

Progression of Camp Skills



Sparks

Sparks should experience:

- a sleepover
- a day camp
- lighting matches
- helping with chores
- roasting hot dogs, smores, etc.
- collecting and sorting firewood
- picking up litter at the campsite
- helping with the setting of tables
- participating in camp evaluation
- setting up their own sleeping space
- deciding on what to pack for camp
- a residential camp for one or two nights
- mixing batters, peeling carrots/apples, etc.
- helping with the planning of the camp menu
- deciding what to wear on an outing and what to take
- participating in a day camp in an outdoor environment
- playing a compass game to learn the cardinal directions
- identifying camp safety rules and when it is important to get an adult
- deciding on what to wear in different weather conditions when at camp



Sparks should be introduced to:

- nature
- being safe outside (eg. Hug-a-Tree program)
- washing camp dishes using the three-step method
- an overnight or day camp in an outdoor environment
- the environment and how they can help keep it clean
- the environment around them and what grows there and what lives there
- being a no trace camper and leaving their campsite in better condition than they found it
- knowing where food is to be kept and why it cannot be left outside or in the sleeping area

Embers

Embers should be able to do all the skills listed under the Spark program as well the following skills.

Embers should experience:

- helping with chores
- lighting a camp stove
- packing their own gear
- preparing for an outing
- planning and preparing a snack for a hike
- a weekend residential camp for two nights
- helping with the planning of the camp menu
- cooking (eg. flipping pancakes, stirring soup, etc.)
- selecting songs and participating in a campfire sing-along
- cooking on buddy burners or flower pot barbeque with supervision
- completing a service project with a nature theme (eg. building bat boxes, making bird feeders, duck boxes, etc.)



Embers should be introduced to:

- basic first aid
- mapping and compasses
- an overnight outdoor camp
- preparing for an outing or a hike
- knots (eg. reef knots, bowline knots, etc.)
- setting up a campfire and striking a match
- weather safety (eg. extreme heat and cold)
- knife safety and practice by cutting vegetables
- setting up, lighting, and safely extinguish a campfire
- nature (eg. nature bingo, nature treasure hunts, etc.)
- basic environmental conservation (eg. recycling, composting, etc.)
- packing their own gear for camp and carrying it to their sleeping area
- being a no trace camper and leaving their campsite in better condition than they found it
- insect and animal safety and how to prevent encounters (eg. insect repellent, mice and squirrels, coyotes, and bears)
- using alternative cooking methods: buddy burners, flower pot barbeque with supervision, kick-the-can ice cream, and pie iron cooking, milk carton cooking

Guides

Guides should be able to do all the skills listed under the Brownie program as well the following skills.

Guides should experience:

- camp skills training
- outdoor camping in tents
- camping for a minimum of two nights
- a district, area or provincially sponsored camp
- cooking in a variety of different ways (on a camp stove, a buddy burner, on a campfire)



Guides should have knowledge of:

- basic first aid
- animal tracks
- local fire rules
- storing food safely
- camp and fire safety
- making and using a fire starter
- knowing when to use different types of knots
- washing dishes and cleaning up their cooking and eating areas
- their local environment (leave no trace, and 3 R's – reduce, reuse and recycle)
- weather safety (eg. lightning, high winds, forest fires, extreme cold, and heat)
- bringing the necessary supplies to keeping the campfire and camp kitchen safe
- being a no trace camper and leaving their campsite in better condition than they found it
- learning what to do if there is a fire at camp (residential, cooking, campfire out of control)

Guides should have the ability, with no help to:

- pitching a tent
- packing up a tent
- taking down a tent
- cooking on a campfire
- waterproofing a bedroll
- lighting a stove and lantern
- marking and following a trail
- making a simple camp gadget
- setting up and starting a campfire
- packing and carrying their own gear
- planning a small program (eg. game, craft, campfire, etc)
- tying knots (eg. sheet bend, clove hitch, round turn, and two half hitches)

Guides should have the ability, with help to:

- planning a hike
- stringing up a tarp
- preparing a wood pile
- practicing basic first aid
- preparing an emergency shelter
- planning a menu and do the shopping
- practicing proper garbage and liquid disposal
- preparing all the meals and clean up in patrols
- testing for gas leaks in camp stoves and lanterns
- lighting a propane or white gas stove and lantern
- reading a compass and navigating an orienteering course
- practicing safe storing of food including what will attract critters
- planning and leading a small program (eg. hike, game, craft, campfires, etc.)
- using alternative cooking methods: tin foil dinners, one-pot meals over campfire, milk carton barbeque, box oven, waxed burlap
- lending a hand around the campsite (eg. clearing under brush, painting a building, stacking firewood, etc.)
- preparing camp duty roster including which activities need doing (eg. cooking, cleaning, latrines, wood/water, etc.)

Pathfinders and Trex

Pathfinder-aged youth should be able to do all the skills listed under the Guide program as well the following skills.

Pathfinders and Trex should experience:

- grocery shopping for camp
- dehydrating and hydrating food
- camping for a minimum of three consecutive nights in a tent
- an adventure camp (winter, kayaking, cycling, backpacking, etc.)
- the application process for provincial, inter-provincial, national or international events



Pathfinders and Trex should have knowledge of:

- tent repairs
- storm lashing
- reading the weather
- emergency preparedness
- camping equipment repairs
- finding directions without a compass
- creating a camp menu from a theme
- different types of tents (eg. dome, ridge pole, etc.)
- national, provincial, local and Girl Guide regulations
- how to pitch a tent when the use of pegs is not possible
- learning about backpacks and how to properly fit them
- their local environment (eg. what lives there, what grows there)
- what camping equipment is needed (eg. tent, rope, pegs, stove, lanterns, etc.)
- campsite selection in relation to cooking, water, biffies, bear caches, and environment
- being a no trace camper and leaving their campsite in better condition than they found it
- preparing an equipment list, bringing the equipment to camp, and returning after camp
- appropriate clothing for different outings (eg. footgear, winter clothing, sleeping bags, backpacks, rain gear, etc.)

Pathfinders and Trex should have the ability of:

- storm lashing a tent or shelter
- creating a budget for a camp
- enforcing good safety practices
- preparing and using a first aid kit
- preparing a personal 10 essentials kit
- planning and carrying out a program
- practicing minimum impact camping
- preparing a financial report after camp
- making a more complicated camp gadget
- identifying dangerous and poisonous plants
- returning all camp gear clean, dry, and in good condition

- using, sharpening, and caring for a knife, hatchet, and axe
- planning and running a camp with minimal Guider support
- using and caring for a camping and a lightweight camping stove
- learning about dangerous and poisonous plants that are found in the area
- using alternative cooking methods: flaming burlap pizzas, tin foil dinners, one-pot meals over campfire, milk carton barbeque, box oven, waxed burlap

Rangers and Trex

Ranger-aged youth should be able to do all the skills listed under the Pathfinder program as well the following skills.

Rangers and Trex should experience:

- grocery shopping for camp
- dehydrating and hydrating food
- using a tech device such as SPOT, InReach, etc.
- water purification methods and hydration needs
- spending at least one night in an emergency shelter
- an outdoor camp of five consecutive nights in a tent
- planning and running a camp for Sparks and Embers
- an adventure camp (winter, kayaking, cycling, backpacking, etc.)
- the application process for provincial, inter-provincial, national or international events
- breaking in hiking boots, learning about foot care, how to prevent blisters, and keeping feet dry
- learning about local plants in the area that can be eaten and making something tasty with these plants
- creating a how-to video of a favourite camp skill (eg. pitching a tent, three-step dishwashing method, etc.)
- making an entire camp allergy free and having everyone eat that diet (eg. gluten-free, vegetarian, dairy-free, etc.)



Rangers and Trex should have the ability of:

- attending camp-related trainings
- navigating using the Sun and the stars
- explaining the principles of No Trace Camping to someone
- completing Safe Guide forms for camp, including the SG4 Form
- planning and running their own camp with minimum input from Guiders
- being a no trace camper and leaving their campsite in better condition than they found it
- planning and running their own event for younger youth with adequate adult supervision for ratio
- practicing and building adventure camping skills: canoeing, kayaking, cycling, backcountry, or winter skills
- lighting a fire using three ways (eg. matches, using a fire starter, using a magnifying glass, using flint and steel wool, etc.)
- using alternative cooking methods: tripod roasted turkey, flaming pizza, tin foil dinners, one-pot meals over campfire, milk carton barbeque, box oven, waxed burlap
- planning an entire camp which includes pre-camp training needed, organizing equipment and gear, menu preparation including dehydrating and purchasing food, organizing transportation, and posting camp evaluations and gear returns

