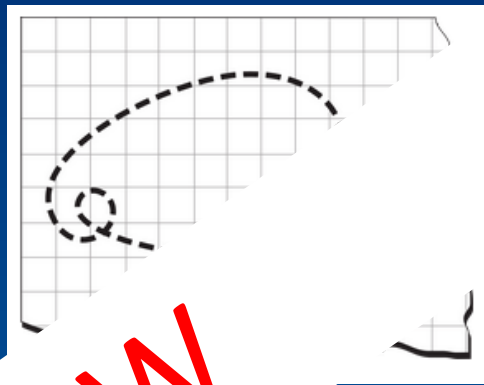


CRIME SCENE - DO NOT CROSS CRIME SCENE - DO

CSI ORIENTEERING



PREVIEW

THE AS...ING RACE
STYLE



CRIME SCENE - DO NOT CROSS CRIME SCENE - DO

THE SUSPECTS



SANTA



ROBOT GARY



PRINCESS PEACHES

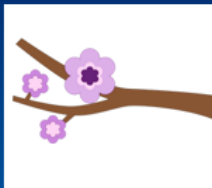


ZOLTAR



CRAZY BOB

THE SUSPECTED WEAPONS AND PLACES



BRANCH



SHOVEL



BALL



TOWEL

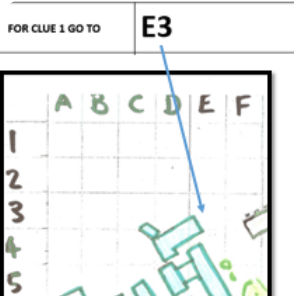
POSSIBLE PLACES

GYM COURT

CLASSROOM

YOU WILL GET A MAP, A SET OF COORDINATES, CLUES, AND A DETECTIVE CHECK LIST SHEET

COORDINATE SHEET AND WHERE THE CLUES ARE



GO TO THE COORDINATE AND LOOK FOR A MARKER LIKE THIS



EACH CLUE WILL LET YOU CROSS OFF A SUSPECT, WEAPON, OR PLACE FROM YOUR DETECTIVE CHECK LIST!

SUSPECTS			
SANTA	ROBOT GARY	PRINCESS PEACHES	ZOLTAR
WEAPON			
BRANCH	SHOVEL	BALL	SCISSORS
PLACE			
HALL	FIELD	GYM	COURT

WHEN YOU ARE FINISHED YOU WILL BE LEFT WITH THE CRIMINAL, THE WEAPON AND THE PLACE WHERE IT HAPPENED - JUST LIKE CLUEDEO!

POWERPOINT PREVIEW

TEACHER NOTES

Firstly, a big thank you for purchasing this product. This product will guide you through how to set up a CSI orienteering course at your school. This is one of my favourite lessons and one most kids really get into.

I KNOW IT'S A LOT OF WORDS BUT PLEASE READ THROUGH THE STEPS BELOW AND THE TIPS ON THE NEXT PAGE.

Provided below are a set of steps which will help you set up your schools own CSI orienteering course.

Step 1: When creating an orienteering course at your school the first step is to create an orienteering map. Detailed instructions on how to do this are provided on page 3.

Step 2: Next you need to find points around your school to put the orienteering points. You want to make them too hard to find or else some students might give up. Go to various points somewhere on the playground, trunk of tree, goal post etc. Mark these points on the map so you know where they are. You will need to find 12 spots to put the markers which are described in step 3.

Step 3: In your downloaded orienteering folder are two sets of markers called 'orienteering point cards'. Choose which set of markers you would like to use for your students, either the easier markers, or the more complex ones. The cards are designed for students to decode clues at the markers. These are editable so you can change the clues to suit your students needs.

Step 4: Print these markers and place them around your school according to the map. These markers will then be placed around your school according to the map.

Step 5: For younger students you can just have each orienteering point marked on the map with a cross. For older students you can use the map then to find each clue. For older students I suggest creating a coordinate grid. Students use coordinates to find each clue. In your orienteering folder there are coordinate templates, fill this in with the coordinates from your own map. The coordinates match up to where you will place the markers!

If you are using the CSI orienteering, use this to introduce the task to the students. If you don't see fit, perhaps you would like to make teachers the suspects (this may get you in a bit of a row) but you are now all set to go.

If your students haven't done any map work before you could start off with a class discussion, what is found on maps, types of maps etc.. Provided at the back of this booklet is a quick map reading activity that includes scale (1cm = 10m) which you could get them to do, should only take students 5-10mins. I sometimes then get students to create me their own map with instructions on how to get somewhere or something (treasure, movie theatre etc.).

Tips:

- 1/ Works best when students are in small groups, (2-5 students), I usually make a rule saying groups have to stick together.
- 2/ Don't have your marker points going in order, e.g. have clue 2 on the other side of the school from clue 1 – tell students not to find the clues in order (helps to stop groups just following each other around). I usually start in the class and have a task, coded message, riddle or maths problem on the board, groups only get their map and can start when they have finished the task (helps to break groups up a bit).
- 3/ At the start I always emphasize this is not a race, it is just about completing the task – tell the students not to touch the markers either, unless they have fallen down. This should stop tempting students to hide the markers from other groups (hasn't happened to me yet). You could do a brainstorm at the start about what good teamwork/ team spirit looks like, and at the end have a discussion about teamwork, "who saw someone doing something good for their team (encouraging etc.)"
- 4/ On the orienteering marker point template provided on **marker 7 I have written challenge time**. This is where I stand once all groups have started. I usually have middle of the field (or some spot where you can keep an eye on most of the field). When the students come to this point I give them some sort of challenge (e.g. into bucket, fitness challenge, charades etc). This lets me check up on what is going.
- 5/ **MAKE SURE YOUR CLUES (MARKER POINTS) ARE SECURE** – use string, tape or something to tact or tape to make sure your markers don't blow away. One disaster is if all your clues/markers disappear - be prepared to replace them.
- 6/ One of the hardest parts of this lesson is finding the spots for the clues/markers up around your school. If you do it before the lesson your students might see you and find the spots. Perhaps you could have a bell to ring when you run around the school back for class, or give your students a task to do while you run around the school putting them up. Ideally you could have a student to do this task for you (but you need to make sure they know where to put them securely in the right spots).

Alternative:

A good alternative is to have a basic map showing how to read a compass. One alternative I have done to this is to have a basic map with some orienteering points from the map or instructions and replace them with a task or cardinal direction (as can be seen in the example below).

FOR CLUE 1 GO TO	E3
FOR CLUE 2 GO TO	Walk 50 steps EAST from clue 1

Once you have your basic map you can change your course multiple times simply by changing where the markers are put and changing the final suspects, weapon and place.

CREATING AN ORIENTEERING MAP

If you already have a map of your school your lucky, simply add the grid lines and work out the coordinates for your different orienteering marker spots. The following instructions are for if you don't have a map at all.

Step 1. Go to google maps and type in the location of your school.

Step 2. On the bottom right corner of your screen will be a button which if you click on should bring up another box with an aerial photo. Clicking on this will bring up an aerial photo looking down.

Step 3. Play around with the screen by zooming in and out. If you were planning to use scale in your maps note the scale.

Step 4: Once you are happy print the map. In the top right hand corner there is a print button (represented by a printer icon). It is also possible to print a clear map can be easily made.

Step 5: Using tracing paper or a clear sheet of paper trace the main features of the map. The buildings and playgrounds etc.

Step 6: If you are using tracing paper, this should make tracing onto normal paper simply shade and label the features (e.g. all buildings brown), and draw a legend.

Once you have drawn these onto your map, your students could then find the markers using coordinates. Alternatively you could just put an orienteering spots (clues) are on your map – better for younger

Step 7: Photocopy and print as many maps as you need. I also prefer to laminate mine to save them for future use.

AN EXAMPLE OF A SIMPLE MAP IS ON THE NEXT PAGE

AT EACH MARKER ALONG THE ORIENTEERING COURSE IS A CLUE ALLOWING YOU TO CROSS ONE SUSPECT, WEAPON, OR PLACE OFF THE LIST BELOW UNTILL YOU ARE LEFT WITH ONLY ONE OF EACH.

SUSPECTS

SANTA	ROBOT GARY	PRINCESS PEACHES	ZOLTAR	CRAZY BOB
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WEAPON

BRANCH	SHOVEL	BALL	SCISSORS	TOWEL
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PLACE

HALL	FIELD	GYM	COURT	CLASSROOM
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AT EACH MARKER ALONG THE ORIENTEERING COURSE IS A CLUE ALLOWING YOU TO CROSS ONE SUSPECT, WEAPON, OR PLACE OFF THE LIST BELOW UNTILL YOU ARE LEFT WITH ONLY ONE OF EACH.

SUSPECTS

SANTA	ROBOT GARY	PRINCESS PEACHES	ZOLTAR	CRAZY BOB
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BRANCH	SHOVEL	BALL	SCISSORS	TOWEL
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PLACE

HALL	FIELD	GYM	COURT	CLASSROOM
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PREVIEW

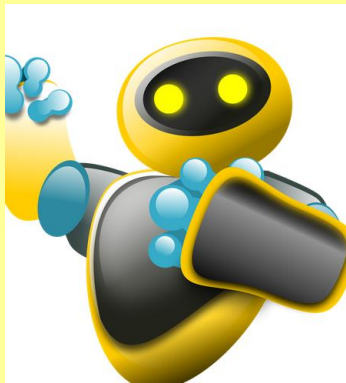
EXAMPLE MARKER CARD

THE ASTOUNDING
RACER

MARKERS PREVIEW

2

ROBOT GARY MUST PROTECT ALL
HUMANS
CROSS ROBOT GARY OFF YOUR
LIST



INDEN TREASURE MAP



KEY/LEGEND

- Hut
- mountains
- Lake
- Cave
- marker
- Coconut tree

TO FIND THE TREASURE

- 1/ From start walk 50m North.
- 2/ Then walk 70m East to next marker
- 3/ From there walk 30m South
- 4/ From there walk 40m West
- 5/ From there walk 35m South
- 6/ From there walk 20m North-East

INSTRUCTIONS. CIRCLE THE SECOND LETTER OF EACH LETTER SCRAMBLE IN ORDER OF WHEN YOU GO THERE TO FIND WHERE THE TREASURE IS.

THE TREASURE CAN BE FOUND?: _____