




Skill Progression

	<ol style="list-style-type: none">1. Picture matching2. Identification Game3. Nomenclature
	<ol style="list-style-type: none">1. Map skills2. Basic Compass Skills3. Orient a Map
	<ol style="list-style-type: none">1. Navigation using both map and compass2. Triangulate a location

Helps

1. How can you use a map for orienteering?
 - a. **Goal:** To understand that there are different types of maps that are used for different purposes.
 - b. **Lesson:** Recognize a good map for land navigation.
 - c. **Examples:**
 - i. Political map: Not good for navigation
 - ii. Physical map: Okay for basic navigation
 - iii. Topographic map: Excellent for navigation
 - iv. Climate map: Not good for navigation
 - v. Road Map: Excellent for driving or biking. Okay for land navigation.
2. How can you locate your position and direction on a map?
 - a. **Goal:** To understand that maps present features in different ways.
 - b. **Lesson:** Learn to find your location by utilizing surrounding features and landmarks.
 - c. **Examples:**
 - i. Mountains
 - ii. Roads
 - iii. Bodies of water
 - iv. Buildings/Man-made objects
3. How can you use directional techniques to guide your path?
 - a. **Goal:** To understand that there are various techniques in which you can utilize direction on a map.
 - b. **Lesson:** Learn basic techniques in which to move in the desired direction on a map.
 - c. **Examples:**
 - i. Landmark navigation
 - ii. Compass navigation
 - iii. Celestial navigation
 - iv. Solar navigation
4. What are different types of compasses?
 - a. **Goal:** To understand that there are many types of compasses and each has their benefits and drawbacks.
 - b. **Lesson:** Learn what a compass is and how to handle it.
 - c. **Examples:**
 - i. Marine compass or card compass
 - ii. Prismatic compass or lensatic compass
 - iii. Base plate compass or Orienteering compass
 - iv. Thumb compass
 - v. Solid state compass

5. What are the parts of a compass called?
 - a. **Goal:** To understand that a compass is made up of different parts that work together to aid the user.
 - b. **Lesson:** Learn the basic parts of a compass and their purpose.
 - c. **Examples:**
 - i. Bezel
 - ii. Baseplate
 - iii. Orienting Arrow
 - iv. Needle
 - v. Direction of travel Arrow
6. How is a compass used?
 - a. **Goal:** To understand how to use a compass.
 - b. **Lesson:** Learn basic compass and navigation techniques.
 - c. **Examples:**
 - i. Find North/South/East/West
 - ii. Map Bearing
 - iii. Field Bearing
 - iv. Holding a compass while navigating
7. How can you measure traveling distance?
 - a. **Goal:** To understand that traveling by foot requires a method to determine distance and speed.
 - b. **Lesson:** Learn some basic techniques to measure walking distance.
 - c. **Examples:**
 - i. Pacing
 - ii. Ranger Beads
 - iii. Point to Point
 - iv. Triangulation
8. What are some safety guidelines that you should know?
 - a. **Goal:** To understand that land navigation can be dangerous if proper precautions are not kept.
 - b. **Lesson:** Learn how to navigate safely.
 - c. **Examples:**
 - i. Drink plenty of water.
 - ii. Have good shoes/boots.
 - iii. Let someone know where you are going and how you are getting there
 - iv. Take a buddy
 - v. Carry a signal device (Whistle, walkie-talkie, mirror)
 - vi. Appropriate clothing
 - vii. Sunscreen
 - viii. First Aid Kit

Scripture Ideas

Psalm 23:3

- Fox – God will lead you if you listen to His word.
- Hawk – God will lead you if you listen to His word.
- Mt Lion – God will lead you if you listen to His word.

Nehemiah 9:12

- Fox – God protects His people.
- Hawk – God provides a way for His people.
- Mt Lion – When times are tough then turn to God so He may provide the right path for you to follow.

Activity Ideas

- See the relevant patrol and branch section of the activities
- Or, create your own activity relevant to your troop and region

Game Ideas

- Check the games section online for game ideas
- Or, create a game that works for your patrol
- A couple of ideas are listed below

Name of Group Game: Huckleberry

Time: 10 - 15 minutes

Summary: Find the hidden item as fast as possible!

Goal: Don't be the last person to find the hidden object.

Preparation: Bring a medium-sized item that you can hide easily (water bottle, apple, small ball)

How to Play:

1. Select one person from the group. Everyone else must leave the room.
2. The selected person must hide the item somewhere in the room. The item must be partially visible at all times.
3. Call everyone else back into the room. Each person must try to find the item without moving anything in the room. If a person sees the item, the person needs to walk around for 3 seconds, say the word "Huckleberry" aloud, and go to a predetermined section of the room.
4. The last person to find the object loses the round and needs to do 5 jumping jacks. Select another person to hide the item for the next round.

Name of Group Game: Over Under Game

Time: 15 – 20 minutes

Summary: Over, under, over, under... try to pass the ball through the line as quickly as possible!

Goal: Be the fastest team to weave the ball over and under each person.

Preparation:

- Two orange squishy sponge balls
- Two buckets of water

How to Play:

1. Split everyone into two equal teams. Have both teams line up in parallel lines. Drop a sponge ball into a bucket of water, and hand the bucket to the first person in line.
2. **Everyone in line needs to be facing the front. When you say “go,”** the first person of both lines needs to take out the sponge ball from the bucket and pass the ball over the head to the person behind them.
3. The second person in line must pass the sponge ball between their legs to the third person behind them. The third person passes the ball over their head to the next person, and so forth in the same **“over-under” pattern.**
4. At the very end of the line, the last person has to pass it forward in the same pattern as before. The first team that passes the ball back to the first person wins the game.

Maps



Figure 1 - Physical Map

A physical map focuses on the geography of the area and will often have shaded relief to show the mountains and valleys. Typical colors are blues, greens and browns. Many rivers, mountains and lake features are usually labeled.



Figure 2 - Topographical Map

In modern mapping, a topographic map is a type of map characterized by large-scale detail and quantitative representation of relief, usually using contour lines, but historically using a variety of methods.



Figure 3 - Road Map

A map, especially one designed for motorists, showing the roads of a city, state, or other area.

Compasses



Figure 4 - Lensatic Compass



Figure 5 - Base Plate Compass

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