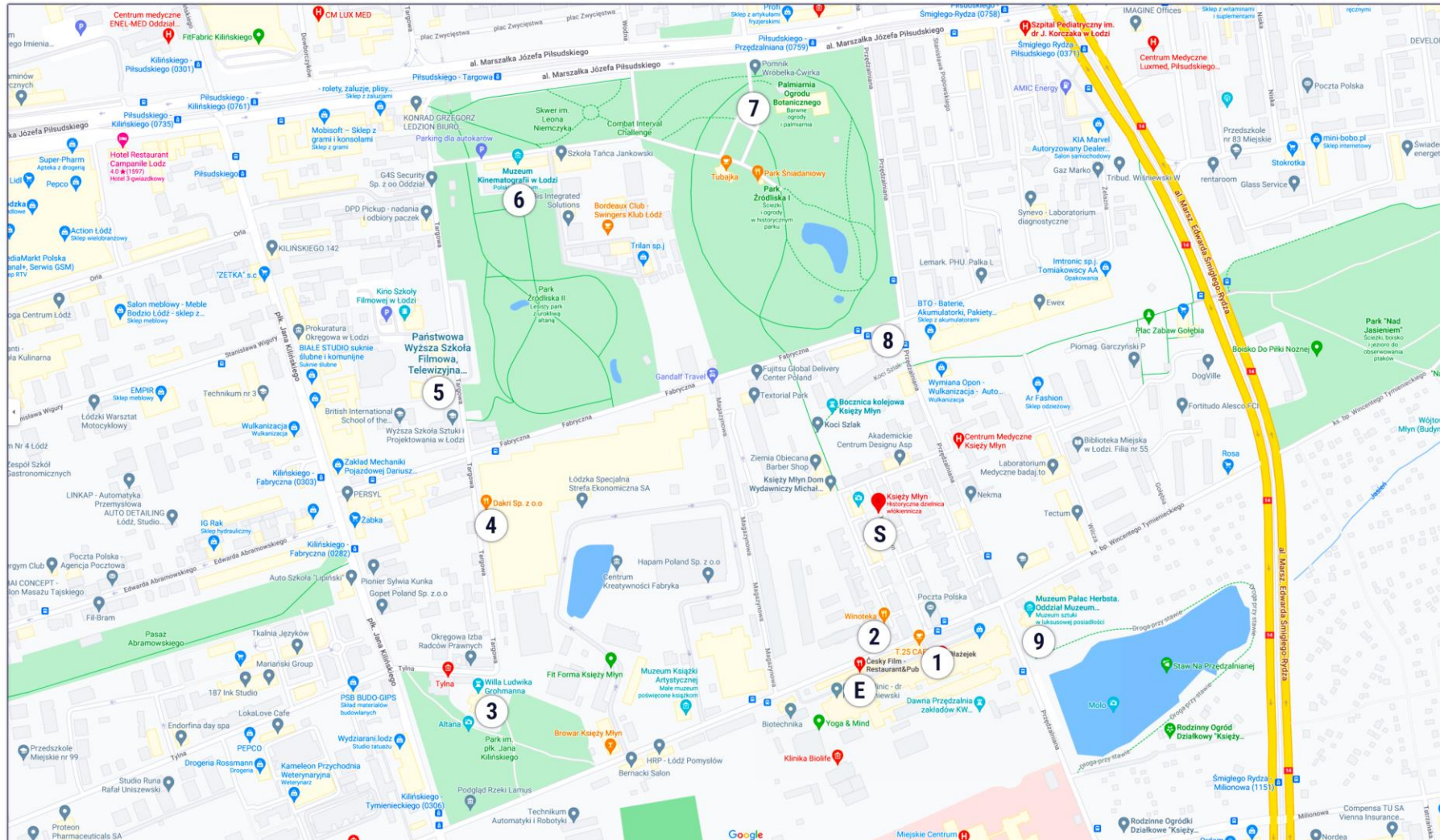
Orienteering game

"Księży Młyn" - Łódź



Erasmus+

Landmarks



- S** Start "Księży Młyn"
(Start "Priests Mill")
- 1** Lofty
(Lofts)
- 2** Straż pożarna
(Fire Department)
- 3** Willa Grohmanna
(Grohmann's Villa)
- 4** Beczki Grohmanowskie
(Grohman barrels)
- 5** PWSSFT (filmówka)
(Film school)
- 6** Muzeum Kinematografii
(Cinematography Museum)
- 7** Palmiarnia
(Palm house)
- 8** Zabytkowy semafor - Bocznicza kolejowa
(Historic semaphore)
- 9** Pałac Herbsta
(Herbst Palace)
- E** End - Restauracja "Český film"
(“Český film” restaurant)

GENERAL RULES

- Orienteers shall not damage, hide, or remove any controls during an event;
- Orienteers may only use a compass plus the map provided by the organizer during the event;
- Orienteers must visit the controls in the specified order in a point-to-point orienteering event;
- Orienteers must not cross areas marked on the map as uncrossable or out-of-bounds;
- Orienteers shall not damage property such as fences, gates or equipment;
- Orienteers shall not cross through gardens, or fields with newly planted or growing crops;
- Orienteers shall use walkways and/or pavements for a safe walk;
- Orienteers shall take extra care in places where routes are shared with cyclists.

ETHICAL CONSIDERATIONS

- Orienteers should not follow other participants;
- Orienteers should not discuss the course with other participants while still on the course;
- Orienteers who ask for help should be shown their location on the map and reported to organizers;
- Orienteers who have finished a course should not divulge information about the course, map or terrain to others who have not yet started;
- Orienteers shall respect the land and wilderness environment;
- If an orienteer comes across an injured orienteer, they are obliged to abandon their course and render assistance.

SAFETY RULES

When using any type of crossing orienteers should:

- be familiar with the Green Cross Code;
- always check that the traffic has stopped before they start to cross;
- always cross any road with checking the left and the right side of any of road;
- always cross between the studs or over the zebra markings, or zebra crossing with traffic lights, do not cross at the side of the crossing or on the zigzag lines, as it can be dangerous.

STAGES

- Stage 1: Warm up and presentation;
- Stage 2: Practice;
- Stage 3: Production.

TIME/ INTER	STAGE	AIM	PROCEDURE
20'	Warm up + Presentati on	Check Students' knowledge and introduction to the topic	Students are introduced with the history of the Priest's Mill area. They are told about a group of textile factories and associated facilities located in center of Łódź. Students are told about the development of this region, its important role in Łódź and Polish territory in the 19 th Century. They are told about the owners of textile factories who contributed to the development of Łódź.
5'	BRAIN BREAK	Promote learning	Students try to remember everything they know about Priest's Mill area and briefly review the importance of gathering.

10'	Practice 1	Build students confidence with the new knowledge	Students are divided into 5 groups and given maps of the Priest's Mill area and set of rules. They are introduced with the orienteering game, which is finding locations in a given order and taking photos to prove they were there. Students have to be acquainted with the map and the set of rules – what is allowed and what is forbidden.
5'	BRAIN BREAK	Promote learning	Students discuss the newly acquired information. They can ask questions about the set of rules or the map.
120'	Practice 2 and Production	Orienteering Game – finding locations and improving abilities of using a map. Allow students to test their understanding	Students must find challenging locations, marked on the map, using various ways. Each location is like a checkpoint with administrators who tell them a short story about the location or the building and ask them questions. Students have to listen to the text very carefully to discover an answer for a question. Then administrators give them tasks to do. Each time a group of students are successful, they move on to a different variation using the given map.

20'	Production	Allow students to retrieve what they have learnt and apply their knowledge critically	<p>Students comment on the activity. They should say positive and negative comments. They talk about using knowledge of map features to establish where the locations are located, how to identify the area they were aiming for, locating a terrain feature around them and matching it with the one on the map and figuring out where they needed to go.</p> <p>Students are asked questions like: what was the hardest part of this activity and why?; what was the most challenging about using a map?; what tasks were the most challenging?; how did they memorize locations? would you prefer working individually or in a team?</p>
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TASKS

1. Ask students to find different area, select locations and prepare their own orienteering game.
2. Ask students to prepare guidance for participants who are less progressing and have problems during the game.
3. Ask students to prepare constructive feedback on team work and team collaboration. Students have to list criteria of this feedback.

THANK YOU FOR YOUR ATTENTION