

ORIENTATION GAME

Title of activity	An ORIENTATION GAME to discover heritage
Theme	<p>Design and deliver an orientation race or a treasure hunt activity to discover a heritage site or a landscape.</p> <ul style="list-style-type: none"> • Understand the various formats of the race and locations possible • Know how to tailor the race to the audience and local area. • Understand how to create signs/markers and an accompanying booklet • Know how to present a local area
Learning goals	<ul style="list-style-type: none"> • Discover heritage and understand its place in a local area and a wider landscape.
Target audience	<p>All audiences: from age 6-7 to adults</p> <p>Prerequisites: must be able to read</p> <p>This activity is suitable for a minimum of 4 people.</p>
Type of activity	<p>Practical aspects conveyed:</p> <ul style="list-style-type: none"> - Participation in a treasure hunt/orientation game - Creating an orientation game <p>The purpose of the treasure hunt is to organise a fun activity outdoors for a group where the participants must find an object and complete a trail using clues gathered when completing a challenge or solving a riddle or puzzle. An outdoor trail, together with all of these challenges and puzzles, will help explore a heritage site or a landscape.</p> <p>This is a fun and simplified version of an orienteering race.</p>
Keywords	<p>Orientation race - Treasure hunt – Discover a local area – Markers</p> <p>- Orientation</p>

Step-by-step

1- Preparing the race

The activity leader will have previously identified the location, then must:

Define the heritage or landscape to feature in the treasure hunt (as evidenced in the treasure hunt, e.g. discovering an old sheep barn or sheepfold.

Cater for your audience: level of difficulty of the trail and questions to match audience age and mobility. You should estimate the time taken for the treasure hunt based on the audience.

Prepare markers: these are trail markers set out at key points on the treasure hunt to complete the trail described in the booklet, such as clues and questions.

Answer booklet: a booklet in which participants answer questions placed on the markers along the trail. Participants must visit each marker to answer the questions!

On the day of the hunt, you must set up the markers and material in the area before the participants arrive.

2- Reception of participants

Introductions and instructions will be tailored to the audience

- a. Presenting the local area: town, countryside, forest, etc., the topography, risks, viewpoints, etc.
- b. Presenting the treasure hunt:
 - Topic: biodiversity, landscape, heritage, etc.
 - Duration¹ during which the players can answer questions and complete the treasure hunt.
 - Type of marker²: general for the heritage / specific to the local area.
 - Type of trail³: circular, radial, linear, etc.
 - Introduce and distribute the map and answer booklet.
- c. Announce the safety instructions: define the boundaries of the game, fire prevention, requirement to stay in groups, sun protection, etc.
- d. Form groups: of 2 people or more.
- e. Hand out materials: map, booklet.
- f. Start the treasure hunt.

3- During the game

- Listen to the participants and answer their questions.

	<ul style="list-style-type: none"> - Move around the game area and stay visible and accessible. - Encourage the teams. <p>4- Ending the game</p> <ul style="list-style-type: none"> - Each team returns with all members to the start point at the stipulated time. - Answer booklets are either handed out or checked at the end of the game. - When the group leaves, the organisers must collect all the markers and materials. <p>¹ <u>Duration</u>: the length must be geared to the place, the relief and audience.</p> <p>² <u>Markers</u>: there are two types of trail markers:</p> <ul style="list-style-type: none"> • General: markers that can be used in different places, with general questions on the topic proposed. • Location-specific: markers that pose questions linked to the local area in the treasure hunt (interpreting landscapes, observations, heritage, etc.). <p>³ <u>Type of trails</u>:</p> <p>The type of trail must suit the location, relief and the audience.</p> <ul style="list-style-type: none"> • Radial (for young children): teams constantly return to have the markers checked by the activity leader, who then sends them to the next marker(s), called trail bundles. • Linear: teams start from point A to point B without returning to the activity leader. In this case, he/she can move from point A to point B quickly to be there for the players when they finish the game. • Circular: same as the linear trail, with the activity leader remaining at the start point.
Venue	<ul style="list-style-type: none"> - Outside
Materials required	<ul style="list-style-type: none"> - Paper - pencils, pens, felt-tip pens, etc. - Clipboard - Cards and booklets
Duration	From 2-hours to 1 day, according to audience and location.
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