

## Compass Fun Design Layouts

- 1) 2 steps - 360  
 1 step - 90  
 1 step - 180  
 2 steps - 270  
 1 step - 180  
 1 step - 90



- 5) 2 steps - 360  
 1 step - 210  
 2 steps - 360  
 1 step - 210  
 2 steps - 360



- 2) 1 step - 360  
 2 steps - 120  
 1 step - 360  
 2 steps - 240



- 6) 2 steps - 360  
 1 step - 150  
 1 step - 270  
 1 step - 30



- 3) 2 steps - 40  
 2 steps - 140  
 1 step - 270  
 2 steps - 40  
 2 steps - 140



- 7) 2 steps - 360  
 2 steps - 90  
 2 steps - 180  
 2 steps - 270



- 4) 1 step - 270  
 1 step - 330  
 1 step - 30  
 1 step - 150  
 1 step - 210



- 8) 2 steps - 360  
 1 step - 140  
 1 step - 40  
 2 steps - 180



- 9) 2 steps - 30  
 1 step - 270  
 2 steps - 150  
 1 step - 270



Note: Copy directions on cards (one per card). Divide cards among campers or groups of camper. Have campers mark each point with a stake, chalk or other marker then use string or chalk to define the symbol. Adult can check for accuracy.

These are examples of designs; the size may be altered to fit area. Other designs may be developed.

### A few compass games

**Basic Bearings:** Drop an object on the ground. Take a bearing of 20 degrees, walk 5 steps. Take a bearing of 140 degrees, walk 5 steps. Take a bearing of 260 degrees, walk 5 steps. You should be at or very near your starting point.

**Orientation Relay:** Divide groups into equal teams. Each team needs a compass. Place compasses on a table 10 to 15 feet from a straight line. Camper starts at the line, runs to the table and draws a slip with a degree reading, picks up compass and turns it to that degree reading then turns herself until the compass is correctly oriented. Reading and orientation are checked by counselor (or older camper). Girl runs back to her team to touch off next team member. Team finished first is winner.

**Jeeves Says:** Played like Simon Says. Eg. The counselor calls out "Jeeves says face 80 degrees". At each command the campers respond quickly. If they make a move in the wrong direction, they drop out. If the counselor simply says "Face 80 degrees", without the preface, and the campers turn, they drop out.