EUDINE LOT DY OLOGICA

Session 1: Safety

- · Copies of ERP and AAF forms
- Copies of different scenarios for when you need different forms, first aiders, etc. cut up and put into a bucket or hat.
- Optional: chart paper to write down key points

Session 2: Hiking

- Packed daypack with example of Scouter gear (optional)
- · Maps of local area or camp
- · Topographical map examples
- Compasses: one for every 3–4 people is ideal, more is better

Session 3: Camp Planning

- Example menu items to build a menu (items written on paper is fine, or you can do blank sample menus and have participants fill them out)
- Schedule examples (again, this can be more interactive if you cut up the sample schedule items and have participants work in teams to order them in a way they think makes sense)
- Flip chart (optional)—have participants work together to create their own set of camp rules.
 What are they missing? Is there anything they added that may not be needed?

Session 4: Camping Gear

- Example of a packed bag for a Beaver or Cub camp (optional)
- Tent to practice set up—one for every 3–4 people or so
- Examples of water purification methods (pump, chemicals, others if you have them)— just one of each is fine since participants will mostly just be learning about them and not using them.

Session 5: Scoutcraft 101 (part 1)

- Knots ropes, examples of how to tie knots (knots cards, knot books or just printed copies of demos)
- Other methods of teaching knots (optional)
- Supplies to set up a tarp (tarp, rope or twine) enough for small patrols

Session 6: Scoutcraft 101 (part 2)

- Fire lighting supplies
 - If allowed, have participants gather their own fuel.
 - Matches/lighter/other methods (if you have time for other things like flint and steel)
 - Fire pits or pie plates
- Stoves—a couple examples of propane and naphtha stoves (one per patrol is fine), fuel, matches.
- Other camp equipment—axes, saws, knives

Session 7: Wrap Up

Optional: writing materials for participants to plan an adventure





