

# SCOUTING IRELAND ADVENTURE SKILLS: HILL WALKINGSESSION GUIDE









### Introduction

The session guides created by the SFNI Programme Lead have been designed to help support delivery of SI Adventure Skills Stages 1-4 in Hillwalking and each session is pitched at a particular Section or level.

Each guide contains a total of **five sessions** that provide activities that are intended to encourage and promote developing the necessary skills and knowledge linked to completion of each of the skills levels.

**Four** of these sessions have been designed to be delivered within the 'den' and the **fifth** session, intended to be a practical session that will enable the learner to apply the skills and knowledge necessary to complete a hiking activity safely and confidently as per the requirements for completing the skills Stage.

### Completing the Hillwalking Adventure Skill

Before beginning delivery of the Hillwalking Adventure skill, it is important to do a few things:

**Firstly**, read through the session plans and become comfortable with the activities described and the resources required. You may find that through experience that a different approach or activity may suit better to deliver this training, adapt the session for what works best for you and the group.

**Secondly**, take time to plan delivery with the group, utilize **Plan, Do, Review**, ensuring the group have been engaged and explored the <u>Hillwalking Adventure Skill</u> and chosen to take part and shape their experiences across this learning journey.

**Finally**, research a few locations that will be used to **facilitate the practical hike** elements required to complete the Adventure Skills Stage. Each Stage requires more than one hiking activity to be undertaken before it can be awarded, so ensure that you are comfortable and confident in the places you intend to use, and that **Risk Assessments** have been complete regarding these activities.

## **Using the Session Plans**

There are a total of four complete skills session guides created, each linking in with a different skills stage and aimed at a particular section/ group:

Hill Walking Stage 1 – Beaver/Cub/ Beginner
Hill Walking Stage 2 – Beaver/ Cub/ Beginner
Hill Walking Stage 3 – Cub/ Scout/ Novice
Hill Walking Stage 4 – Scout/ Venture/ Competent

Each session begins with an energizer activity, loosely linked to the learning activity, an introduction, learning activity(s) and a close/ reflection element.

A **description** of an activity to complete related to the title and prompts on how to complete this activity are provided.

A **timing column** has been included, for guidance only. It may be beneficial to slow down and stretch out activities dependent on your group.

A **resource column** includes a list of equipment and/ or external links to additional resources to assist in the delivery of the activity.

YOUTH PROGRAMME Hill Walking - Skills level 1 Adventure Skill Hill Walking 2- Introduction & Kit Beavers/ Cubs/ Beginner is short activity is less an energiser and more of aming in a fun way that highlights what nutrien ng on a hike. Have prepared dried fruits, nut free muesli/ bi strings, crackers & chocolate bars. Energiser Break Time Or is it? strings, crackers & chocolate bars.

Offer the food and ask the group in what ways would these foods help on a hike/ hill walk:

-Dried fruits/ cereals help to 'fill' us

-Crackers- carbohydrates refresh glucose in the brain getting rid of any fuzzy head-ness

-Cheeses and dairy fill the bloodstream with fats dealing with the cold cold

-Chocolate gives us a boost and refreshes us

To complete this task why not create with a group a chart that details
all that has been learned regarding nutrition and hiking. Having worked out what clothing and kit to bring, next challenge the group(s) to pack a 'kit' bag the correct way for undertaking a Hill Kit from Dressing Bob activity including appropriately sized nucksack Resource/ guidano document o packing a rucksack To finish the session revisit all that you ha to tell you one thing that they have learned nswers may include:
What is involved in completing
Clothing and kit to bring on a leading of the completing
Food & Nutrition 10 minute How to pack a pucksack correctly or C forget to ask how the group found the first 2 : Vhat did they like? What would they change? Adventure Skills level 1 I can pack a rucksack for I know what food to bring

Finally, at the end of each session you will find a list of the **Adventure Skills outcomes** covered by the session and the **SPICES** that relate to the activities delivered.







# Hill Walking Adventure Skills Stage 2

Session Plan

Den sessions = 4

Practical hike session = 1\*

Section/ Skill level – Beaver/ Cub/ Beginner

<sup>\*</sup>Please note that to complete the Adventure Skill at this level more than one hiking activity must be completed









| Hill Walking – Skills   | s Stage 2  |  |   |           | Session 1                                |  |  |  |
|---|--|--|---|-----------|--|--|--|--|
| Adventure Skill   | Hill Walking Session number 1- Introduction Navigation & Compass   |  |   |           |  |  |  |  |
| Stage   | 2  | Session length   | 45 minutes  |           |  |  |  |  |
| Section/ Skill level  | Beavers/Cubs/ Beginner   | Location   | Den   |           |  |  |  |  |
|   | A  | ctivity  |   | Time      | Resources                                |  |  |  |
| Introduction<br>Energizer   | <ul> <li>Marco-Polo</li> <li>Select and blindfold a player and ask someone to be a 'Watcher'; select a playing area; and ask the rest of the group to spread out within the playing area and stand still.</li> <li>The Watcher will guide the player to the center of the area and then the player shouts 'Marco'</li> <li>Those spread-out shout 'Polo' and the player must navigate to one or more of the groups.</li> <li>The Watcher remains vigilant and must stop the player if they are in danger of walking into something or falling over.</li> <li>If time allows, play a few rounds.</li> </ul>                                 |  |   |           |  |  |  |  |
| Introduction Adventure Skills- Hill Walking Stage 2   | Introduce that the group will be<br>Skills in Hillwalking. They will be<br>explore understanding of maps<br>hiking and look at how weather   | ouild on learning from S<br>& navigation, first aid ar | Stage 1 and nd snack for  | 5 minutes | Adventure Skills –<br>Hill Walking guide |  |  |  |
| Activity- Compass and navigation  | Finding our way Explain that the Marco Polo gam way that we can navigate acros maybe not all that effective!!!  • First, ask the group about othe when out and about: follo landmarks/ use a map etc.  • Focus on maps and ways to te compass points on a map /  • Ask the group who has used how they work- explain magne they will be making their own  • Follow the steps below and se Step 1: Make a Cork Disk. Cu thick, so that you end up with a Step 2: Magnetize the Needle. Step 3: Push the Needle Throu- Step 4: Place in Water and Ver Step 5: Finish by Labeling.  • Complete the task by sho explaining how to use it again | 25<br>minutes  | Cork/ knife/ needle/ magnet/ dish/ water  How to make a compass:  OS Map/ Compass  How to use a compass and map |           |  |  |  |  |
| Review  | Reflect on all the learning activities with the Group.   | aluate the   | 5 minutes   | N/a       |  |  |  |  |
| Adventure Skills Sta  |  | SPICES   |   |           | <u> </u>                                 |  |  |  |
| I can point out the main parts of the compass.  -Communicate effectively others -Be responsible for of learning |  |  |   |           | ate the confidence to<br>e's challenges  |  |  |  |







| Hill Walking – Skills Stage 2 Session 2 |   |  |      |   |       |                                |  |                                      |  |
|---|---|--|------|---|-------|--------------------------------|--|--------------------------------------|--|
|   |   |  |      |   |       |                                |  |                                      |  |
| Adventure Skill                         |   | Hill Walking   |      | sion number   |       | roduction Navigation & Compass |  |                                      |  |
| Stage Sketion/                          | :11   | 2<br>Beavers/Cubs/ Beginner                                |      | sion length   | 40 mi | nutes                          |  |                                      |  |
| Section/ Sk<br>level                    | 111   | Beavers/Cubs/ Beginner                                     | LOC  | ation   | Den   | #II                            |  |                                      |  |
| ievei                                   |   | Activi   | tv   |   |       | Time                           |  | Resources                            |  |
| Introduction<br>Energizer               | Geographic Location  • Each group member is from a different geographic location within the community, but together they will form a map.  • Ask each group member to stand where he/she thinks they belong to make a map as close to scale as possible.  • Use the 'Den' as the centre point of the map and ask the group to spread themselves around to create a scale map based on where the group members come from and travel to in relation to the map.  • Next give each group member a place or area from across the local community and challenge them to create a scaled map using themselves by following the instructions as above. |  |      |   |       |                                |  |                                      |  |
| Activity- Reading maps                  | Now that the group have got to grips with navigation and  |  |      |   |       | Paper/ Pens/ crayons/          |  |                                      |  |
| Close/ what<br>have we<br>learned       | they have learned.  Don't forget to ask how the group found the session.  What did they like? What would they change?   |  |      |   |       |                                |  |                                      |  |
| Adventure Skills                        |   |  |      | SPICES  |       |                                |  |                                      |  |
|   |   | ut the different symbols and colour<br>know what they mean | s on | -Communicate eff<br>others<br>-Be responsible<br>learning | _     | deal                           |  | ate the confidence to e's challenges |  |







| Hill Walking – Skills Stage 2 Sess  |  |  |   |  |               |                             |   |
|---|--|--|---|--|---------------|-----------------------------|---|
| Adventure Skill   | Hill Walking   | g & keeping  | cofo  |  |               |                             |   |
| Stage   | 2  |  | sion number<br>sion length                                |  | inutes        | g & keeping                 | Sale  |
| Section/ Skill  | Beavers/Cubs/ Beginner   |  | ation   | Den  |               |                             |   |
| level   | J I  |  |   |  |               |                             |   |
|   | Ac   |  | Time  | Resources  |               |                             |   |
| Introduction<br>Energizer   | <ul> <li>Dress up relay</li> <li>Have a selection of wet gear hill walking places in piles at frenough for two piles of clothes</li> <li>Split the group into two teams.</li> <li>Each team must race to pull or then invite the next team mem kicker is that they must do the these need to be put on first</li> <li>Do this until all members have whoever finishes first is the wir</li> </ul>  | s and<br>The   | 5 minutes   | Pair of heavy gloves (x2) Waterproof coat (x2) Waterproof trousers (x2) Heavy jumper (x2) Hat (x2) Scarf (x2) Hi-vis jacket (x2) Backpack (x2) Large playing space |               |                             |   |
| Introduction<br>Skills- Hill<br>Walking Stage 2                                     | reflecting on what was learne explaining that next the group undertaken a hillwalking adventu.  Explain that the game just placed to keep us safe at the right gear to wear for a hill wear fo | Introduce the Stage 2 Hill Walking Adventure Skills session by reflecting on what was learned across the first sessions and explaining that next the group will look at being prepared for undertaken a hillwalking adventure.  Explain that the game just played, involved getting dressed in clothes needed to keep us safe and warm on an adventure- having the right gear to wear for a hill walk is one part of being prepared – how we know what to wearwell we can do that by knowing the |   |  |               |                             |   |
| Understanding Forecasting   | <ul> <li>Weather just in  This activity will demonstrate the importance of weather forecasting when planning activities and where to get an accurate forecast and how to use it.</li> <li>On the floor of the den, use chalk to draw a large-scale map of the area you will be visiting.</li> <li>Hand out the symbols and ask the group to place the temperature symbols were on the map they think would be warmer &amp; cooler.</li> <li>Next, use the wind direction symbols and ask where they think the wind will be stronger.</li> <li>If wind symbols are coming from the north, ask the group what type of air will be brought with it and place the expected cloud symbols to accompany this on the map.</li> <li>If wind symbols are coming from the south, what type of air is coming is brought and what type of weather will it bring.</li> <li>Link the different pressure system symbols with the weather symbols and explain how these systems bring different types of weather.</li> <li>Next, mix up the symbols across the map and explain how quickly weather systems change, especially at higher altitudes.</li> <li>To complete the activity, load up some forecasts on a laptop or mobile and ask the group to tell you what the weather is going to be for the weekend and what they would wear if going on an adventure</li> </ul>  |  |   |  |               | 25minutes                   | Printable weather symbols -Cloud Symbol -Rain Symbol -Wind Symbol -Wind Direction Symbol -Lighting Symbol -Mist/ Fog Symbol -Temperature symbol (1x 8° + 1x 11°) -Sun Symbol -High Pressure -Low Pressure  Laptop/ mobile devices to access weather forecasts |
| Review  | and what they would need to be prepared for.  Reflect on all the learning and delivered and evaluate the   |  |   |  |               | 5 minutes                   | N/a   |
| Adventure Skille Ste  | activities with the Group.   |  | SPICES  |  |               |                             |   |
| I can get a weather forecast.     I know what gear I need depending on the weather. |  |  | -Communicate eff<br>others<br>-Be responsible<br>learning |  | y with<br>own | -Understand<br>maintain a l | d and show how to<br>healthy diet   |







| Hill Walking - Sk  | xills Stage 2  |   |   |             | Session 4                                  |  |  |
|--|--|---|---|-------------|--|--|--|
| Adventure Skill  | Hill Walking   | Session number  | 4- Pla  | nning & kee | eping safe                                 |  |  |
| Stage  | 2  | Session length  | 45 mir  |             |  |  |  |
| Section/ Ski   | Beavers/Cubs/ Beginner   | Location  | Den   |             |  |  |  |
| level  |  | 4114  |   | Time        | D  |  |  |
|  | Human Machines   | ctivity   |   | Time        | Resources                                  |  |  |
| Introduction<br>Energizer  | <ul> <li>Split the group into smaller o</li> <li>Explain that you will call ou would find in the kitchen a bodies to imitate the machine washer, Fridge etc.</li> <li>Rate the teams on their effor imitating these machines.</li> </ul>   | t different types of mach<br>nd that the group must u<br>es – Toaster, Blender, Ket | Large playing space   |             |  |  |  |
| Being<br>prepared for a<br>hill walking<br>activity: food<br>& drink | Now for something comple Revisit Stage1 Skills by askin and drinks to bring on a hill w  Explain that the group will ma an adventure and explain how of energy.  Using the ingredients and r across the steps to make the and food prep rules.  Start by making a sticky maple syrup, and sunflow processor.  Next, add the oats and cocc date paste is so sticky that processor do some of the m Now press the mix into a pa If you'd like, sprinkle a few cools, it's ready to be cut ar | 30 minutes  | Homemade trail bar recipe link:  -1/2 cup packed pitted dates, about 15 dates -1/2 cup butter, sunflower seed butter -1/4 cup maple syrup -A pinch of salt -1 cup rolled oats, toasted, see notes -1 cup desiccated coconut -2 tablespoons chocolate chips -Food Processor -Glass dishes/ bowls -Wooden/ Metal spoons -Baking Trays -Baking paper |             |  |  |  |
| Close/ what<br>have we<br>learned                                    | To finish the session revisit a previous 2 sessions and ask t they have learned.  Don't forget to ask how the What did they like? What we  | he group to tell you one the group found the sessional they change?                 | to tell you one thing that 5 minutes bund the session. y change?  |             |  |  |  |
| Adventure Skills   |  | SPICES  |   |             |  |  |  |
|  | hy you bring certain foods and o   | drinks on -Communicate others -Be responsible learning                              | -   |             | erstand and show how to ain a healthy diet |  |  |







| Hill Walking – Skill   | s Stage  | 2 – Practical Walk/ Hike  |  |              |  | Session 5<br>Page 1   |
|--|--|---|--|--------------|--|---|
| Adventure Skill  |  | Hill Walking  | Session number   | 5 – Hil      | I Walk Activ   |   |
| Stage  |  | 2   | Session length 2-3 Ho  |              | urs  |   |
| Section/ Skill level   |  | Beavers/Cubs/ Beginner  | Location   | On site      | location   |   |
|  |  | Activity  |  |              | Time   | Resources   |
| Prior to activity  | <ul><li>Comp</li><li>Acqu</li><li>Bring</li></ul>  | the date and time of activity (chec<br>plete Risk assessment for activity<br>ire all consents and bring attenda<br>additional kit/ clothing, water and<br>tre Group know appropriate clothe   | g.   | N/a          | Risk Assessment<br>Consent/<br>Attendance form<br>Additional kit |   |
| Meeting  | a Hill     Mana youth when     Ask t how     Introd mour   | the group at the main car park of the Walking Adventure.  age the larger group into smaller and members and explain the importance are out having an adventure, the group what ways they think the distening to and following instruction duce 'Leave no trace' explaining the stains must be brought back with up amage we may cause whilst walk | se pair up<br>tem plays<br>en out and<br>safe.<br>e onto the | 5<br>minutes | N/a  |   |
| Beginning the adventure  | Task number 1- Getting Bearings This activity will be used to introduce some very basic orienteering/ map reading to the group.  Having crossed the road safely into the main boundary of the site ask the group to tell you what they can see: -Summit points -Natural features -Built features -Other interesting features  Select one of the smaller groups to lead the way and guide the group safely to a selected area.  |   |  |              |  | Basic map<br>identifying main<br>routes/ features<br>of chosen site |
| The next steps (Part 1)  Adventure Skills & Personal Development | Task number 2- A Walk to the Summit Across the duration of the hike/walk you will have the opportunity to teach the group about safety, looking after themselves and others and basic map reading along with a range of other areas in personal development.  -Hill Walking Adventure Skills As above, change the lead group at the head of the bigger group and ask them to navigate to certain points along the route you have chosen so that you may all follow.  Build in plenty of opportunities to take a break and rest if required and have a few quick energizers, songs on hand to keep spirits up.  -Mindfulness & Well Being Being in an outdoor environment such as this is also a great opportunity to engage in some mindfulness and connect with the world around us. Taking opportunities to hear the nature around us, the wind blowing through the long grass or the feel of the sun (or rain) on our faces helps us be calm and reflect on our world.  -Challenging Ourselves Completing a walk such as this can aid our physical health and enable us to recognize resilience and our own achievements. |   |  |              | As<br>required/<br>planned                                       | As described/<br>required   |







| Hill Walking – Skills Stage 2 – Practical Walk/ Hike  Hill Walking  |  |   |  |   | Session 5<br>Page 2  |  |
|---|--|---|--|---|--|--|
|   | Activity   |   |  | Time  | Resources  |  |
|   | The sites you visit are important places providing a habitat for a diverse range of Your group will have selected an area of                                     |   |  |   |  |  |
| The next steps<br>(Part 2)  |  | session and as such you should incorporate this learning across your  |  |   |  |  |
|   | <ul> <li>Heritage: Hold a story telling activity a exploring the earliest settlers, to how t society.</li> <li>Geology: Explore how this area was</li> </ul>     | n used by   |  |   |  |  |
|   | valley and areas below.  • Wildlife: Explore and look out for w biodiversity of the place you are visitin  | vildlife and discuss th   |  |   |  |  |
| Next Steps<br>(Part 3)  | Across the adventure and learning take learning through Q&As along with the re in Den why not create a scrapbook the group learned across their visit to the sit | hen back what the   | As required/   | Camera<br>Photo's<br>Guides/<br>Pamphlets                                       |  |  |
| Scrapbook   |  |   | p.a  | Paper/<br>Scrapbook<br>Pens/ Pencils  |  |  |
| Close/ what have  | Complete the activity by affirming the behaviors and evaluate the experience.  | e with them.  |  | 5   |  |  |
| we learned  | <ul> <li>Capturing evidence of your visit and<br/>with others and work to complete a 2<sup>n</sup><br/>sign off on Hill Walking Stage 2 Adven</li> </ul>         |   | minutes<br>N/a   |   |  |  |
|   | <u> </u>   |   |  | 11/4  |  |  |
| Adventure Skills S  | tage 2   | SPICES  |  |   |  |  |
| <ul> <li>I know how to get help if someone is hurt.</li> <li>I can be a responsible member of my team while we are hiking.</li> <li>I have attended at least 3 hikes, in addition to those for stage 1</li> </ul> |  | -Demonstrate how<br>others and develop<br>attitudes in maintaining<br>relationships with oth<br>-Communicate effect<br>others | skills and ng positive ters tively with for own believe in wn abilities nent while | maintain a -Demonstra deal with lif -Show res physical de maintain balanced lii | d and show how to healthy diet ate the confidence to e's challenges ponsibility for own evelopment through a healthy and festyle rs with respect |  |

