

## MAP-IT\_FREE

Map symbol recognition can be combined with observational skills to promote the field craft needed to successfully use a map on the ground.

Reproduce the two maps in sufficient quantity to give one of each to the teams. Enlarge the size to A3 for an easier task.

This game can be played in Patrols. Each patrol has two tables set up at either end of the headquarters building. All players are positioned at a table at the same end of the hall. On this table is the map which consists of features you would find on any OS map. The features are not identified.

On the table at the other end of the hall is a blank gridded map to the same size. The object of the exercise is to transfer the details from the first map to the blank map. Each player takes it in turn to memorise the features in any particular square. He/she then goes to the blank map table and tries to draw from memory that square onto the corresponding blank square. Each player takes it in turn to reproduce a square until the map is complete. The winners can be decided in a number of ways

1. First to complete the task.
2. The most accurate reproduction of the map.
3. The team to correctly identify the symbols on the map.