

- Control descriptions**
- A Trail at field corner
 - B Play structure
 - C Trail-stream crossing
 - D Thicket, South corner
 - E Tree
 - F Trail-stream crossing
 - G Tree
 - H Trail junction
 - J Thicket, East corner
 - K Thicket, South side
 - L Trail, in reentrant

Legend

- Trails**
- Paved area**
Street, Parking lot
- Building**
- Open land**
- Rough open land**
- Private property**
- Contours**
- Stream**
- Tree**
- Man made object**
- Forest**
slow running
difficult running
fight

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 Valley Heartland
 Community Futures Development Corporation
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Almonte - Gemmill Park



Magnetic North
Nord Magnétique

Ottawa Orienteering Club
<http://www.ottawaoc.ca>

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Scale: 1:5,000
 Contours: 2m



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 Field work and drawing:
 Stefan Bergström

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GEOGRAPHY

METHODS OF GEOGRAPHIC INQUIRY

GRADE 9

CURRICULUM USE SPRING OR FALL, 45 MINUTES PLUS TRAVEL TIME

Curriculum expectations

- Use the methods and tools of geographic inquiry to locate, gather, evaluate and organize information about Canada's natural and human systems
- Analyse and interpret data gathered in inquiries into the geography of Canada, using a variety of methods and geotechnologies
- Use different types of maps to interpret geographic relationships

Objective

- To practice interpreting geographic data and cartographic representation
- Demonstrate an understanding of spatial measurements such as elevation, distance, area, direction and scale

Summary

Students will identify features of a topographic map and practice map reading through participation in an adapted orienteering event. Advance preparation is suggested on Page 2.

This document provides:

- Orienteering Course selection for 16 Teams, 6 controls each (Page 2)
- Student Instruction Sheet and Team Control Card (Page 3)
- 1:5000 topographic map of Gemmill Park showing 11 controls (Page 4)

Special Notes

White and orange orienteering control markers have been purchased and are available through Nature Works Learning - contact information is below.

This activity could also be run as a Score-O event, whereby Teams take as many controls as they can in any order in a given time.

Acknowledgements

The expertise and work of Stefan Bergstrom of the Ottawa Orienteering Club (OOC) was key to the development of this module.

The OOC requests that \$1.00 per photocopy be remitted for use of its Gemmill Park map. Please mail a cheque, in the name of The Ottawa Orienteering Club, c/o Karen Tippett, 13-50 Greenbank Road, Ottawa, ON, K2H 8R3.

Assessment Opportunities

1. Ability to read and orient a map in an outdoor setting.
2. Interpret and apply topographic map symbols in an outdoor setting.

Extensions

Ottawa Orienteering Club events planned throughout the year. See www.ottawaoc.ca

If you have computer access on a rainy day try some of the games from <http://www.geocities.com/haywoodkb/o-game.html>



Preparation for Going Gemmill Orienteering Event

A Few Days in advance - in class

- Have students practice orienting a "map" of the classroom and choosing an efficient route between locations
- Have students select a partner for the exercise and record the teams. Provide each pair of students (each Team) with
 - 1 copy (colour) of the 1:5000 topographic map of Gemmill Park (Page 4)
 - 1 Copy of Student Instruction Sheet (Page 3)
- Familiarize students with the features of the map and review the instruction sheet
- Obtain control markers from Nature Works Learning

1 Day in Advance

- Hang orienteering control markers at 11 locations
- Create a Master Control Card – note the number of the control hung at each location for verification of results

- Copy Orienteering Course List (below) and cut into strips - 1 per team
- Remind students to dress for the weather

Day of Event

- Provide each Team with a copy of the map, 1 Student Instruction Sheet and 1 course list
- Teachers can use mass or staggered start for exercise
- Record Start and Finish Time for each Team and collect map and Student Instruction Sheet for verification of results
- Remove control markers from the Park

Next Day

- Post results and have fun going over routes, strategies and observations.
- Results include Teams with a Time (in minutes/seconds); Teams that are "Disqualified" (DSQ) - if a control number is not correct on their Control Card; or Teams that "Did Not Finish" (DNF) - if the Control Card is incomplete

Orienteering Course for each Team

Copy, cut and distribute slip to each Team with their map and instruction sheet.

Team	Course						
1	B	C	D	G	H	K	
2	B	C	E	G	J	K	
3	B	C	F	G	K	L	
4	C	D	E	H	J	K	
5	C	D	F	H	K	L	
6	C	E	F	J	K	L	
7	A	B	C	G	H	K	
8	A	C	D	G	J	K	
9	A	C	E	G	K	L	
10	A	C	F	H	J	K	
11	B	C	F	H	K	L	
12	C	D	F	G	J	K	
13	C	D	F	G	H	K	
14	C	E	F	G	J	K	
15	A	B	C	G	K	L	
16	B	C	F	H	J	K	

Going Gemmill Student Instruction Sheet

Orienteering Event

Team Members: 1) _____ 2) _____

Team Number: _____

Preparation

- 1) Students walk from ADHS and congregate at the Gemmill Park parking lot at the bottom of Bay Hill.
- 2) Before you head into Gemmill Park, you will be provided with
 - 1) the colour map
 - 2) a copy of this instruction sheet and
 - 3) your orienteering course (on a thin slip of paper).
- 3) Circle the 6 controls that make up your course on the Control Card (below) and on your map. You may wish to connect the controls.
- 4) While waiting for the start, orient your map. Identify where you are and turn your map so that it is in the same direction as three familiar features within eyesight (for example, water; road; house)

Strategies

- 1) *Orient Your Map* - It is important to orient your map. This means that north on the map is kept physically turned toward north in the real world. Orienteering maps have lines that show magnetic north (not exactly the same as true north).

- 2) *Stay in Contact* - Always keep in contact with the map. This means that you should know at all times exactly where you are on the map, and what direction you are heading. In order to accomplish this, keep your map oriented. Constantly glance from the map to the terrain and back again. If something doesn't look right - maybe there is a feature on the map that you don't see around you - stop immediately and reorient yourself. Don't just keep going - you'll have a worse time figuring out where you are.

The Event

- 1) The start and the finish are both in the Parking Lot.
- 2) Each Team **must stay together and work together** to find their 6 controls. Write the number of each control marker on your Team Control Card.
- 3) You may travel **in any order** to reach the 6 controls. The objective is to find your 6 controls using the most efficient route. Note: you will see other teams, but you all have a different course.
- 4) Return with your partner to Finish and hand in this page so that your results can be verified.

Team Control Card

A	B	C	D	E	F
G	H	J	K	L	