## Omar A

Year 5 –	Knowledge	Vocabulary	
OAA -			
orienteering			
Know how to identify an objects location on a map.		Session 2	
		Collaborating	
Know how to use a map and its key to navigate to the correct point.			
Know the eight points of a compass – N			
N – North			
NE – North east			
SE – South east W			
S – South			
SW – South west SK SE			
W – West NW- North west			
NVV- NOTITI W	est		
Know how to	Know how to identify features on the map to help them navigate their way around		
and make sure they have the map orientated correctly.			
una make su	e meg have the map orientated correctly.		
Know that planning a route can help navigate a route more quickly.			
intow that pi	anning a route can nelp navigute a route more quickig.		
Know the correct running technique:			
Head up and still			
	bing the arms		
	the balls of feet		
• Using	the balls of feet		
logging – fas	ter than walking and should begin to breathe heavier but should be		
able to keep going.			
Running/Sprinting – As fast as they can go (using the correct technique) should			
become out of breath more quickly.			
	j of out i nor o quienty.		
Know the he	alth and safety rules		
	tters or control points will be visible from a standing position. There will		
	need to climb, move anything or go out of bounds to find anything.		
Key vocabulo	ıry:		
2	ol – location of objects, symbols, letters		
	k point – locating a specific feature that will help you navigate to a		
point			
•	re — a part of the map used to help navigate (tree, bench, building)		
	ng — turning the map so that it is facing the same direction as you		
	se – the route is being taken to find the control points		
	<ul> <li>The area that the orienteering will take place in, must be specified</li> </ul>		
befor	e beginning		

• Out of bounds – anuwhere outside of the designated area for the activity
Year 5 – Orienteering – Spr 2
Vocabulary List
<b>Collaborate</b> – work together on an activity or project
<b>Control</b> – location of objects, symbols, letters
Attack point – locating a specific feature that will help you navigate to a point
<b>Feature</b> – a part of the map used to help navigate (tree, bench, building)
<b>Bearing</b> – turning the map so that it is facing the same direction as you
<b>Course</b> – the route is being taken to find the control points
<b>Area</b> – the area that the orienteering will take place in, must be specified before beginning
<b>Out of bounds</b> – anywhere outside of the designated area for the activity



