

SCOUTING IRELAND ADVENTURE SKILLS: HILL WALKING-SESSION GUIDE





SFNI Programme Lead 2022/2023





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.

Hill Walking

YOUTH PROGRAMME

÷ Using the Session Plans Hill Walking - Skills level 1 Adventure Skill Hill Walking Session numb 2- Introduction & Kit minutes / Skill le Beavers/ Cubs/ Beginner There are a total of four complete skills session guides created, Is short activity is less an energiser and more of arning in a fun way that highlights what nutrien ing on a hike. Have prepared dried fruits, nut free muesli/ bi strings, crackers & chocolate bars. each linking in with a different skills stage and aimed at a particular section/ group: Energiser Break Time Or is it? 15 minute Fruit and snack as described strings, crackers & chocolate bars. Offer the food and ask the group in what ways would these foods help on a hike/hill walk: -Oriad futtis/ cereals help to 'fill' us -Orackers- carbohydrates refresh glucose in the brain getting rid of any fuzzy head-ness -Cheeses and dairy fill the bloodstream with fats dealing with the old. Hill Walking Stage 1 – Beaver/Cub/ Beginner Hill Walking Stage 2 – Beaver/ Cub/ Beginner 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. Hill Walking Stage 3 – Cub/ Scout/ Novice Hill Walking Stage 4 – Scout/ Venture/ Competent that the Group will continue completing learn Adventure Skills level 1 + introduce the next set 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 Hit Each session begins with an energizer activity, loosely linked group Walk to pack activity y making sure they pack or available in the precious activ Kit from Dressing Bob activity including appropriately sized rucksack to the learning activity, an introduction, learning activity(s) and . us activity a close/ reflection element. 25 minute Resource/guidanc document c packing a rucksack MIDDLE PROM Lighter Ares, in pillon, towel, by A description of an activity to complete related to the title and prompts on how to complete this activity are provided. 'n A timing column has been included, for guidance only. It may done and ask the gro To finish the session revisit all that you ha to tell you one thing that they have learned be beneficial to slow down and stretch out activities dependent 10 minute on your group. How to pack a preksack correctly Or C forget to ask how the group found the first 2 : What did they like? What would they change? A resource column includes a list of equipment and/ or Adventure Skills level 1 I can pack a rucksack for I know what food to bring external links to additional resources to assist in the delivery of for a day hike ring on a hike the activity.

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.



SCOUTIN





Hill Walking Adventure Skills Stage 3 Session Plan Den sessions = 4 Practical hike session = 1* Section/ Skill level – Cub/ Scout/ Novice









| Hill Walking – Skills | s Stage 3 | | | | Session 1 | |
|---|--|---|---|---|-------------------------------------|--|
| Adventure Skill | Hill Walking | Session number | 1- Planning | g & keeping | safe | |
| Stage | 3 | Session length | 45 minutes | | | |
| Section/ Skill | Cubs/ Scout / Novice | Location | Den | | | |
| level | | | | | - | |
| | Taking out the trash | ctivity | | Time | Resources 9 Hula Hoops or | |
| Introduction Energizer | Spread the circles/ hoops evplace a card with a year writte sure the center area of the play for the group to stand. Tell the group that they will be takes for an item to decompose and the group must go to the to the amount of time it takes Orange Peel: 1-2 Yrs. Ciga Wool Socks:1-5 Yrs. Gum Plastic Bag: 10-20 Yrs. Tin Can: 50Yrs Alu Plastic 6 Pack Holder: 100 Y Take time to correct the group discuss the groups thoughts for each item. | each. Make arge enough now long' it nge of items corresponds se. er: 1-5 Yrs. aper: 5 Yrs. 30-40 Yrs. 0,000 Yrs. wrong and time frames | 10 minutes | alternatively draw 9 chalk circles the size of a hula hoop. 9 cards reading: 1-2 Years 1-5 Years 5 Years 10-20 Years 30-40 Years 50 Years 80-100 Years 100 Years 1,000,000 Years | | |
| Introduction Adventure Skills- Hill Walking Stage 3 | Introduce the Stage 3 Hill Wa reflecting on what was learned sessions and explaining that prepared for undertaken a hillwa Tell the group what areas Hill W that the game just played is lind the first area that will be explore | 5 minutes | Adventure Skills – Hill Walking guide | | | |
| Introducing Leave No Trace | The Seven Principles Poster This activity will introduce th Leave No Trace. Prepare for with the main principles and experiences that you and the The groups task will be to or explains the main principles. No ways, either split into smaller detain Leave No Trace or if no one of the Principles and as showcasing and sharing them Display posters in Den for all states | 25 minutes | Leave No Trace Principles Webpage Paper/ Card Pencils/ Colours/ Paint | | | |
| Review | Reflect on all the learning activities with the Group. | and delivered and ev | valuate the | 5 minutes | N/a | |
| Adventure Skills Stage 3 SPICES • I know the main principles of "Leave No Trace". -Communicate effectively with -Show awareness and | | | | | | |
| I know the m | others -Be responsible learning -Apply own c | e for own capacity for nd ideas, ability to be eative e confidence | -Understand and demonstrate a respect and appreciation for 'own' | | | |







| Hill Walking – Sk | ills | Stage 3 | | | | Session 2 | |
|--|---|--|---|--|---|--|--|
| Adventure Skill | | Hill Walking | Session number | 2- Pla | 2- Planning & keeping safe | | |
| Stage | | | Session length | 45 mir | nutes | | |
| Section/ Ski | ill | Cubs/ Scout / Novice | Location | Den | | | |
| level | | | | | | _ | |
| International | 0 | Activity | 1 | | Time | Resources | |
| Introduction Energizer | F C T II 'f C | beak for One Minute Form a circle with the group and as center. The person in the middle then has hat subject without repetition or he f anyone in the circle spots hesita freeze', level their accusation and, off the minute again without repetit e activity should set up being able se for a prolonged time and will a | nute on y shout to finish make a | 10 minutes | Large playing space | | |
| Activity- Being prepared for a hill walking activity: Distress Signals | activity. Louder, Louder, Louder Keeping safe and being ready to respond to emergency are key skills that the group should have begun to engage with across Stages 1+2 of Hill Walking Adventure Skills. This activity will revisit and consolidate some of this previous learning and provide opportunities to try out some of the distress signals used across outdoor adventuring. Make some noise – Explain that the universal distress signal is usually some kind of signal repeated three times. Ask the group to shout help (x3) now ask what other things they could use – Whistle (x3) – Beat a pan (x3). Try the group with the whistles-This activity may not be suitable for someone with sensory needs. Show me you're in trouble- Next ask the group how they may physically signal to someone they are in distress- use the blanket/ flag to signal for help. Demonstrate and show how torches or mirrors may also be used to attract attention. Finally, using the principle of 3- explain that 3 columns of smoke also indicate distress and ask the group to set up (x3) tripod shaped fires- DO NOT LIGHT | | | 30 minutes | Whistles Blankets/ Flags Mirror/ Reflective item Torches Dry Kindling/ Logs | | |
| Additional Distress Signal Activity | if y | is activity should be considered at you have such an activity planned. Use the webpage and fa different Leaving Signals that track you. Using materials found on these signals, and set the g trail for you to follow. | amiliarize yourself w at can be used to help a woodland walk, int roup a challenge of le | others others troduce aving a | | Scouts Leaving Signals webpage: | |
| Close/ what have we learned | To finish the session revisit all that you have done across the previous 2 sessions and ask the group to tell you one thing that they have learned.5 minutesDon't forget to ask how the group found the session. What did they like? What would they change?5 minutes | | | | | | |
| Adventure Skills Stage 3 SPICES | | | | | | | |
| | | and when to use the main distre | ess -Communicate ef others -Be responsible learning | | own envir it and | erstand and demonstrate a ect and appreciation for 'own' onment, the role played within d the contributions and impact actions have upon it. | |







| Hill Walking – Skill | s Stage 3 | | | | Session 3 |
|--|--|---------------------------|---|-----------|--|
| Adventure Skill | Hill Walking | Session number | 3- Prepara | ation | |
| Stage | 3 | Session length | 45 minutes | 6 | |
| Section/ Skill | Cubs/ Scout / Novice | Location | Den | | |
| level | | ·· ·· | | | _ |
| | Directions | tivity | | Time | Resources |
| Introduction Energizer | Set the game up by writing the flipchart: turn left / turn right the traffic lights Stick a length of tape on the must stand to the left of the tatheir feet on either side of around and face the oppositist traffic light, etc. Whoever is on the wrong side calling out the instructions. quicker to try and catch grout | 15 minutes | Tape Board/ Flip Chart & Stand Marker | | |
| Introduction Adventure Skills- Hill Walking Stage 3 | Introduce the Stage 3 Hill Walking Adventure Skills session by reflecting on what was learned across the first skills sessions and explain that next the group will look at some more about being prepared and ready to undertake an outdoor hiking adventure. Explain that the game was related to directions and that to start the session we will look a little closer at compasses and using these directions. | | | | Adventure Skills – Hill Walking guide |
| Activity- Using Compasses & Reading Maps | North, South, East & West To prepare for this activity, fa a compass and a map- the clear explanation. In pairs, hand out a map and on the map you wish to follow group to orientate the comprine the link. Try this a few times so the group to use the 'map apps' on a n they are against the tradition. While the group have their learning by pointing out to y and revisit what symbols etc. You may also run the activity position themselves quickes | 20 minutes | Get Outside- Ordinance Survey – How to use a compass web link: Maps Compass (Enough to share in pairs) | | |
| Review | Reflect on all the learning a | and delivered and ev | aluate the | 5 minutes | N/a |
| Adventure Skills Sta | activities with the Group. | SPICES | | | |
| I can use a c I can point o | -Communicate ef others -Be responsible learning -Demonstrate the to deal with life's o | e for own e confidence | relating to situations as you find them, developing skills in making informed decisions and choices to | | |







| Hill Walking – Sk | ills Stage 3 | | | | | Session 4 | |
|--|---|--|---|----------------|---|--|--|
| Adventure Skill | Hill Walking | 9 | Session number | 4- Preparation | | | |
| Stage | 3 | | Session length | 55 mir | | | |
| Section/ Ski level | II Cubs/ Scout / Nov | | Location | Den | | | |
| | | Activity | , | | Time | Resources | |
| Introduction Energizer | Trust Pinball Ask the group to for end. Blindfold one group the oblong. Ask the but keep both ends The object is for the group will gently gu Trust in others is impose be highlighted in the finite | o member and e remainder of t open. e 'player' to rea ide them to this ortant when we | end of shape hat the as will | 15 minutes | Large playing space. | | |
| Being prepared for a hill walking activity: First Aid/ | n. Ouch While out and about, picking up minor and non-serious injuries is something to anticipate. Being prepared for such eventualities is good practice and something the group should have had experience with to date. Start this session by asking the group to describe the clothes and items they should bring and tell you why they are brought-think clothes, kit, and their function. In this activity a First Aid Kit should have been introduced, and this will lead into the next activity. Using some make-up/ face paints, split the group into pairs and ask them to mockup a cut or abrasion. Now they must treat each other's minor injury using their first aid kit-give out extra plasters or bandages to replace the items that have been used. Make sure the group know how to clean wounds, elevate cuts if they are bleeding badly, ask the patient to apply pressure and | | | | 25 minutes | First Aid Kit – Extra non- latex plasters & bandages Make up/ face paints Baby wipes | |
| Being prepared for a hill walking activity: Boggy Ground | follow correct procedures for applying plasters/ bandages. Step this way This quick activity will introduce the group to ways of crossing bog/ wetland but is no substitute for discussing and demonstrating this in the real world. Prepare by placing some cut out carboard steppingstones on the floor. (approx. 12) Underneath 4 of these, place a sponge (cut in half – length ways) Using a walking pole or stick, demonstrate how you prod the ground before moving to identify firmer areas and communicate the path to follow back to your group. | | | 10 minutes | 12 x Cardboard Steppingstones 2x Sponges cut in half along its length Walking Stick/ pole | | |
| Close/ what have we learned | | and ask the gro ow the group f | oup to tell you one thin found the session. | | | | |
| Adventure Skills | | | SPICES | | | | |
| hikes. I know ho | y you bring certain cloth w to treat simple cuts ar w to cross boggy ground | d scratches. | -Communicate eff others -Be responsible learning | - | own inform find th | ess and determine outcomes oping skills in making ned decisions and choices to ne best possible solution to iven situation | |







| Hill Walking – Skill | s Stage | 3 – Practical Walk/ Hike | | | | Session 5 Page 1 |
|---|--|---|--|---|----------------------------|---|
| Adventure Skill | | Hill Walking | Session number | 5 – Hil | 5 – Hill Walk Activity | |
| Stage | | 3 Session length 2-3 Ho | | | | |
| Section/ Skill level | | Cub/ Scout / Novice | Location | On site | e location | |
| | | Act | tivity | | Time | Resources |
| Prior to activity | ComAcquiBring | the date and time of activity plete Risk assessment for ac ire all consents and bring at additional kit/ clothing, wate ire Group know appropriate of | ctivity tendance/ contact details. er and Group First Aid kits. |]. | N/a | Risk Assessment Consent/ Attendance form Additional kit |
| Meeting | Meet the group at the main car park of the site you have chosen to lead a Hill Walking Adventure. Manage the larger group into smaller ones and within these pair up youth members and explain the importance the 'Buddy' system plays when we are out having an adventure. Ask the group what ways they think they should behave when out and how listening to and following instructions is key to keeping safe. Introduce 'Leave no trace' explaining that everything we take onto the mountains must be brought back with us and that staying to paths limits the damage we may cause whilst walking. | | | | 5 minutes | N/a |
| Beginning the adventure | This ac reading • Havin the g -Sum -Natu -Built -Othe • Selec | tivity will be used to introduce to the group. Ing crossed the road safely in roup to tell you what they can mit points ural features t features er interesting features ct one of the smaller groups y to a selected area. | e some very basic orientee nto the main boundary of th n see: | e site ask | 15 minutes | Basic map identifying main routes/ features of chosen site |
| The next steps (Part 1) Adventure Skills & Personal Development | Across the gro map re -Hill W As abo them to that yo Build ir have a -Mindfi Being i to enga Taking through us be c -Challe Comple | the duration of the hike/walk the duration of the hike/walk bup about safety, looking aft ading along with a range of of alking Adventure Skills ve, change the lead group at to navigate to certain points u may all follow. In plenty of opportunities to t few quick energizers, songs ulness & Well Being In an outdoor environment su age in some mindfulness an opportunities to hear the r in the long grass or the feel of calm and reflect on our world enging Ourselves eting a walk such as this call ecognize resilience and our of the solution of the solution of the solution of the solution of the solution of the solution of the solution of the soluti | you will have the opportunit er themselves and others other areas in personal devi- the head of the bigger grou along the route you have of ake a break and rest if req on hand to keep spirits up. uch as this is also a great of id connect with the world a nature around us, the wind of the sun (or rain) on our fa | and basic elopment. p and ask hosen so uired and oportunity round us. d blowing ces helps | As required/ planned | As described/ required |





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| Hill Walking – Skills Stage 3 – Practical Walk/ Hike Hill Walking | | | g Activity | Session 5 Page 2 | | | |
|--|---|---|--|--|---|--|--|
| | Activity | | | Time | Resources | | |
| The next steps (Part 2) | The sites you visit are important places i providing a habitat for a diverse range of Your group will have selected an area of in session and as such you should incorpor walk. | flora and fauna. nterest for them in th | e previous | As required/ | As described/ required | | |
| | Heritage: Hold a story telling activity at exploring the earliest settlers, to how th society. Geology: Explore how this area was the valley and areas below. Wildlife: Explore and look out for with biodiversity of the place you are visiting. | ne site/ area has bee formed and how it s ildlife and discuss t | en used by haped the | planned | | | |
| Next Steps (Part 3) Scrapbook | Across the adventure and learning take plenty of pictures and reaffirm learning through Q&As along with the resources provided. When back in Den why not create a scrapbook that details and shows what the group learned across their visit to the site that has been selected. | | | As required/ planned | Camera Photo's Guides/ Pamphlets Paper/ Scrapbook Pens/ Pencils | | |
| Close/ what have we learned | Complete the activity by affirming the group's actions, successes and behaviors and evaluate the experience with them. Capturing evidence of your visit and learning, share the experience with others and work to complete a 2nd, 3rd & 4th hike so your group can sign off on Hill Walking Stage 3 Adventure Skills | | | | | | |
| | | | | | | | |
| Adventure Skills Stage 3 I know how to get help if someone is hurt. I can be a responsible member of my team. while we are hiking. I have attended at least 3 hikes, in addition to those for stage 1&2 | | SPICES -Demonstrate how others and develop attitudes in maintaini relationships with oth -Communicate effect others -Be responsible learning -Display the ability to oneself, accepting of and show contents | skills and ng positive hers ctively with for own o believe in wn abilities nent while | maintain a -Demonstra deal with lif -Show res physical de maintain balanced li | d and show how to healthy diet ate the confidence to fe's challenges ponsibility for own evelopment through a healthy and festyle rs with respect | | |

striving to be the best one can

be

