

SCHOOLYARD COMPASS GAME

OUTDOOR PRACTICE

Purpose: Practice in setting the compass for degree bearings and following them with precision. (Designed by Allen Foster)

Group Project: The course for this game can be set up in a schoolyard, in a park, or in a camp. The course consists of eight marked stakes set up in a large circle. The stakes are marked I, O, U, L, Z, E, A, and P. For laying out the course you also need an unmarked center stake, a string or rope 50 feet long or longer, and an Orienteering compass. An alternative to using stakes is to use bright-colored spray paint. This prevents participants from fixating on the stakes.

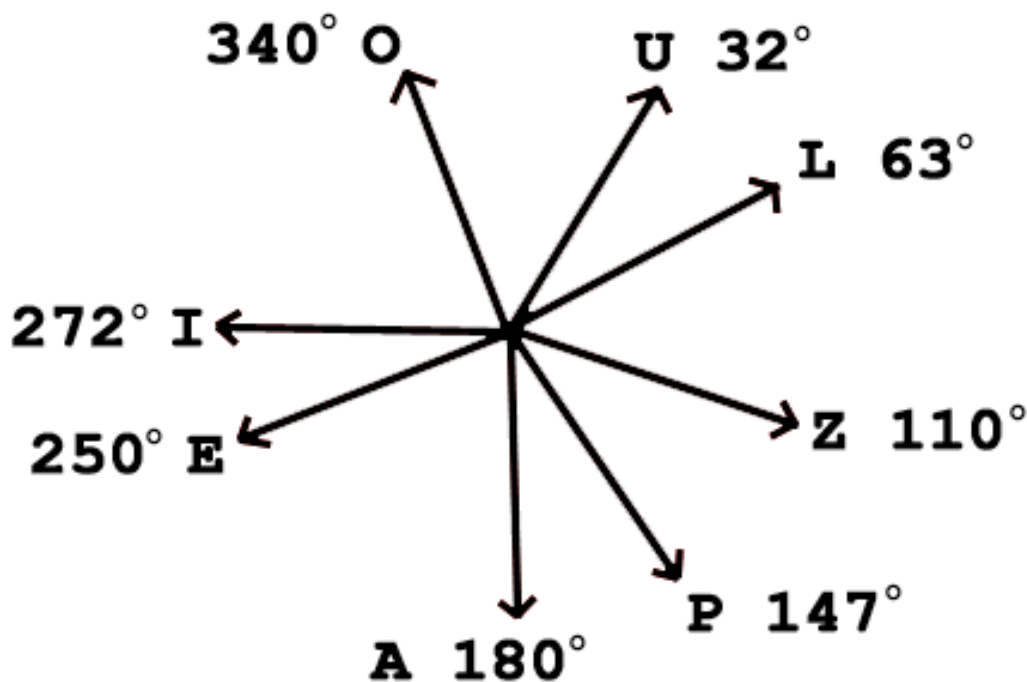
To lay out the course, place the unmarked stake in the center of the area you have chosen for the game. Attach the measuring string (rope) to the center stake. Starting at the center stake each time, set the compass bearing as indicated below for each lettered stake; stretch out the measuring string (rope) along this bearing and place the respective marked stake at the end of the string (rope). The success of the game depends on the careful positioning of the marked stakes.

U – 32°
L – 63°

Z – 110°
P – 147°

A – 180°
E – 250°

I – 272°
O – 340°



To play the game each participant or group is provided with an Orienteering compass, a pencil, and an instruction card. The card tells him at what marked stake to start and directs him to follow five compass bearings from marker to marker around the course. The player copies down on his card the letter on each marker along his route.

Schoolyard Compass Game Answers:

Course #1 EOUZP
Course #2 IULPA
Course #3 OLZAE
Course #4 UZPEI
Course #5 LPAIO
Course #6 ZAEOU
Course #7 PEIUL
Course #8 AIOLZ
Course #9 IUZAE
Course #10 OLPEI

Course #1

Start at stake or point marked A

Proceed at 305°. Marker reached _____
Proceed at 25°. Marker reached _____
Proceed at 96°. Marker reached _____
Proceed at 161°. Marker reached _____
Proceed at 219°. Marker reached _____

Course #2

Start at stake or point marked E

Proceed at 351°. Marker reached _____
Proceed at 68°. Marker reached _____
Proceed at 138°. Marker reached _____
Proceed at 195°. Marker reached _____
Proceed at 254°. Marker reached _____

Course #3

Start at stake or point marked I

Proceed at 36°. Marker reached _____
Proceed at 112°. Marker reached _____
Proceed at 177°. Marker reached _____
Proceed at 235°. Marker reached _____
Proceed at 305°. Marker reached _____

Course #4

Start at stake or point marked O

Proceed at 96°. Marker reached _____
Proceed at 161°. Marker reached _____
Proceed at 219°. Marker reached _____
Proceed at 289°. Marker reached _____
Proceed at 351°. Marker reached _____

Course #5

Start at stake or point marked U

Proceed at 138°. Marker reached _____
Proceed at 195°. Marker reached _____
Proceed at 254°. Marker reached _____
Proceed at 316°. Marker reached _____
Proceed at 36°. Marker reached _____

Course #6

Start at stake or point marked L

Proceed at 177°. Marker reached _____
Proceed at 235°. Marker reached _____
Proceed at 305°. Marker reached _____
Proceed at 25°. Marker reached _____
Proceed at 96°. Marker reached _____

Course #7

Start at stake or point marked Z

Proceed at 219°. Marker reached _____
Proceed at 289°. Marker reached _____
Proceed at 351°. Marker reached _____
Proceed at 62°. Marker reached _____
Proceed at 138°. Marker reached _____

Course #8

Start at stake or point marked P

Proceed at 254°. Marker reached _____
Proceed at 316°. Marker reached _____
Proceed at 36°. Marker reached _____
Proceed at 112°. Marker reached _____
Proceed at 177°. Marker reached _____

Course #9

Start at stake or point marked A

Proceed at 320°. Marker reached _____
Proceed at 62°. Marker reached _____
Proceed at 161°. Marker reached _____
Proceed at 235°. Marker reached _____
Proceed at 305°. Marker reached _____

Course #10

Start at stake or point marked E

Proceed at 29°. Marker reached _____
Proceed at 112°. Marker reached _____
Proceed at 195°. Marker reached _____
Proceed at 289°. Marker reached _____
Proceed at 351°. Marker reached _____

TO MAKE ADDITIONAL INSTRUCTION CARDS

Pick any combination of 6 letters from the list: A, E, I, O, U, L, Z, P. The first letter is the marked stake that the participant will start at, the next five letters will be the answers.

Do not pick the same letter consecutively, example: Z, A, A, P, E, L. Because the participant would not move. But it is possible for the same letter to be used, example: Z, A, P, E, A, L. With a small group more than 6 letters could be picked, the first letter is still the starting stake and the remaining letters are the answers.

Use the provided charts to determine the compass bearings from one marked stake to the next marked stake. Example, I picked the six letters: Z, A, P, E, A, L.

The participant will start at Z, use the chart, **From Z**, first to find the bearing to A, bearing is 235° .

To find the bearing from A to the next stake P, use the chart, **From A**, bearing to P is 74° .

Next use the chart, **From P**, to find the bearing to E, bearing is 289° .

Next use the chart, **From E**, to find the bearing to A, bearing is 125° .

Next use the chart, **From A**, to find the bearing to L, bearing is 32° .

Start at stake marked Z.

Proceed at 235° . Marker reached _____

Proceed at 74° . Marker reached _____

Proceed at 289° . Marker reached _____

Proceed at 125° . Marker reached _____

Proceed at 32° . Marker reached _____

Answer to the example: A, P, E, A, L (not on the instruction card)

Note: By picking 6 letters and using the provided charts, you can make over 16,000 additional sets of instructions.