



Navigate - Level 1

1. Using a 'silva' protractor compass learn how to walk on a bearing _____
2. Take part in the Compass pictures activity and/or get involved in setting an orienteering trail _____
3. Understand what the

different symbols on a map represent _____

4. Join in a game of map symbol bingo (or similar) _____



Navigate - Level 2

1. Using a 'silva' protractor compass learn how to 'set' a map to a compass ie. Orientate the map to the real world and use this skill on a short hike _____
2. Demonstrate how to read and give a six figure grid

reference _____

3. Take part in a hike which uses grid references to guide you OR plan a hike giving grid references to show the route _____



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Navigate - Level 3 Planning journeys

1. Have an understanding of Naismiths rule, and the effect that features like the contour lines on a map will have on it. _____

2. Use Naismiths rule in planning a route. _____
3. Learn about calculating magnetic variation when setting a map to a compass. _____
4. Use your skills of route planning and navigating to plan and lead a hike. _____
5. Have an understanding of how to pinpoint your position on a map using visible features and using your compass. _____
6. Have an 'emergency procedure' in place for any walks that you take part in or lead. Make sure that everyone understands what to do in an emergency. _____



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