

# What's the big idea

Forces of Nature



-  Short Activity
-  Long Activity
-  Potential Adventure Skills step
-  Potential Special Interest badge step

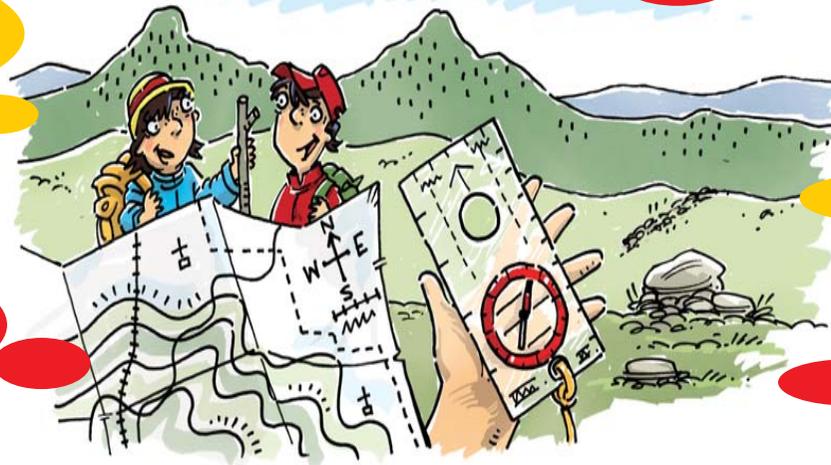
Game to find NSEW

Do a compass trail

Take part in a group orienteering exercise.

Understand grid references

Make a compass



Organise a short hike for your lodge.

## The Compass

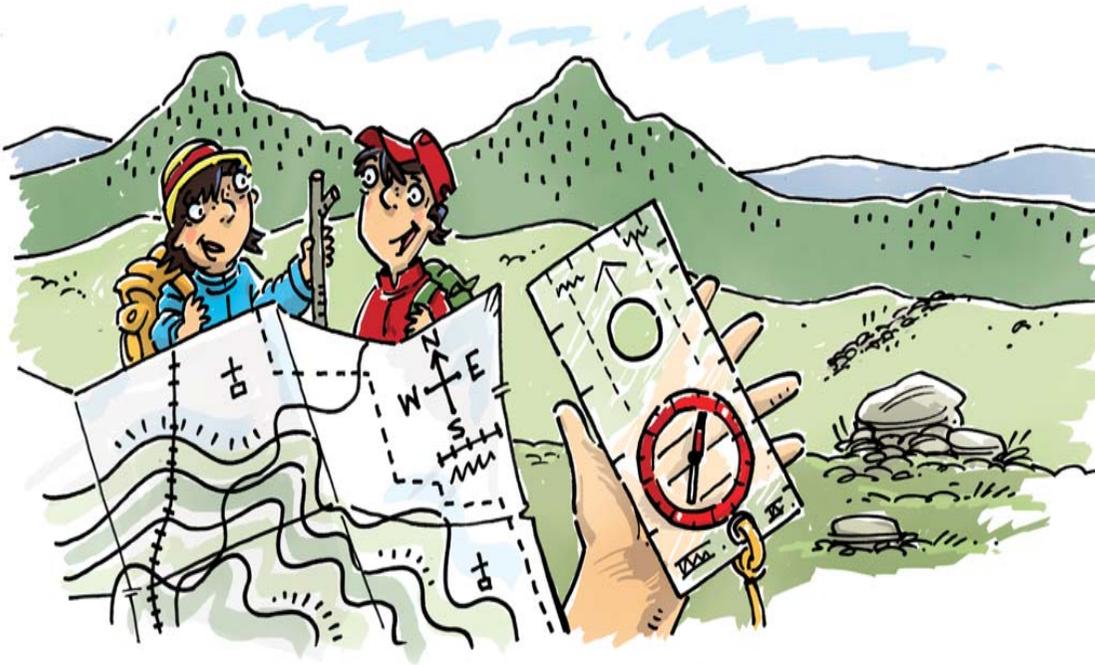
Make Patterns using Compass, pegs and sizar

Make a map of your den or meeting place.

# What's the big idea

This adventure is based on the compass as a means of travelling across open countryside. In real terms a hike of any kind. The compass and the map will be more than likely new tools for Beaver Scouts to learn about so the hike will form the end objective. New skills will need to be learnt at meetings and shorter trip to the local park. Scouts can help to teach this skill and perhaps a cross section activity might be an option.

Being able to travel from the Cannog to discover new lands is a key warrior skill and being able to use the 'magical powers' of the floating needle has been a tradition that has been handed down from elder to young warrior as a means of discovery and survival.



# The Compass



## Ideas on what to do

### Plan

Show each Lodge a compass and give them the responsibility of looking after it for a while. Explain the main parts of the compass and how things can interfere with the needle.

### Do

Each Lodge should be told how to find North on the compass and then find South, East and West. When they have gotten used to working with it then play a game like Treasure Hunt where they go from clue to clue and each clue tells them to go North, South, East, West and how many paces to the next location.

### Review

Get each Beaver Scout to show what they learnt from the things that they collected and how to use the compass

### Comments

Get the Lodges to set their own Treasure trail like the one above

### Resources

Compasses