



Symbol Relay Game

How to play

The objective of this task is symbol recognition.

Print one set of cards per team.

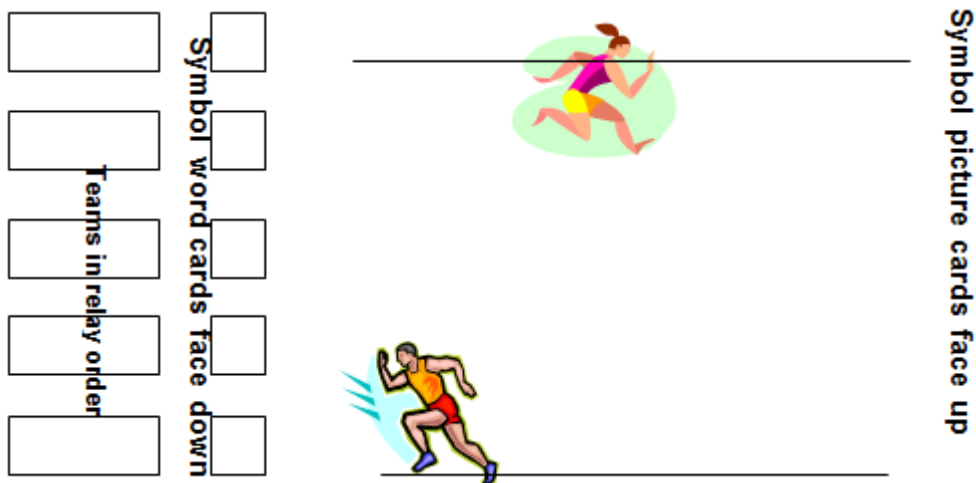
Split your class in to even numbered teams and set a start point on one side of the school yard/ school hall. Place the symbol cards on a table on the other side of the yard/hall. There should be one set of symbol card per team.

Start each team off at the same time with the symbol hedge. Students are only looking for each symbol not what is on the back of the card. The name of the next symbol for the next student to collect is on the back of each card. Cards should be left symbol side facing up!!

For example: starting with hedge(this card will be blank on one side) , students will run up to the table collect the symbol for Hedge and when they bring it back to the next participant, on the back will be the word Building, on the back of the card with the Building symbol will be Earth Wall and so on until you get to the High Fence card which will look for the symbol Finish. Once this is returned to the teacher the first team to do so wins.

Tips:







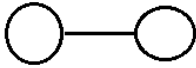




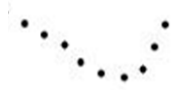



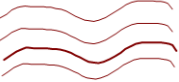






- Place cards in a box if working outside, this prevents them blowing away.
- Leave a description sheets close to the cards the first time playing the game and move further away the more you play. This will enhance learning.
- When collecting card off of student during the game keep them in separate piles to save sorting again after the game





Running order of symbols

RELAY ORDER FOR SPRINT EXERCISE



1	HEDGE 	12	POND 
2	BUILDING 	13	WALL 
3	EARTH WALL 	14	LARGE TREE 
4	PLAY EQUIPMENT 	15	HARD PAVED AREA 
5	MARSH 	16	FENCE 
6	KNOLL 	17	PATH 
7	OUT OF BOUNDS 	18	GATE/CROSSING POINT 
8	START 	19	CONTOUR LINES 
9	STREAM 	20	MAN MADE FEATURES 
10	FOREST 	21	HIGH FENCE 
11	EARTH BANK 	22	FINISH 




Laminate all resources (order of symbols & individual card) this will protect them and make them last longer.

Exercise preparation


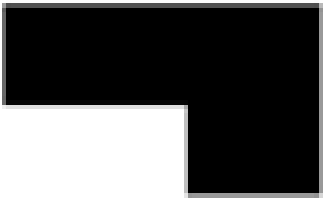
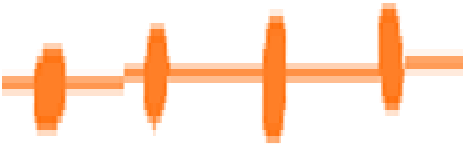

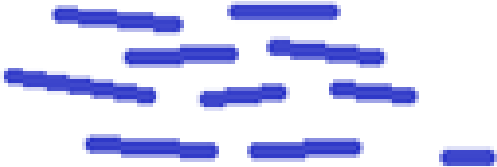
Print symbol sheets as is. Cut along horizontal line only and fold along center line. Each individual card will have a symbol and the name of the next symbol on the back.

	HEDGE
	BUILDING
	EARTH WALL


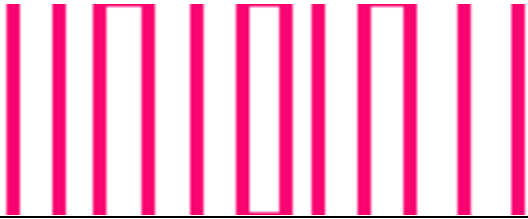






**CUT ALONG
LINE AND
FOLD IN THE
MIDDLE.
LAMINATE
INDIVIDUAL
PIECES**



	HEDGE
	BUILDING
	EARTH WALL
	PLAY EQUIPMENT
	MARSH
	KNOLL



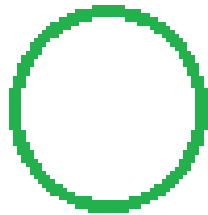
	<p>OUT OF BOUNDS</p>
	<p>START</p>
	<p>STREAM</p>
	<p>FOREST</p>
	<p>EARTH BANK</p>
	<p>POND</p>



WALL



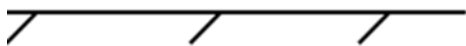
LARGE
TREE



HARD
PAVED
AREA

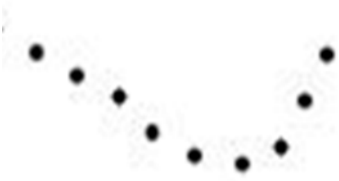

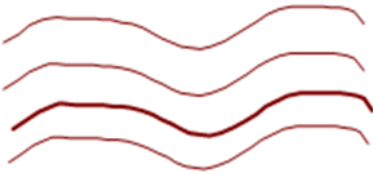





FENCE



PATH



	<p>GATE / CROSSING</p>
	<p>CONTOUR LINES</p>
	<p>MAN MADE FEATURES</p>
	<p>HIGH FENCE</p>
	<p>FINISH</p>
	



In class work sheets




To familiarise you class with the symbols, use the work sheets provided and fill in the symbols with the right colour and shape.

Leave the description sheets in a visible position for the whole class to familiarise with symbols. After doing filling in the sheets once test your class by removing or moving the description sheets further away to test what symbols are remembered without prompting.

Tips:

- This game can be used as a relay the same as the previous game, only in this they will be colouring in the symbol
- If in the classroom split the class in half you can run this as a relay, split the class in two and one pair at a time come to the top of the class and to fill in a symbol they know. First half to fill in all symbols wins.
- Encourage students to do the symbols they know first and then concentrate on the one they don't know

Draw the symbol in its correct colour on your worksheet

		HEDGE
		BUILDING
3		EARTH WALL
4		

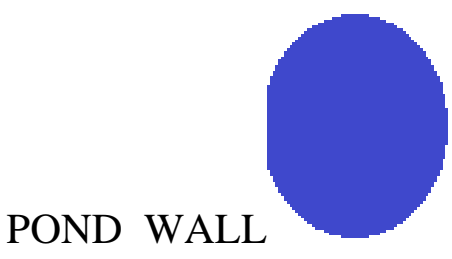
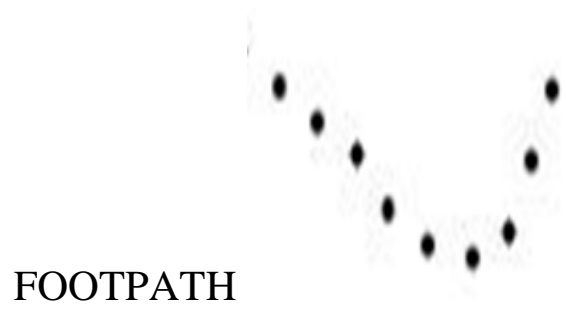
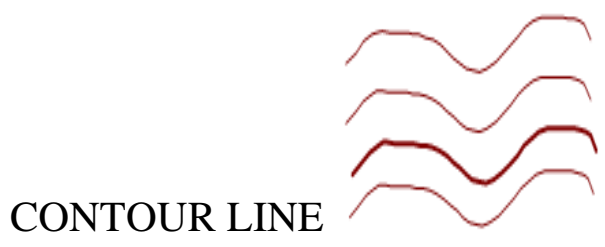
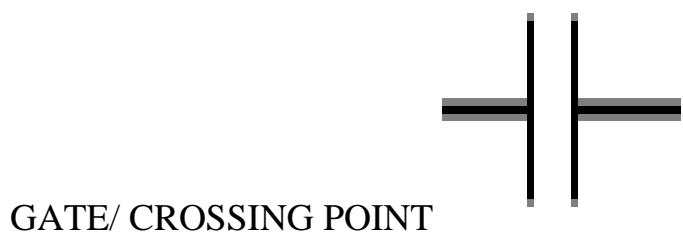
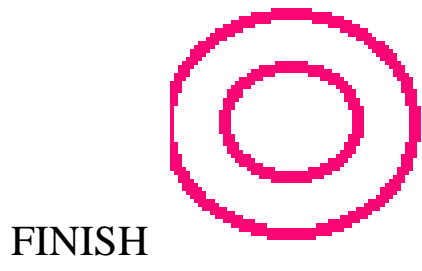
Laminate Description sheets at the bottom of this document

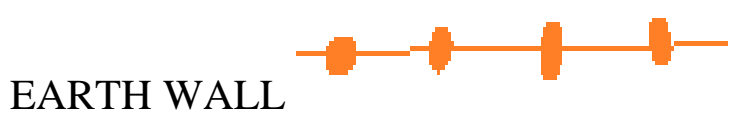
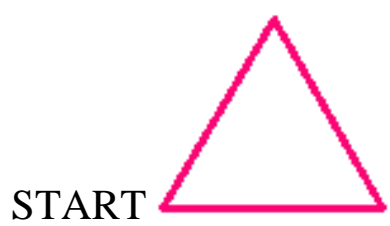
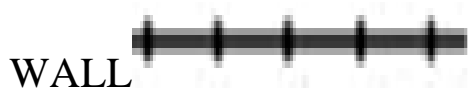


1	HEDGE
2	BUILDING
3	EARTH WALL
4	PLAY EQUIPMENT
5	MARSH
6	KNOLL
7	OUT OF BOUNDS
8	START
9	STREAM
10	FOREST
11	EARTH BANK
12	POND
13	WALL



14	LARGE TREE
15	HARD PAVED AREA
16	FENCE
17	PATH
18	GATE/CROSSING POINT
19	CONTOUR LINES
20	MAN MADE FEATUREs
21	HIGH FENCE
22	FINISH







Useful links and documents for symbols and orienteering

Irish Orienteering Association

<https://www.orienteering.ie/>



Cork Orienteering Club

<http://www.corko.net/home>

The map legend is key to understanding the map. Knowing what the various symbols mean will help you interpret the map and visualise the terrain around you. The various IOF Orienteering Map Symbols are illustrated and described below.

Black symbols are used for rock features (for example, boulders, cliffs and stony ground) and for linear features such as roads, paths and fences as well as for other man-made features (for example, ruins and buildings).

Brown symbols are used for landforms such as contour lines, small knolls, ditches & earthbanks.

Blue is used to mark water features: such as lakes, ponds, rivers, streams and marshes.

Yellow is to designate vegetation - specifically open or unforested land.

Green is used to show vegetation that slows down the passage of an orienteer. The darkest green areas, called "fight", are usually impassable.

White on an orienteering map signifies forest with little or no undergrowth - forest that an orienteer can run through.
















Purple (or red) is used to mark the orienteering course on a map. Also, this colour is used to designate map corrections and out-of-bounds areas.

Links to map symbols













<https://www.maprunner.co.uk/map-symbols/>

IOF Sprint Orienteering Map Symbols












Land forms

-  Contour
-  Index contour
-  Form line
-  Slope line
-  Contour value
-  Earth bank
-  Small earth wall
-  Erosion gully or trench
-  Small erosion gully
-  Small knoll
-  Small elongated knoll
-  Small depression
-  Pit or hole
-  Broken ground
-  Prominent land form




Water and marsh

-  Waterhole
-  Impassable body of water
(forbidden to cross)
-  Passable body of water
-  Passable small watercourse
-  Minor watercourse
-  Narrow marsh
-  Impassable marsh
(forbidden to cross)
-  Marsh
-  Indistinct marsh
-  Small fountain or well
-  Spring
-  Prominent water feature






























Rock and boulders

-  Impassable cliff
(forbidden to cross)
-  Gigantic boulder or rock pillar
-  Passable rock face
-  Rocky pit
-  Cave
-  Boulder
-  Large boulder
-  Boulder field
-  Stony ground
-  Open sandy ground
-  Bare rock

Technical symbols






















-  Magnetic north line
-  Registration marks
-  Spot height

Man-made features













-  Unpaved footpath or track
-  Small unpaved footpath or track
-  Less distinct small path
-  Narrow ride
-  Bridge
-  Railway
-  Tramway
-  Power line, cableway or skilift
-  Major power line
-  Underpass or tunnel
-  Passable stone wall
-  Passable wall
-  Impassable wall
(forbidden to cross)
-  Passable fence or railing
-  Impassable fence or railing
(forbidden to cross)
-  Crossing point
-  Building
(forbidden to cross)
-  Canopy
-  Pillar
-  Area with forbidden access
(forbidden to cross)
-  Paved area
-  Step or edge of paved area
-  Passable pipeline
-  Impassable pipeline
(forbidden to cross)
-  High tower
-  Small tower
-  Cairn, memorial, small monument or boundary stone
-  Fodder rack
-  Prominent man-made feature


** It is forbidden to cross these items. Competitors violating this rule will be disqualified.*

Vegetation

-  Open land
-  Open land with scattered trees
-  Rough open land
-  Rough open land with scattered trees
-  Forest: easy running
-  Forest: slow running
-  Undergrowth: slow running
-  Forest: difficult to run
-  Undergrowth: difficult to run
-  Vegetation: very difficult to run
-  Impassable vegetation
(forbidden to cross)
-  Forest runnable in one direction
-  Orchard
-  Orchard, one direction (e.g. Vineyard)
-  Distinct cultivation boundary
-  Cultivated land (seasonally out of bounds)
-  Distinct vegetation boundary
-  Indistinct vegetation boundary
-  Prominent large tree
-  Prominent bush or small tree
-  Prominent vegetation feature

Overprinting symbols

-  Start
-  Control point
-  Control number
-  Marked route
-  Finish
-  Uncrossable boundary
(forbidden to cross)
-  Crossing point
-  Crossing section
-  Out-of-bounds area
(forbidden to cross)
-  First aid post
-  Refreshment point
-  Temporary construction or closed area
(forbidden to cross)



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Copies of these map symbols and of the IOF pictorial control descriptions can be downloaded from www.maprunner.co.uk
The full ISSOM 2007 specification is available from www.orienteering.org

School Orienteering Map Symbols

Man-made features

	Building
	Canopy
	Pillar
	Out of Bounds Area
	Hard paved area
	Soft paved area
	Edge of paved area
	Step
	Footpath
	Small path
	Less distinct small path
	Footbridge
	Small footbridge
	Wall
	High wall
	Fence
	Low fence
	High fence
	Crossing point - Gate
	Crossing point - stile
	Post, bollard, light
	Flagpole, chimney
	Tower, floodlight, pylon
	Sign, notice board, basketball/netball net
	Bin, plant container, tank, junction box
	Bird table
	Drain cover
	Seat, bench, picnic table
	Sculpture
	Play equipment, bicycle racks, goal posts, cricket nets

Water and marsh

	Area of water
	Pond
	Small watercourse
	Wet pit
	Minor water channel
	Marsh
	Small fountain or well
	Other water feature

Land forms

	Contour
	Form line
	Slope line
	Earth bank
	Small earth wall
	Gully or trench
	Small gully
	Small knoll
	Small depression
	Pit or hole
	Open sandy ground

Rock and boulders

	Impassable cliff
	Passable rock face
	Boulder

Technical symbols

	Magnetic north line
--	---------------------

Vegetation

	Open land
	Open land with scattered trees
	Rough open land
	Rough open land with scattered trees
	Woodland: easy running
	Woodland: slow running
	Undergrowth
	Vegetation: dense
	Hedge
	Orchard
	Distinct vegetation boundary
	Single large tree
	Bush or small tree
	Prominent vegetation features

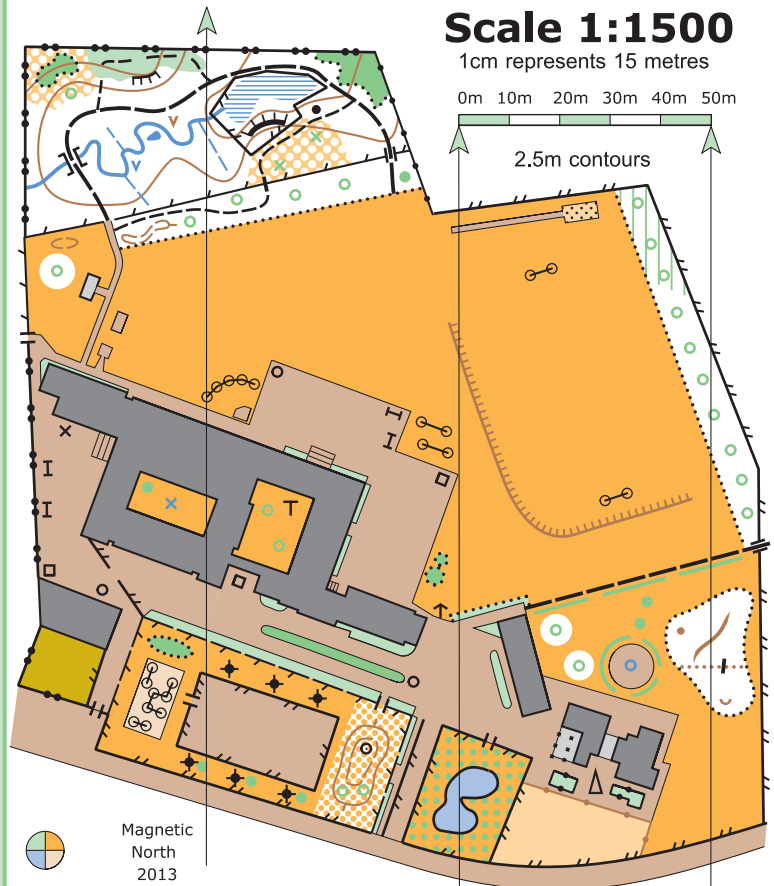
Maprunner Junior School

Scale 1:1500

1cm represents 15 metres

0m 10m 20m 30m 40m 50m

2.5m contours



Magnetic North 2013

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Copies of these map symbols can be downloaded from www.maprunner.co.uk

The full British Orienteering Federation Specification for School Orienteering Maps is available from www.britishorienteering.org.uk



ISOM 2017 Orienteering Map Symbols

Land forms

	Contour
	Index contour
	Form line
	Slope line
	Contour value
	Earth bank
	Earth wall
	Ruined earth wall
	Erosion gully
	Small erosion gully
	Knoll
	Small knoll
	Small elongated knoll
	Depression
	Small depression
	Pit
	Broken ground
	Very broken ground
	Prominent landform feature

Water and marsh

	Uncrossable water
	Shallow water
	Waterhole
	Uncrossable river
	Crossable watercourse
	Small crossable watercourse
	Minor/seasonal water channel
	Narrow marsh
	Uncrossable marsh
	Marsh
	Indistinct marsh
	Well, fountain or water tank
	Spring
	Prominent water feature

Man-made features

	Paved area
	Wide road
	Road
	Vehicle track
	Footpath
	Small footpath
	Less distinct small path
	Narrow ride
	Visible path junction
	Indistinct junction
	Railway
	Power line, cableway or skilift
	Major power line
	Bridge/tunnel
	Footbridge
	Wall
	Ruined wall
	Impassable wall
	Fence
	Ruined fence
	Impassable fence
	Crossing point
	Area that shall not be entered
	Building
	Canopy
	Ruin
	High tower, Small tower
	Cairn, Fodder rack
	Prominent line feature
	Prominent impassable line feature
	Prominent man-made feature

Rock and boulders

	Impassable cliff
	Cliff
	Rocky pit, Cave
	Boulder, Large boulder
	Gigantic boulder
	Boulder cluster
	Boulder field
	Dense boulder field
	Stony ground: slow
	Stony ground: walk
	Stony ground: fight
	Sandy ground
	Bare rock
	Trench

Vegetation


	Open land
	Open land with scattered trees/bushes
	Rough open land
	Rough open land with scattered trees/bushes
	Forest: easy running
	Vegetation: slow running
	Undergrowth: slow running
	Vegetation: walk
	Undergrowth: walk
	Vegetation: fight
	Vegetation: impassable
	Forest runnable in one direction
	Cultivated land
	Orchard
	Vineyard
	Distinct cultivation boundary
	Distinct vegetation boundary
	Prominent large tree
	Prominent bush or tree
	Prominent vegetation feature

Overprinting symbols

	Start
	Control point
	Control number
	Marked route
	Finish
	Out-of-bounds boundary
	Crossing point
	Out-of-bounds area
	Out-of-bounds route
	First aid post, Refreshment point

Technical symbols

	Magnetic north line
	Registration mark
	Spot height



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