

BSA OE 106 10:30 – 11:40

Engage Cub Scouts with Outdoor Ethics - It's in Their Books

5 mins Welcome: Introductions

Course Expectations - What does an OEA want to get out of a OE training on cubscouts?

5 mins - How to Start: Know your audience - Experienced campers or Neubies???

Why do it? what is the goal of having kids learn ODC and LNT?

Build Character – make the right choice

Demonstrate citizenship - support conservation/ care for nature

Make a difference – Leave the outdoors better than you found it!

Check for Understanding – how many are familiar with new cub scout program?

Adventure Activity– listen/ recite, learn 1 principle, do on outing, share how did LNT

Difference between LNT Principles for Kids vs LNT Principles: review hang tags

Cub Scout leader resources: Appendix 52 (Leaders have NO ADDITIONAL INFO!!!)

5 mins LNT and the ODC - How does LNT support the ODC?

ODC: a promise to take care of nature

LNT: a program to care for and share nature

Activities: Teach Outdoor Code LNT with props: Teddy Bear Tent, Back pack Or with handsigns:

Outdoor Code:

As an American - salute

I pledge to be: -hold up hand

Clean in outdoor manners – rub hands together like washing hands

Careful with fire – form hands in triangle with fingers up, wiggle fingers

Considerate of Others – shake hands or bow to neighbor

Conservation Minded – rock baby then point to head

Repeat after Me x 3

Use in packs and den meetings

5 mins - LNT Principles

1. Know before you go (pointer finger along side of nose)

2. Chose the Right Path (walk 2 fingers on hand)

3. Trash your Trash (scoop something up)

4. Leave What you find (tap phone with finger for picture (was snap picture with fingers))

5. Be careful with fire (make triangle with hands, wiggle fingers)

6. Respect Wildlife (make binoculars with hands or put fist into hand for turkey)

7. Be kind to other Visitors (shake hands with neighbors)

Remember: care and share, can't tell you were there (leave no trace!)

10 mins - **OE Awareness: Ethan Turns a TOAD – skit**

To learn about outdoor impacts lets try an activity:

This skit helps cubscouts understand that they make an impact when they are outdoors.

In this activity Ethan helps camper Charlie learn to care. Charlie, named for one of the BSA OE national task force leaders, is unaware of how to care for nature and others in the outdoors. Ethan will help careless Charlie learn to care. TOADs are one of natures little creatures that only a mother could love. If Charlie can care for a toad, he can care for all of nature. Besides TOAD really stands for Toadally Outdoor Awesome Dude - so lets help Charlie turn into a TOAD! What's it stand for? Toadally Outdoor Awesome Dude, Toadally Outdoor Awesome Dude,

Activity: Turn a TOAD

Divide into 4 groups: Each group is given an animal name/puppet. They pretend they are that animal in the woods: ie hawk, mole, frog, fox and MM campers. Charlie will come into the woods and make an impact. Each group reacts to how Careless Charlie impacts you. Ie if Charlie makes a fire – complain about the smell, ashes, fire danger, run away. Let kids act out parts!!

Careless Charlie: stride into the woods and goes up to each group separately and for each:

hawk – go into woods to find nests and baby birds

mole - pat your dog and let him off the leash – encourage him to run in the woods,

frog - eat lunch and throw food scraps in the pond

fox - feel cold - so light a big fire in dry leaves

Campers - singing/whistling loudly, yelling team chants around fire

Narrator – ask each group how they feel and what was their response to careless Charlie?

Each group says how they feel re: noise, dog off leash, trash in pond, big fire

Narrator ask Careless Charlie – what would a Toadally Outdoor Awesome Dude do to be respectful of nature and others? Charlie answers with what he should do. Point to the LNT principles as Charlie turns a TOAD! Tell Audience to Say **THATS AWESOME DUDE!** After each answer Careless Charlie gives

Careless Charlie: says what he should do

Know Before you go: visit woods later in season when birds flying

Respect wildlife: keep your pet under control

Trash your trash: pick up trash and dispose of waste in garbage

Be careful with fire: use fire rings, small fires

Respect other Visitors: let others experience nature – low voices or use play area

Lets hear it for our new TOAD!!! Awesome Charlie!

Audience: **THATS AWESOME DUDE!**

Discussion – how can you use this activity to help cub scouts care for nature and other people?

Roles in skit – others you could use, Reflection – how to use this

ODC & LNT Advancement Requirements:

Format:

Recite, Learn I, Practice, Share

Tigers: Trash Your Trash

Wolves: Be Careful with Fire and Respect Wildlife

Bears: Leave What You Find and Be kind to Other Visitors

Book explains what needs to be done for advancement.

But 2 Principles are missing: Know Before You Go and Choose the Right Path. Some text does not follow official LNT for Kids principle hang tags (ie Careful with fire: does not say to use fire rings)

Other activities (identify the six essentials and setup tent) could illustrate LNT principles but do not mention them.

Solution:

Include LNT principles when teach 3 key cubscout activities:

Use HIKE, COOK and CAMP

Creating a Game:

- Kids like to move, make sounds, know why, be successful and get recognized.
- Review handbook requirement, pull out key words, brain storm ideas for song, body movements, team relays, add reflection and give awards

Principles to Address in Activities

	HIKE Right	COOK	CAMP Right
Know before you Go*	x	x	x
Trash your trash	x	x	x
Leave What you Find	x		
Choose the Right Path - trail	x		
Respect Wildlife		x	x
Be Careful with Fire		x	
Choose the right path - campsite			x
Be kind to Other Visitors			x

10 mins - SCOUT ACTIVITY: HIKE

Principles to Discuss:

Know before you Go: know where going and when, meeting spot, gear to bring, weather
props: 6 essentials, rain gear, map, clock

***Trash your Trash:** pick up litter, food and put in trash/recycling
props: signs for recycling, litter, candy bars

***Leave What You Find:** leave rocks & flowers for others, only carve dead sticks from ground, not trees or tables, release fish in same pond, wipe off stickers/seeds from clothes before leaving area
props – pretty stones, flowers, carved stick, shoe with dirt on it

Choose the right path – stay on trail, no shortcuts across lawns or hill, walk on durable surfaces
props: cards with pictures/words of durable surfaces. Rocks, sidewalk,

Game: Hike Right - have bag of LNT prop materials and LNT cards.

Review LNT Kids principles with hand signs.

Show cards and set each on floor. Show item from bag and how one matches a principle. Let scouts pull items out of bag. Scouts take item and runs it over and matches it to LNT principles. Scout gets to Say the Principle, all repeat it. Do the hand sign, all show it. Runs back to spot in circle

Reflection - At end share which of these do you need to know on a hike
Bonus which ones make up the 6 essentials?

10 mins SCOUT ACTIVITY: ATTEND OUTING/CAMP OVER NIGHT

Principles to address:

Know before you go: 6 essentials, plan gear for weather, how to put up tent

Trash your Trash - clean up site/ clean off gear and pack

Respect Wildlife- observe nature at distance, take pictures of plants or animals, talk softly

Props: animal, pet, whistle,

Be kind to other Visitors – listen to nature, talk softly, play games in activity areas

Chose the right path/Camp Right - setup tent where and why

GAME: Way No Way

Relay race: have materials or signs/tape to designate as Way No Way box

Scout Runs to item, holds it up, den declares if item supports or doesn't support ODC or LNT principles to follow when on an outing or camp out. Runner takes item to Way or NO WAY Box. Repeat

Reflection: go thru each pile and discuss how do items reflect or don't reflect principles

10 mins SCOUT ACTIVITY: PREPARE MEALS, COOK, MAKE FIRES

Principles to address:

Know before you go – rules for fires, what to bring, group camping cooking gear

Trash your Trash – plan menu, shop, prepare cook food, clean up

Choose the right path – where to have cooking area, reasons for building fire

*Be Careful with Fire: adult help, build a fire, light it, extinguish it

Games:

Fire in the Hole: Guessing Game; ask question whisper answer (telephone game).

Leader looks at question, whispers question to next person in line. Last person says question. Each scout gets to jumps up, say answer to question sits down. Last person runs to front and starts next question.

Why have a fire?

When can one have a fire?

Where to build a fire?

What is kindling?

How big should fire be?

How to leave a fire ring?

How to tell if fire is out?

How does using a stove reduce impact?

Stash the Trash

Show how menu planning can reduce the amount of trash one has to carry out: Make a chart with meal ideas vs trash. Have scouts fill in boxes. ID what choice has the least amount of trash. Give points based on lowest amount of trash generated.

Ideas of things to make for meals

List of food items

Id What they come in: plastic bags, cardboard boxes, metal cans, recyclable, compost, trash

Rate: put chips next to meals: 10 for lowest trash, 5 for medium, 1 for highest.

5 mins Questions - Other Resources on Key

5 mins Summary:

Why do it? what is the goal of having kids learn ODC and LNT?

Train em up right – so they will act right / do the right thing

character building – make the right choice

create cadre to support conservation/ care for nature

Outdoor Code : a promise to take care of nature by following a few simple ideas

Leave No Trace: a program that helps people care for and share nature

Resources:

Owl Costume and Mask

LNT Banner

Den Leader LNT ODC Resource: Appendix p 52 (Shawn)

Hang Tags Kids and Standard Hang Tags

USFS - LNT laminate pictures

Turn a Toad Banner

Puppets: hawk, mole, fox, frog, MM guy

Activity supplies:

Teddy Bear Tent

Peak pack trek and trak set

Way No Way cards

Fire in Hole Questions

Food Trash Chart

Food Trash Chips

Paula Course

Tape for tic -tac- toe game

Nuts for DOWP game

Dice balls

Tape?

Markers