

## Outdoor Adventure Activity Year 3

National Curriculum subject content:
<ul style="list-style-type: none"> <li>✓ Use running jumping, throwing, and catching in isolation.</li> <li>✓ Play competitive games and apply basic principles of attacking and defending.</li> <li>✓ Compare their performance with previous ones and demonstrate improvement to achieve their personal best.</li> <li>✓ Take part in outdoor and adventurous activity challenges both individually and within a team.</li> </ul>
National Curriculum theme:
<ul style="list-style-type: none"> <li>✓ Outdoor Adventure Activity</li> <li>✓ Orienteering</li> <li>✓ Links with Geography/ Multi skills and communication skills.</li> <li>✓ Teamwork</li> </ul>



Key Vocabulary:	
Birds eye view	View from above
Communication	Send and receive messages
Compass point	The direction on a compass
Course	A route
Direction	The course in which something moves along
Location	Certain of a place
Orienteering	Competitive sport participants find their way
Position	A place something is
Route	A way or course taken
Strategy	A plan
Symbols	A mark or sign
orientate	Correct position/ way round

Sequence of Learning:					
Objectives (key knowledge):					
To learn to work collaboratively to solve group and paired activities.	To learn to use different methods of communication (verbal/Non-verbal).	To learn to give clear concise instructions	To learn to work as a team to solve problems.	To learn to use a basic map to locate objects.	To learn to work with a partner achieve a personal best.
Key events timeline Suggested Activities					
Games to get from A to B  Newspaper game: Pupils re-assemble a ripped-up comic / newspaper, putting it back together using tape Paper Mountain: Pupils build the tallest free-standing	Which form of communication is best for this activity? • OL card TB3; All Aboard • Hoop Challenge • Bench Shuffle • Magic Carpet • OL card TB4; Cross the Swamp	Pupils work with partners to undertake a series of trust building exercises. Pupils complete the blindfold circuit as set out in the time given Pupils think of a different way to guide their partner through the obstacle e.g.,	Simple orienteering games using map of school grounds	Find the missing treasure.  Define orientation (knowing where you are in relation to a map) • What do you need to do to 'orientate' or 'set' your map? (Turn it to fit	In pairs complete a route. Record personal best. How can you improve?  Pupils work in pairs / groups to collect as many control points as they can in the time given Pupils should be as accurate as possible in writing

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<p>structure using the resources provided (paper, glue, tape etc)</p>		<p>clapping, sounds, holding hands, whistle</p>		<p>the ground) • How do you know when you have set your map correctly? (Objects around you are in the same place as on the map) • How do you show objects on a map? (symbols) • What is different about the maps we have used? ( sizes) • What is scale? (Changing the size of objects or an area to fit a plan or map) Think of your own personal target for next</p>	<p>their answers and check their answers with teacher each time</p>
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### Outdoor Adventure Activity Year 3

The children will also experience Outdoor Adventurous Activity as part of the annual residential/ field trips.

#### National Curriculum Cross Curricula links with Geographical skills and fieldwork

- ✓ Use maps.
- ✓ Use eight points of a compass, four and six - figure grid references, symbols, and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world.
- ✓ Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods.

#### National Curriculum theme:

- ✓ Outdoor Adventure Activity
- ✓ Orienteering