

Outdoor Challenge Award Activity Pack

This pack contains a series of activities that work most of the way towards Outdoor Challenge Award. Each activity has a set of instructions, including equipment. Some activities also reference additional worksheets which could be printed out for the young people.

This pack was put together by the Avon County Youth Team on behalf of the Avon County Woodhouse Park team.

Social Distancing Disclaimer:

Any activity undertaken face-to-face needs to comply with current social distancing guidelines and the current advice and readiness level from Scouts UK. Any face-to-face activities must have an associated risk assessment, and be undertaken in compliance with Covid-19 regulations.

If you'd like to provide any feedback on this activity, please email the Avon County Youth Team at avoncountyyouthteam@gmail.com.



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Introduction Notes

The young people will be split into small groups to work together on these activities. By completing all these activities, a young person will mostly finish their Outdoor Challenge Award, without the actual camping. Once the 'campsite' has been set up, the activities can be completed in any order – and could even be done individually on evening meetings. The activities included in this pack are also not the exclusive way to complete the requirements, and leaders can use their discretion to make reasonable adjustments as they see fit.

Pack a Rucksack

For the Outdoor Challenge Award, young people should treat this activity pack as if they were camping for a weekend. The young people should pack a rucksack to bring with them. On the "[OCA - Rucksack](#)" sheet, you will find a standard kit list and packing tips. The kit list is split into items that the young people should bring to the activity, and items that the young people would pack for camp but don't need to bring to this activity.

Learning: Countryside Code, Hygiene, Accidents

Leaders should start off by briefing the young people. The briefing should include a reminder of Covid-safe behaviour and should also include the three parts of the Countryside Code (respect other people // protect the natural environment // have fun outdoors), the importance of personal and campsite hygiene, and what to do in case of accidents and injuries.

Beavers will need to learn about treating a cut or bruise, and how to report an accident to a leader. Cubs need to learn how to treat mild burns, scalds, cuts or grazes and make a call to the emergency services. Young people should learn about a wider range of injuries. Any work done towards this will also contribute towards the Emergency Aid staged activity badge.

The young people should also be briefed on the setup and status of Woodhouse Park. The site is currently open to sections from Easter until the end of the year. Rather than a campsite, it is currently available as an open space (like a park) for groups that don't have the outdoor space at their HQ. The buildings are all out of bounds, so if the young people need the toilet, there are portaloos available to use. There is no running water- also meaning no fires are allowed. The whole site that you know and love is still there for the time being.

Pitch a Tent

Groups should bring their own tents and will know how to pitch them. The young people will pitch their tents at the start of the day, and put them away at the end, just like camp. Tents could be arranged around a flagpole to make it campier.

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Light a Fire and Cooking

The fire pit at WHP is currently out of use and there are no altar fires available on site.

Camp Gadget

Make a camp gadget, such as pioneering a clothesline, or whittling a tent peg. Beavers have a criteria of learning how to tie three simple knots and taking part in an activity using natural materials such as twigs, so you can easily incorporate those into this activity.

The Cubs have a requirement to build a shelter big enough to fit two Cubs. You could construct a den using pioneering skills as well as making a camp gadget.

A simple clothesline could use 6 poles, 2 pegs and a length of rope, as explained in the [“OCA – Pioneering”](#) worksheet.

Wide Game

There is an orienteering course around Woodhouse Park – see the [“OCA – Orienteering”](#) worksheet.

The course gives you the letters to spell “YOU ARE VERY LOST”. If desired the route could also be shortened to “YOU ARE LOST” OR “LOST”. See [“OCA – Orienteering Answers”](#) for the answers.

Campfire Entertainment

There are no fires to be found at Woodhouse for the time being, so we'll just have to pretend. Round the campfire, we might get the young people to plan and act in some skits or sing some campfire songs. Both of these options work towards the Entertainer activity badge.

[“OCA – Campfire Songs”](#) has a few campfire songs, in case you are rusty. You could print some copies to hand out to the young people.

Alternatively, you could give out some pens and paper and get the young people to plan their short sketches to entertain each other.

Team Project

A requirement of the Scout's Outdoor Challenge is to “complete a 2-hour activity or project”. Even the most capable leader will struggle to make this pack last less than 2 hours, so you will complete it with ease.

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Site Service

Assuming you have completed the rest of the booklet, the site service is an optional extra for young people in Scouts and Explorers. Woodhouse needs lots of work done, and the site team will be grateful for any help. Have a look at the new website here:

WoodhousePark.org.uk

Identifying Animals

A requirement for the Beavers My Outdoor Challenge Award is to point out and name five different types of animal, insect, bird or fish that you might find near where you live. Why not let your Beavers become Nature Detectives? All you will need are some pens and paper.

Take your young people on a walk around your local area, or around your designated area at Woodhouse Park. You can look at the "[OCA - Nature Detective](#)" sheet for ideas of the types of creatures your young people can keep an eye out for.

Helping Animals

Another requirement for the Beavers My Outdoor Challenge Award is to make something to help animals in the wild. To do this, you could make a bird feeder! To make one, you will need:

- Mixing bowls
- Wooden spoons
- String
- Pine cones
- Vegetable fat
- Dried fruit
- Grated cheese
- Bird seed
- Tablecloths

Split the Beavers into small groups and get them gathered around a tablecloth. Everyone should add the room temperature vegetable fat to the bowl, and squash it with the wooden spoon. Each group should add the other ingredients a little bit at a time and stir them into the softened vegetable fat. Everyone should have a turn at adding ingredients or stirring the mixture, until all of the ingredients and fat are equally mixed together.

Everyone should tie a piece of string around the top row of a pinecone's scales so the cone can hang up. Everyone should use their fingers to squish the bird food mixture into and around their cone until it forms a ball shape. Everyone should put their cone feeders in the fridge (or another cool place) to harden. Once the cones are set, get permission to hang them somewhere outside and wait for the birds to arrive!

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Beavers Outdoor Challenge Award

[The award requirements can be found here.](#) This activity pack completes all the requirements of the award, apart from nights away (which are not allowed) and the cooking section (as there are no fires at Woodhouse Park).

1. ~~Go on a sleepover or a camp with other Beavers~~, and do at least two of these:
 - a. help put up a tent
 - ~~b. collect wood and help to build a fire~~
 - ~~c. cook something on a fire~~
 - d. sing songs around a fire
 - ~~e. wash up after dinner~~
 - ~~f. set up your bed and sleeping bag~~
 - g. play a wide game
2. Learn how to tie three simple knots
3. Show that you:
 - a. know what to do if someone has an accident
 - b. know why it is important to tell an adult when an accident happens
 - c. can do simple first aid for someone who has a cut or bruise
4. Take part in an activity using natural things like leaves, bark, twigs, sand or rocks.
5. Point out and name five different types of animal, insect, bird or fish that you might find near where you live.
6. Make something to help animals in the wild.

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Cubs Outdoor Challenge Award

[The award requirements can be found here.](#) This activity pack completes all the requirements of the award, apart from nights away (which are not allowed) and the cooking section (as there are no fires at Woodhouse Park).

- ~~1. Take an active part in at least three nights away, on camps or Pack holidays.~~
2. While you're away, work with other Cubs to do all of these tasks:
 - a. help to pitch and strike your tent
 - b. show that you know how to look after yourself and be safe at camp
 - c. show that you know how to keep your tent and kit safe, tidy and secure
 - ~~d. cook a meal with your Six~~
 - e. build a shelter big enough for two Cubs
 - f. using bamboo canes, rubber bands or simple lashings complete a simple pioneering project or make a camp gadget
 - g. learn and follow the Countryside Code
 - h. show you know what things you need to do to look after your campsite, and that you can put them into practise
 - i. show that you know how to treat mild burns, scalds, cuts or grazes and make a call to the emergency services
3. While you're away, do at least two of these tasks as well:
 - a. take part in a wide game
 - b. take part in a campfire sing-along or other entertainment
 - ~~c. cook a backwoods meal~~
 - d. build a bivouac and sleep in it
 - e. care for your personal equipment while at camp
 - f. using knots that you've learned, make a simple camp gadget, like a flagpole

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Scouts Outdoor Challenge Award

[The award requirements can be found here.](#) This activity pack completes all the requirements of the award, apart from nights away (which are not allowed) and the cooking section (as there are no fires at Woodhouse Park).

- ~~1. Take an active part in at least eight nights away as a Scout.~~
2. With others, pitch and strike your tent.
3. Lead, or help to lead, a group of Scouts to set up a well-organised site.
- ~~4. Prepare and light an open fire or set up a suitable stove. Use it to prepare, cook and serve a meal safely.~~
5. Understand the three points of the Countryside Code.
6. Find out why personal and campsite hygiene is important.
7. Using knots that you have learned, build a simple pioneering project, object or camp gadget.
8. Explore the environment of your camp and make sure you know where everything is.
9. Find out what accidents and incidents can happen outdoors or during your camp.
10. Show how to use an axe, saw or knife safely.
11. Complete at least four of these tasks:
 - a. Provide a service commitment to the site for about an hour.
 - b. Take part in a wide game.
 - c. Take part in a campfire or other entertainment.
 - d. Working with others, successfully complete a two-hour activity or project.
 - ~~e. Plan a balanced menu for a short camp.~~
 - ~~f. Lead the cooking of a meal for the group.~~
 - ~~g. Show that you know the safety precautions for using lamps and stoves.~~
 - ~~h. Cook a backwoods meal with the group.~~
 - ~~i. Build a bivouac and sleep in it.~~
 - j. Show how to pack a rucksack correctly, with appropriate kit for the camp or event.

Other Badges

This activity pack also works towards other badges, which you may choose to finish.

- Activity Centre Service
- Entertainer
- Gardener
- Pioneer
- Personal Challenge (if you choose)
- Teamwork Challenge
- Team Leader Challenge
- World Challenge