

Signature run



The aim of the Technik-Sternli is to teach children age-appropriate Jungschart techniques. A signature run is a good opportunity to apply the content of the Orientation Zack at the Jungschi level.

Basics

Playing time: 1-2h

Aim of the game: The person / group wins who has started all the signatures correctly.

Secondary goal of the game: The children make the link between the signatures on the card and the real events / It is checked whether the children actually know the signatures and can orient themselves on a card.

Age group: youngsters / teenagers

Rules of the game

As in a normal orienteering run or a star orienteering, the children run at different points individually or in groups. Instead of the points being drawn on the map, the points are announced as a signature or map reference. The real points are marked with flags or by the presence of ladders.

E.g.:

Point 1: Church

Point 2: sink

Point 3: is exactly 651 meters above sea level.

Point 4: ruin

Point 5: ...

In order to prevent children from getting lost, it is advisable to accompany them depending on the incident or to put a ladder at each point, who can check whether the child has correctly recognized the next point.

Orienteering can also be carried out as a star orienteering.

Maps

In order to deepen the signatures, the use of Swiss maps on a scale of 1: 10,000 is recommended, as this is clearer for the children.

All **Swiss maps** can easily be printed on A4 or A3 sheets via map.geo.admin.ch.

Coordinates OL

Instead of using signatures, the points are indicated by the coordinates. Or: The children have to measure the coordinates of the found signatures.

Age group: teen

Image rights

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