

□ Games

## Arrow of Light Safari 5th Grade



**Arrow of Light Scouts will meet at Eisenhower Pavilion** for a morning filled with activities, games, and completion of the requirements listed below.

Ou	tdoor Adventurer – Required			
	1. Learn about the Scout Basic Essentials.			
	2. Determine what you will bring on an overnight campout including a tent, sleeping bag/gear and			
_	how you will carry your gear.			
	3. Review the four points of the BSA SAFE Checklist and how you will apply them on the campout.			
	4. Locate the campsite where you will be camping on a map.			
	5. With your patrol or a Scouts BSA troop, partici-			
_	pate in a campout.			
	6. Upon arrival at the campout determine where to set up your campsite; kitchen, eating area, tents,			
	and firepit. Help the patrol set up the patrol gear before setting up your own tent.			
	7. Explain how to keep food safe and the kitchen area sanitary at the campsite. Demonstrate your			
	knowledge during the campout.			
	8. After your campout, discuss with your patrol what went well and what you would do differently			
	next time. Include how you followed the Outdoor Code and Leave Not Trace Principles for Kids.			
Int	Into the Woods – Elective			
	1. Visit an area with trees and plants and conduct a tree inventory. Select one tree and complete the			
_	remaining requirements based on that tree.			
	2. Determine if your tree is deciduous or evergreen.			
	3. Identify a tree and determine if the tree is native or was introduced to your area.			
П	4. Find out how your tree deals with wildfire.			
	5. Learn how wildlife uses your tree.			
Visit as many of the stations as you like:				
	Take A Walk (hike)			
	Giant Inflatable Haunted House			
	BB Gun and Sling Shot Range			
	Nature Study Safari Monopoly Game			
	Petting Zoo			
	Hiking Skills			
	Rock Coloring and Garnet Mines			



At check-in, be sure to get your official Safari Hat (one per youth). At each station or activity you visit, you will receive a sticker to decorate your hat with.

**Bring the Cub Scout Six Essential** — These are items every Cub Scout should carry in their personal gear when going on hikes or campouts:

- 1. First-aid kit: adhesive bandages, moleskin, gauze, antibiotic ointment, etc.
- 2. Water bottle: filled and large enough to last until it can be filled again
- 3. Flashlight: for emergency use only
- 4. Trail food: can be made as a den activity prior to hike or campout
- 5. Sun protection: sunscreen of SPF 30 or greater and a hat
- 6. Whistle: also for emergency use only

## PERSONAL CAMPING GEAR CHECKLIST

Use this checklist every time you go on a Scout outdoor trip. Use a pencil to check off each item as you pack it.

The Scout Basic Essentials  Pocketknife Water bottle Matches and fire starters First-aid kit Flashlight Sun protection	Sleeping gear  _ Sleeping bag  _ Sleeping pad  _ Ground cloth  Eating kit  _ Eating utensils  _ Plate _ Bowl	Sleeping bag Sleeping pad Ground cloth  ting kit Eating utensils Plate Bowl Cup Eanup kit Soap Dental floss Toothbrush Comb Toothpaste Small camp Sleeping bag Items — Personal medications — Watch — Fishing pole and gear — Camera — Pencil or pen — Insect repellent — Small notebook — Swimsuit — Bible, testament, or prayer book, according to your faith — Other gear for experifice
Extra clothing Trail food Map and compass Rain gear Clothing appropriate for the season and the weather  Backpack with rain cover	Cleanup kit Soap Dental floss Toothbrush Comb Toothpaste Small camp	