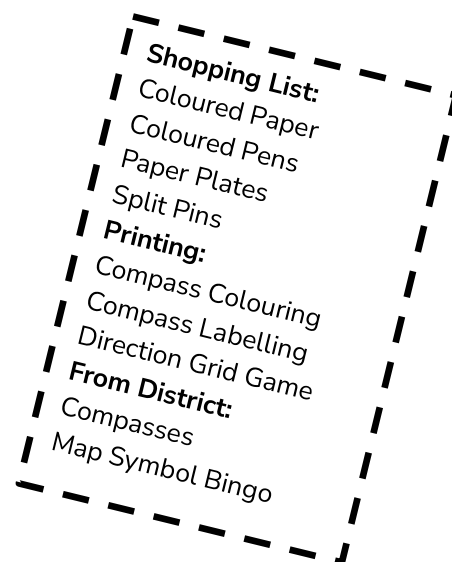
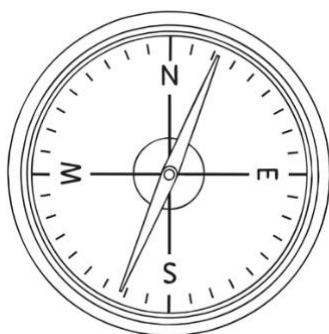




Hike About

Programme Planner

Arrival	Compass Colouring
Game	Naughty Elephants Spray Water
Activity 1	Compass Labelling (run as 3 bases) Looking at Types of Compasses
Activity 2	Plate Compass Pictures
Activity 3	Direction Grid Game
Activity (all)	Map Symbol Bingo Game



How to run each part of the programme:

Naughty Elephants Spray Water Game

The person leading the game should ask if anyone knows what a 'cardinal' point is.

These are the four main directions (or points) on a compass: North, East, South, West.

Everyone should try and come with their own way of remembering the points. People often use sayings with four words that start with n, e, s, then w - the proper name for these sayings is mnemonics.

You could say 'never eat soggy wheat', 'naughty elephants spray water', or 'nobody enjoys stinging wasps' - just make sure you remember to go the right way (clockwise) around the compass.

1. Each side of the meeting place represents a compass point (north, east, south, and west).
2. Everyone should stand in the middle.
Call out a compass point, and everyone should run to the correct side of the space.
3. Keep calling out compass points.
4. Once everyone feels a bit more confident, the person leading the game should include some more actions, for example:
 - 'broken compass!' (everyone should spin on the spot),
 - 'we're lost!' (everyone should pull a confused face),
 - 'exploring!' (everyone should walk with their hands cupped around their eyes like binoculars),
 - 'upside down map!' (everyone should mix up and walk around the room).
5. Keep playing until everyone is confident that they know their way around a compass.