**Skills for Life**

**A - Field Studies Activities**

Here are some ideas on field study activities you can do with beavers, cubs and Scouts. Activities selected will depend on the learner’s age, stage of development and interests:

**1. Minibeast hunts**

* set out an small (1m square area) for your young people to explore what creatures they can find in it.
* Use the guides to identify the creatures.

**2. Pond dipping – Wetlands area (shed code needed)**

* Book the pond area, where you will find nets and trays and magnifying glasses along with identification sheets.

**3. Tree identification**

* Go on a hunt around Glenny wood to find as many varieties of trees as you can
* Use the Leaf hunt laminated sheets to identify them and see which team gets back with all of them found.
* Use a leaders / adults phone to photograph them to prove they found them.

**4. Bird watching**

* Use the posters on the lodge to identify the birds you see around Glenny wood.

**5. Environmental Scavenger hunt**

* Split into small groups – brief on the items and any dangers i.e. berries some being poisonous and some edible and eating leaves unless they know what they are etc.
* Try to collect as many of the items on the laminated sheets as possible.

**B - Sensory Activities**

Some sensory activities you can do with beavers, cubs and Scouts. Activities selected will depend on the learner’s age, stage of development and interests:  Games ideas to cover the following senses

**1. Colour**

* Use the colours and nature laminate to give young people a colour range that you want them to go away and find.
* Create your own version of the colour wheel using the items found.
* Or using some sticks create on the floor some ‘picture frames’ so that they can use the items they find to create a picture which can be what every they like but shows  off the colours they were given.

**2. Sound**

* Get the young people to identify all the sounds they hear in a given time frame, see how many different noises they hear besides the rumble of the M5.

**3. Touch**

* Feel the different trees bark as you go around, understand the differences.
* Use the Touch Scavenger Hunt and find all the things on it.

**4. Blindfold game**

* Split group into pairs.
* One child chooses a tree while the partner is blindfolded.  First child leads partner to the tree and blindfolded child explores the tree to ‘get to know it’.
* Both children return to start point and the blindfold is removed,  children then try to find their trees by remembering size smell form texture etc.
* Repeat for the other child and another tree.

**5. Sight**

* Find any area where the trees overhang the ground not hard at Glenny.  Explain that you are going to go on a tree top walk and you will need your magic mirror to keep safe.  Give each child a cd and check that they can hold it at chin or end of nose level and look into it to see the objects above them.
* Take the children down to the woods and form a follow my leader line one hand on th shoulder of the child in front on hand holding the CD in place.
* Take the children for a walk under and between the trees commenting on things you can see above.
* CDs for sight activity in the draw can be used shiny side up.

**C - Tracking**

The information we have created for you includes

* Guidelines on laying trails
* Ideas of Games to play
* Items you may wish to bring with you

**D - Morse Code**

* Guidance on using Morse Code
* Games to play using Morse Code
* Don’t forget to bring with you
  + Torches
  + Paper
  + Pen / Pencils.

**E - Knots**

* There’s nothing more exciting than knots so come along and have a go
* We have a box with 24 Ropes and guidelines on how to tie 6 common knots
* This links into our skills badgework scheme

**F - Shelter Building**

Learn to survive in the wild. A key part is having a shelter.... Here is your chance to have a go and build your own....

The information / equipment guides you as follow

* Right Spot - Best places to build a shelter in Glenny
* Types of Shelters
* Make you bed
* Hints on where not to build!!

**G - Flag Semaphore**

Flag semaphore is the telegraphy system conveying information at a distance by means of visual signals with hand-held flags, rods, disks, paddles, or occasionally bare or gloved hands. Information is encoded by the position of the flags; it is read when the flag is in a fixed position.

In the box the equipment and information we have for you contains

* Semaphore Alphabet
* 2 sets of Flags
* Ideas on what to do
* Don't forget to bring Paper & Pencil

**H - Mini Pioneering**

Using the kit provided, be creative and build away and see what you can make

This makes a good team / patrol / six activity.

We have provided you with

* bamboo canes
* twine
* elastic bands
* knotting and Lashing information
* Camp gadgets you may like to build
* Don't forget to bring with you
  + Bowls
  + Footballs.....

To use on the projects - you will need to access two cupboards, both with the same combination code....see below

**I - Ballista - Pioneering**

A Ballista is your very own, home made catapult! So using your pioneering skills to build one...

We will provide you with everything you need including guidelines to build and on safety.

* Poles
* Ropes
* Rubber Inner tubes
* Firing Boxes

**Once built don’t forget to check the structure and make sure its safe, as per the guidelines**

* Don't forget to bring a Tennis Ball to fire from the Ballista

There is enough kit to make 3 Ballista, so build them all and have a competition....

You will need to access two cupboards, both with the same combination code....se e below

**J - Fire Skills and Building**

So another key survival skill and need to to have your own FIRE to cook on, keep you warm and send out signals...

*not forgetting of course for toasting marshmallows!!!*

We have provided for you the following guidelines

* Before you begin
* Building your fire
* Example of various types of Fires.

Don’t forget to read the safety guidelines and complete your risk assessment. More information on this can be found at [**Fires>>>>**](https://glennywood.org.uk/home/activities/fires)

**Packing away – Skills for Life kit**

At the end of your activity the least favourite activity is packing up. Below is a check list to be followed, to help you with the packing up and I hope make things much quicker.....

* Please wipe the equipment used antiseptic wipes
* Please put all the skills for life equipment you have taken out back in the rightful home as you found them….
* Please clean your hands afterwards with hand gel and antiseptic wipes
* Please lock up with numeric padlock well scrambled and antiseptic wiped.
* Leaders please ensure this is all completed and not just left to the young people (Young Leaders)
* All wipes taken away with you in the rubbish bag provided.
* Any damage / problems with the kit please report through [booking@glennywood.org.uk](mailto:booking@glennywood.org.uk)