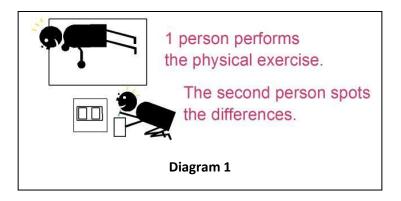


#### **Spot the Difference**

#### **Preparation:**

For each exercise station there are a pair of maps. Each pair prints onto an A4 sheet of paper. Place one pair beside each exercise station. (Diagram 1)

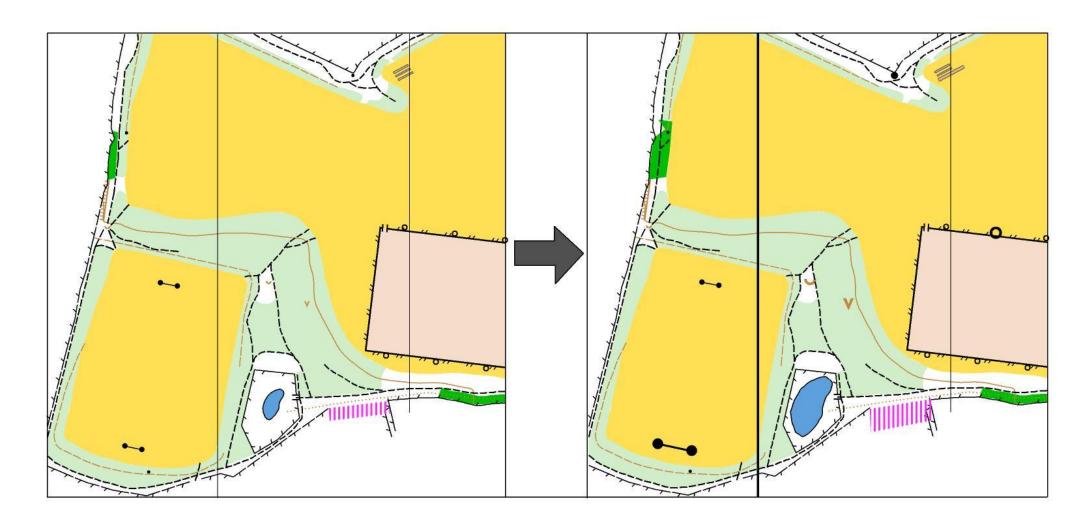


#### How it works:

Person 1 does the exercise for the prescribed period of time (e.g. 45 seconds). Whilst person 1 is performing the exercise the second person looks at the set of 2 maps. They try to work out what the differences between the 2 sets of maps are. The Participants fill in their answer sheets with what they believe to be the correct answer. Each set of maps has 10 differences. The answer sheet states what type of solution they are looking for. For example in pair 1, 10 items have grown whilst in pair 2, 10 items have changed colour. The aim is to get as many matches as possible within the 45 seconds.

At the end of the circuit training session the coach can give out solutions sheets and participants can work out how many they have got right. The solutions go from the top of the map to the bottom.

# Spot the Difference 1 (10 items have grown)



# Spot the Difference 2 (10 items have changed colour)



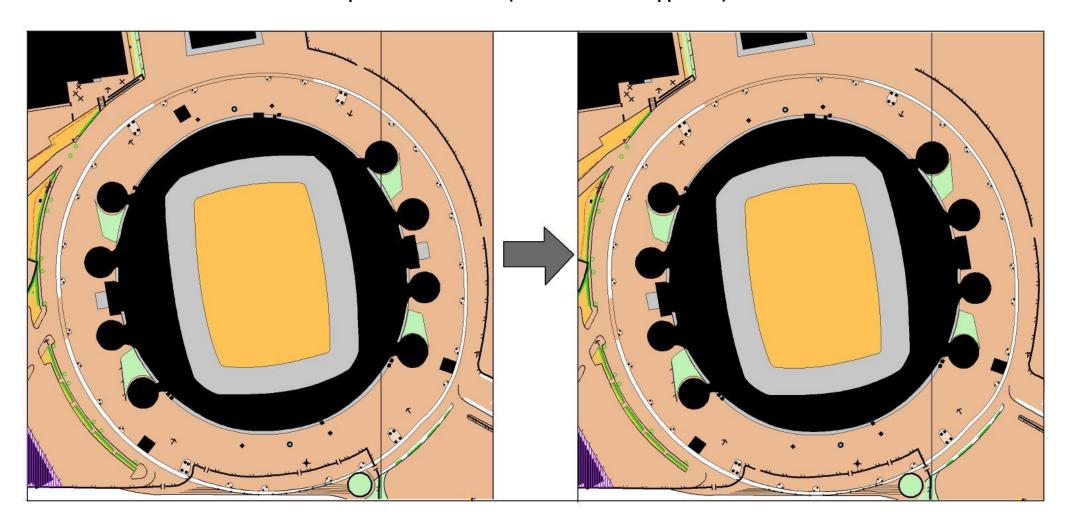
## Spot the Difference 3 (10 items have appeared)



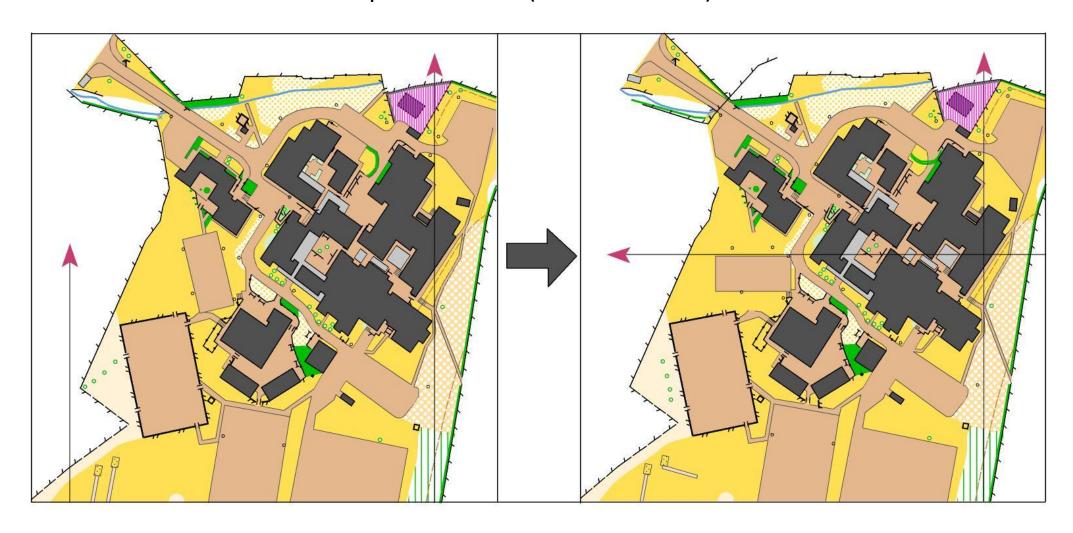
## Spot the Difference 4 (10 items have shrunk)



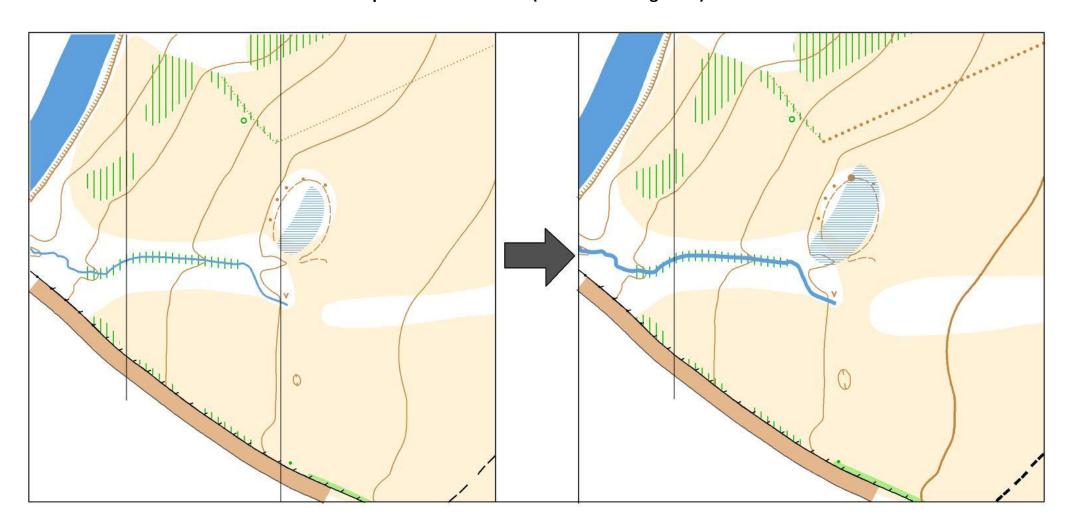
## Spot the Difference 5 (10 items have disappeared)



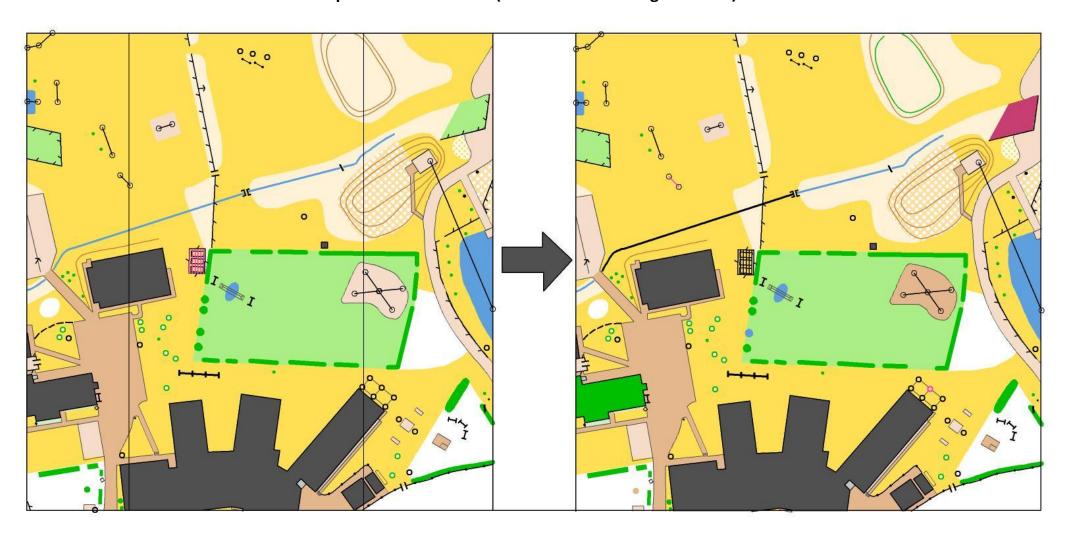
## Spot the Difference 6 (10 items have rotated)



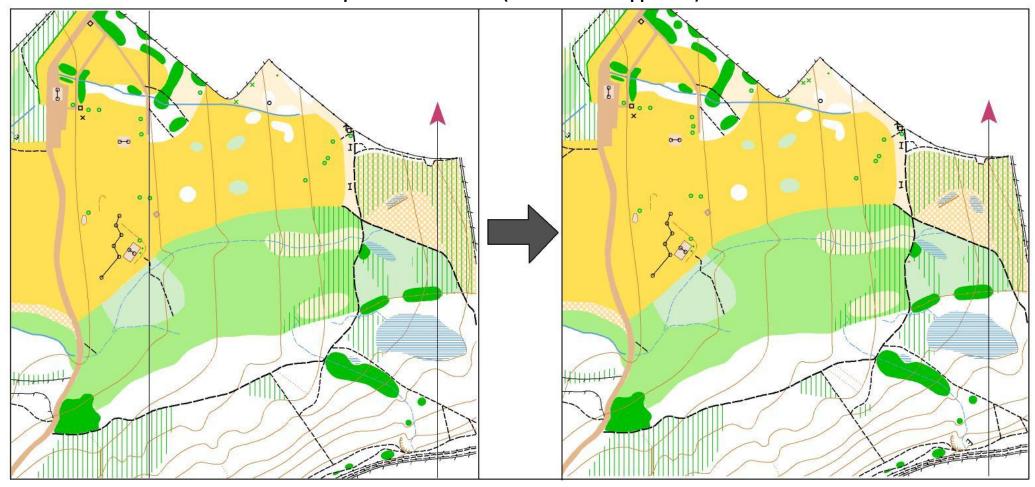
## Spot the Difference 7 (10 items have grown)



## Spot the Difference 8 (10 items have changed colour)



## Spot the Difference 9 (10 items have appeared)



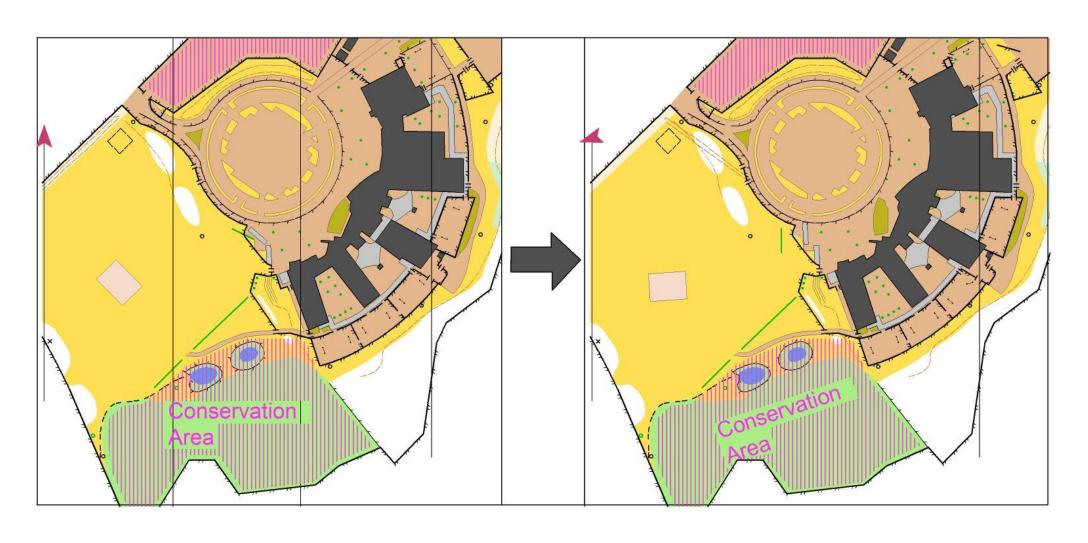
## Spot the Difference 10 (10 items have shrunk)



## Spot the Difference 11 (10 items have disappeared)



#### Spot the difference 12 (10 items have rotated)



#### **Answer Sheet**

				Pair 1. 10 I	tems have g	rown			
1=	2=	3=	4=	5=	6=	7=	8=	9=	10=
	 Pair	r 2. 10 items	have chang	ed colour (w	rite the obi	ect and the o	olour it is cl	hanged to)	
1=	2=	3=	4=	5=	6=	7=	8=	9=	10=
1_	2=	3=	4=	Pair 3. 10 ite 5=	ems have ap	peared 7=	8=	9=	10-
1=	Z=	3=	4=	5=	6=	/=	8=	9=	10=
		I		Pair 4. 10 it	tems have s	hrunk	I	L	
1=	2=	3=	4=	5=	6=	7=	8=	9=	10=
				-in F 10 it an		nananad			
1=	2=	3=	4=	air 5. 10 iten 5=	ns nave disa	ppeared 7=	8=	9=	10=
1-	2-	3-	4-	3-	0-	/-	0-	9-	10-
	l	<u>,                                    </u>	<u>,                                    </u>	Pair 6. 10 it	ems have ro	otated	<u> </u>	l .	<u> </u>
1=	2=	3=	4=	5=	6=	7=	8=	9=	10=
				Dai::: 7, 40 li					
1=	2=	3=	4=	5=	tems have g	rown 7=	8=	9=	10=
1-	2-	3-	4-	3-	0-	/-	0-	3-	10-
	l	<u>,                                    </u>	Pai	r 8. 10 items	have chang	ged colour	<u> </u>	l .	<u> </u>
1=	2=	3=	4=	5=	6=	7=	8=	9=	10=
				Dair O 10 ita	ms have an	noorod			
1=	2=	3=	4=	Pair 9. 10 ite 5=	ems nave ap	peared 7=	8=	9=	10=
		]	-	]_	0_	'-	0-	]	10-
				Pair 10. 10 i	tems have s	hrunk			
1=	2=	3=	4=	5=	6=	7=	8=	9=	10=
				ir 11 10 :+	ne have di-	nnosrad			
1=	2=	3=	4=	ir 11. 10 iter 5=	ns have disa	7=	8=	9=	10=
1-	2-	)-	4-	J-	0-	'-	0-	) 3-	10-
				Pair 12. 10 i	tems have r	otated			
1=	2=	3=	4=	5=	6=	7=	8=	9=	10=

#### Solutions

			Р	air 1. 10 Ite	ms have gro	own			
1= north line	2= boulder	3= hard paved area	4= woodland fight	5= post	6= depression	7= pit	8= pond	9= out of bounds area	10= goal post
	l	•	Pair 2	. 10 items h	ave change	d colour	•		•
1= undergrowth (blue)	2= bench (orange)	3= building (blue)	4= tree (purple)	5= open land (white)	6= building (orange)	7= bush or Small Tree (blue)	8= forest fight (purple)	9= post (brown)	10= crag (purple)
	•		Pai	r 3. 10 item	s have appe	eared		•	•
1= single large tree	2= high wall	3= bench	4= gate	5= steps	6= canopy	7= high Wall	8= bush or small tree	9= small depression	10= form line
	T	1			ms have shr		1	T	T
1= bench	2= single large tree	3= fence	4= text (bridge)	5= open land (around small tree)	6= sign	7= steps	8= out of bounds area	9= building	10= path
			Pair	5. 10 items	have disap	peared			
1= high fence	2= form line	3= building	4= canopy	5= bush or small tree	6= forest run	7= single large tree	8= gate	9= kerb	10= passable wall
					ns have rot	ated			
1= canopy	2= fence	3= hedge	4= building	5= bench	6= north line	7= hard paved area	8= Line of trees	9= high fence	10= soft paved area
	l .		Р	air 7. 10 Ite	ms have gro	own		•	•
1= undergrowth	2= small gulley	3= knoll	4= marsh	5= contour line	6= stream	7= forest run	8= large depression	9= woodland walk	10= Less distinct small path
		•	Pair 8	. 10 items h	ave change	d colour	· ·		
1= contour (green)	2= woodland walk (claret)	3= play equipment (purple)	4= stream (black)	5= out of bounds area (black)	6= soft paved area (brown)	7= bush (blue)	8= post (purple)	9= building (green)	10= bush (brown)
			Pai	r 9. 10 item	s have appe	eared			
1= dense vegetation	2= prominent vegetation feature	3= single large tree	4= footpath	5= marsh	6= minor water channel	7= small knoll	8= small gulley	9= undergrowth	10= crag
					ms have sh				
1= building	2= single large tree	3= special man made feature (x)	4= vegetation dense	5= fence	6= Flower bed	7= stream	8= Form line	9= gate	10= road
	Ι_	Τ_			have disap	·	T _	T _	T
1= stream	2= fence	3= bench	4= cliff	5= single large tree	6= Dense vegetation	7= footpath	8= woodland slow run	9= play equipment	10= Distinct vegetation boundary
	T	1			ms have rot		1	T	T
1= fence	2= arrow head	3= 3 small trees	4= form line	5= out of bounds area (green)	6= canopy	7= hedge	8= soft paved area	9= goal post	10= text (conservation area)