

# SCOUTING IRELAND ADVENTURE SKILLS: BACKWOODS SESSION GUIDE



**Backwoods Adventure  
Skills Stage 1  
5x session plans**



## Introduction

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

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

Sessions have been designed to be delivered within the 'den'; **four** of these can be completed within an indoor setting with an option for outdoor learning, if available. The **fifth** session requires to be delivered outdoors as part of a Backwoods Adventure to enable youth members to apply the skills and knowledge necessary to complete the skills level.

## Completing the Backwoods Adventure Skill session

Before beginning delivery of the Backwoods Adventure Skill session, **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 be better suited to deliver this training, so please 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 Backwoods Adventure Skill and chosen to take part and shape their experiences across this learning journey.

**Finally**, ensure that you as the facilitator are competent, comfortable, and capable of delivering this training. Ensure that any required **Risk Assessments** have been complete regarding these activities.

**The table below** highlights the practical skills that Scouters will be required to demonstrate and the knowledge that a Scouter is required to be confident and able to deliver.

	Practical Skills- Scouters should be able to demonstrate:	Knowledge- Scouters need to know:
Stage 1	<ul style="list-style-type: none"> <li>How to use a range of survival kit items.</li> <li>How to treat simple wounds and injury.</li> <li>How to tie a range of knots for shelter building.</li> <li>How to erect emergency and simple shelters.</li> <li>How to set and light a fire</li> <li>How to complete 'basic' cooking tasks.</li> </ul>	<ul style="list-style-type: none"> <li>What Backwoods living relates to and entails</li> <li>Correct clothes and kit to wear/ use across Backwoods Adventures.</li> <li>Explain the 'fire triangle' and how to keep safe around fire.</li> <li>Understand the different materials available to build shelters.</li> <li>Food prep and storage in a camp setting</li> </ul>

## Using the Session Plans

The session plan has been developed to be delivered at a particular **Section/ ability level**.

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



In the first column you will also find the **Adventure Skill objective** that the activity relates to.

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

A **suggested timing** 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.

The last element of the session plan is a **review activity** which should be completed as part of quality assurance and recording.

Backwoods Adventure Skills Level 1			Session 2	
Section/ Skill level	Beaver/ Beginner	Location	Den	Keeping warm/ kit
Activity			Session length	Time
Energizer - Competitive game	<b>Dress like an onion</b> This activity will be used to show the group how they should dress when preparing to go outdoors to complete a Backwoods Adventure.		50 minutes	Suggested time: 15 minutes Large playing space
<i>I know what kinds of clothes to wear when going out into nature.</i>	<ul style="list-style-type: none"> <li>Split the group into two teams and have the clothes piled up and ready for the teams to use.</li> <li>The teams must dress a member of the team up using all the clothes. (wearing them on top of the clothes they already are wearing), once dressed, the team member must complete 5 star jumps and then their team members begin to remove the clothes or unpeel them like an onion, and team members place these into the backpack- minus the boots!!!</li> </ul> <p>Debrief by explaining that these are all clothes we should wear when going outdoors and that (unless it's a very hot day) wearing many layers (like an onion) and removing them as we get warmer is far better than turning up without the clothes we need and getting cold- we are prepared no matter what.</p>			<ul style="list-style-type: none"> <li>2x Lg pairs of shorts/ 2x Lg t-shirts/ 2x Lg pair of boots/ 2x Lg long sleeved t-shirt/ 2x Lg hoodie/ 2x Lg rain jacket/ 2x Lg pair of hiking socks/ 2x Lg wooly hats/ 2x Lg Back packs.</li> </ul>
<b>Activity- Show &amp; Tell/ Discussion</b> <i>I know what a basic survival kit should contain.</i>	<b>Kit, Kit, Kit</b> Revisit the fact that Backwoods living is all about living harmoniously and as minimally as possible with nature. With that said, there are things that we cannot do without in the wild, or items we should bring to keep ourselves safe. This activity will explore kits and resources we should always carry with us.			Suggested time: 15 minutes Different kit items as listed. <a href="#">Backwoods Adventure skills guide</a> <a href="#">SFNI Backwoods SI Resources</a>
<b>Activity-</b>	<b>Boo Boo Kits</b> Having finished the previous discussion looking at Group First Aid Kits, next we will make our own Boo Boo Kits for junior members.			Suggested time: 15 minutes Resources to make Boo Boo Kit as described (+ additional) Labels/ Marker <a href="#">SFNI Backwoods SI Resources</a>
	<ul style="list-style-type: none"> <li>If possible, have the following available so that the group can make their own personal Boo Boo First Aid kit: 6x plasters- various sizes/ antiseptic wipes/ 2x bandages/ safety pin/ lip balm/ plastic sandwich-bag/ sticky labels/ marker</li> <li>Make a kit up with each member of the group and place their name on the label.</li> <li>Have a few additional resources available and ask some of the group to show you how they should apply plasters and bandages- making sure that where possible, they only treat themselves, make sure hands are clean and that the wound is cleaned, and that the injury is well covered.</li> </ul>			
<b>Review</b>	Reflect on all the learning delivered asking youth members to tell you one thing that they have learned and evaluate the activities with the Group.			Suggested time: 5 minutes



Backwoods Adventure Skills Stage 1			Session 1 Introduction	
Section/ Skill level	Beaver/ Beginner	Location	Den	
		Session length	45 minutes	
	Activity		Time	Resources
<b>Energizer – Memory quiz</b>	<p><b>Backwoods Memory Game</b> This activity introduces some of the objects/ equipment associated with Backwoods living and adventures.</p> <ul style="list-style-type: none"> <li>Collect a range of objects (x2) associated with outdoors and Backwoods activities e.g., twig, paracord, carabiner, ferro rod, fern leaf, tree leaf, personal first aid kit, hat etc.</li> <li>Spread these over two trays and split the group into two.</li> <li>Give each group 60 seconds to study their tray, cover and remove an item and see if the group can identify what is missing. Run a couple of times.</li> </ul>		<b>Suggested time:</b> 10 minutes	Outdoor/ Backwoods objects  Trays/ sheet
<b>Introduction activity- Discussion</b>	<p><b>What do we mean by Backwoods Living &amp; Backwoods Skills?</b> This session will be used to introduce and explore what is meant by Backwoods living and Backwoods skills activities.</p> <ul style="list-style-type: none"> <li>Using Appendix 1 – <b>Backwoods Scene 1</b>, ask the group to look at the scene and tell you what they see – <i>A city scape with forest area to the fore, hills behind the building and mountains to the back.</i> - Next explain that when talking about ‘Backwoods’ it describes somewhere away from towns and cities, away from the hustle and bustle of cars, buses, shops, and homes- away from our everyday daily lives and experiences.</li> <li>Using Appendix 1- <b>Backwoods Scene 2</b>, ask the group to describe what they see- <i>A forest/ woodland area, paths by a river, with a shelter and fire set up and hammock to the fore.</i> - Explain that by learning a range of Backwoods skills, you can visit these types of places and live in comfort and harmony with the nature all around us. ‘As a member of the Scout organization, this is a value we practice, learning how nature can support us and in turn how we have a minimum impact on nature.’</li> <li>Next show Appendix 1 – <b>Backwoods Scene 3</b>, explain that other areas such as wooded foothills and lowlands can be considered Backwoods areas and that completing Adventure Skills Level 1 in Backwoods will teach skills that will help us when we complete Backwoods adventures and activities.</li> <li>To finish, talk about some of the things the group will be learning about across the next few weeks- <i>Clothes to wear when out in nature/ Survival kits/ Building shelters/ Fire safety/ Preparing food for fire cooking and much more.</i></li> </ul>		<b>Suggested time:</b> 20 minutes	Appendix 1 – Backwoods Scene 1, 2 & 3  <a href="#">Backwoods Adventure skills guide</a>  <a href="#">SFNI Backwoods SI Resources</a>
<b>Activity- Energizer</b>	<p><b>I have never...</b> This activity will get the group moving again after the discussion activity and enable Scouters to assess the experience youth members have had in Backwoods type activities.</p> <ul style="list-style-type: none"> <li>Sit the group in a circle and tell them you will say some statements, if they have done what the statement asks, <i>they stand</i>, if not <i>they remain seated</i>. Take a moment to ask those standing about the statement and their experience:</li> </ul> <ol style="list-style-type: none"> <li><i>I have never...been on a walk through a hill area.</i></li> <li><i>I have never...been on a walk through a forest.</i></li> <li><i>I have never...built a shelter at home or in the woods.</i></li> <li><i>I have never...made myself a sandwich.</i></li> <li><i>I have never...toasted marshmallows on a fire</i></li> <li><i>I have never...picked a wildflower to give to someone.</i></li> </ol>		<b>Suggested time:</b> 10 minutes	Large playing Space  I have never ‘Backwoods’ statements.
<b>Review</b>	<b>Reflect on all the learning delivered asking youth members to tell you one thing that they have learned and evaluate the activities with the Group.</b>		<b>Suggested time:</b> 5 minutes	



Backwoods Adventure Skills Stage 1			Session 2 Keeping warm/ Kit	
Section/ Skill level	Beaver/ Beginner	Location	Den	
	Session length		50 minutes	
	Activity		Time	Resources
<b>Energizer – Competitive game</b>  <i>I know what kinds of clothes to wear when going out into nature.</i>	<b>Dress like an onion</b> This activity will be used to show the group how they should dress when preparing to go outdoors to complete a Backwoods Adventure. <ul style="list-style-type: none"> <li>Split the group into two teams and have the clothes described in the resource column piled up and ready for the teams to use.</li> <li>The teams must dress a group member up using all the clothes, (wearing them on top of the clothes they already are wearing), once dressed, the team member must complete 5 star jumps and then their team members begin to remove the clothes or unpeel them like an onion, with team members placing these into the backpack- minus the boots!!!</li> </ul> Debrief by explaining that these are all clothes we should wear when going outdoors and that (unless it's a very hot day) wearing many layers (like an onion) and removing them as we get warmer is far better than turning up without the clothes we need and getting cold- we are prepared no matter what.		<b>Suggested time:</b> 15 minutes  Large playing space	2x Lg pairs of shorts/ 2x Lg t-shirts/ 2x Lg pair of boots/ 2x Lg long sleeved t-shirt/ 2x Lg hoodie/ 2x Lg rain jacket/ 2x Lg pair of hiking socks/ 2x Lg wooly hats/ 2x Lg Back packs.
<b>Activity- Show &amp; Tell/ Discussion</b>  <i>I know what a basic survival kit should contain.</i>	<b>Kit, Kit, Kit</b> Revisit that Backwoods Adventures are all about living harmoniously and as minimally as possible with nature. With that said, there are things that we cannot replicate in the wild, or items we should bring to keep ourselves safe. This activity will explore kits and resources we should always carry with us. <ul style="list-style-type: none"> <li>Have the kits as described below ready, showing them to the group and discussing each of the items:  <b>Survival Kit</b> (Youth Members) - Mylar (foil) blanket/ Whistle/ Torch/ Hand Sanitizer/ Glucose Sweets &amp; Snack/ Water &amp; Purification tablets/ Paracord  <b>Fire Kit</b> (Scouters) – Flint/ Steel/ Homemade firelighter/ Fire Blanket/ Saw  <b>Shelter Kit</b> (Scouters) – Emergency shelter/ tarp/ rope/ hammock/ carabiners  <b>Group First Aid Kit</b> (Scouters) – As standard                     </li> </ul>		<b>Suggested time:</b> 15 minutes  Different kit items as listed.	<a href="#">Backwoods Adventure skills guide</a>  <a href="#">SFNI Backwoods SI Resources</a>
<b>Activity- Practical</b>  <i>I know what a basic survival kit should contain.</i>	<b>Boo Boo Kits</b> Having finished the previous discussion looking at Group First Aid Kits, next introduce 'Boo Boo' Kits- personal first aid kits for junior members. <ul style="list-style-type: none"> <li>If possible, have the following available so that the group can make their own personal Boo Boo First Aid kit:                          6x plasters- various sizes/ antiseptic wipes/ 2x bandages/ safety pin/ lip balm/ plastic sandwich-bag/ sticky labels/ marker</li> <li>Make a kit up with each member of the group and place their name on the label.</li> <li>Have additional resources available and ask the of the group to show you how they should apply plasters and bandages- <i>advising that where possible, they only treat themselves, make sure hands are clean and that the wound is thoroughly cleaned, and that the injury is well covered.</i></li> </ul>		<b>Suggested time:</b> 15 minutes  Resources to make Boo Boo Kit as described. (+ additional)  Labels/ Marker	<a href="#">SFNI Backwoods SI Resources</a>
<b>Review</b>	<b>Reflect on all the learning delivered asking youth members to tell you one thing that they have learned and evaluate the activities with the Group.</b>		<b>Suggested time:</b> 5 minutes	



Backwoods Adventure Skills Stage 1			Session 3 Fire Safety	
Section/ Skill level	Beaver/ Beginner	Location	Den	
	Session length		50 minutes	
	Activity		Time	Resources
<b>Energizer – Challenge</b>	<p><b>Chair Laser Challenge</b> This activity will take a bit of preparation, but it will introduce ‘fire safety’ to the group and lead onto a discussion later in the session.</p> <ul style="list-style-type: none"> <li>To prepare- set up a total of 16 chairs (8 on each side) approx. 6 ft across from one another and string rope between opposite chairs creating a grid that is about 2ft high from the ground.</li> <li>The challenge is for all the group to get from one end of the hall to the other by crawling under the rope (between the chairs) without touching the rope at any point.</li> <li>Time the group to see how quickly they succeed in the challenge and add a 5 second penalty for every touch of the rope.</li> </ul> <p>Explain that this activity will teach the group what to do if they find themselves in a fire emergency. Fires create smoke, and smoke can make it difficult for us if we find ourselves in such a scenario. If we drop to the ground to move out of an area with smoke, it should make escaping a little easier.</p>		<p><b>Suggested time:</b> 15 minutes</p> <p>Large playing space brushed and cleaned.</p> <p>Chairs</p> <p>Rope</p>	
<b>Introduction Activity- Quick Discussion</b>	<p><b>Fire &amp; Scouting</b> Explain that using fire to keep us warm, help us cook and provide light sources is something that Scouts have learned about since Scouting first began.</p> <p>Fire is an extremely useful tool, but it is something that can be dangerous and must always be respected. We must know <i>how, when, and where</i> to set a fire and how to behave and act safely around them.</p> <p>At level 1 we will learn about ‘<i>the fire triangle</i>’ and how we keep safe around fire.</p>		<p><b>Suggested time:</b> 5 minutes</p> <p><a href="#">SFNI Backwoods SI Resources</a></p>	
<b>Activity- Craft</b>	<p><b>The Fire Triangle</b> This activity will instruct the group about the components needed to make fire.</p> <ul style="list-style-type: none"> <li>Split the group into three and give each of them 3 sticks/ poles.</li> <li>Ask each group to decorate each of the poles with one representing ‘<b>fuel</b>’ one ‘<b>heat</b>’ and one ‘<b>air</b>’</li> <li>With each now decorated, ask the group to place them so that they form a pyramid- you may need to help with this, setting the pyramid on soft/ outside ground or carpet will be beneficial as opposed a hard wood floor.</li> <li>Use the pyramids to explain that for fire to thrive it requires <b>FUEL</b>- such as logs, sticks etc./ <b>HEAT</b>- a flame from a match/ or spark from a ferro rod and finally an <b>AIR</b> source- once these three combine you have made fire.</li> <li>Next ask a group to remove their stick representing ‘<i>fuel</i>’ - the pyramid should collapse, and the fire is extinguished- repeat for the other two poles on the remaining pyramids and explain that by removing one or all of these things we can put fire out- <b>ask the group to name items that will extinguish a fire.</b></li> </ul>		<p><b>Suggested time:</b> 15 minutes</p> <p>3 good sizes sticks/ poles</p> <p>Wrapping paper, glue, sellotape, paper, pens</p> <p><a href="#">SFNI Backwoods SI Resources</a></p>	
<b>Activity- Discussion</b>  <i>I know how to behave safely around fires.</i>	<p><b>Keeping safe</b></p> <ul style="list-style-type: none"> <li>To finish the session, ask the group to tell you what rules should be followed to keep you safe around fire: <b>For example:</b> <i>Do not play around or near a lit fire, make sure fires are set in well-ventilated and clear spaces, never run, or jump through a fire, never touch fire with your hand, never throw anything onto a fire, fuel is always placed etc.</i></li> <li><b>Finally</b> ask the group to tell you what to do if a fire emergency occurs: <i>Who do they tell?</i> - Scouter in first instance. <i>Who do they call for help?</i> – 999 Emergency services: Fire brigade. <i>What would they say?</i> – Name/ location etc.</li> </ul>		<p><b>Suggested time:</b> 10 minutes</p>	
<b>Review</b>	<p><b>Reflect on all the learning delivered asking youth members to tell you one thing that they have learned and evaluate the activities with the Group.</b></p>		<p><b>Suggested time:</b> 5 minutes</p>	





Backwoods Adventure Skills Stage 1			Session 4 Building Shelter	
Section/ Skill level	Beaver/ Beginner	Location	Den/ Backwoods site	
	Session length		50 minutes	
	Activity		Time	Resources
<b>Introduction/ Energizer – Challenge</b>  <i>I can build a simple shelter.</i>	<b>Adventure Shelter Challenge</b> This activity will introduce ‘shelters’ to the group and encourage them to learn how to set up their own shelters using tarp and rope. <ul style="list-style-type: none"> <li>Split the group into two teams and provide them with an emergency shelter each.</li> <li>The challenge is for the teams to get the emergency shelter out of its bag and set it up as quickly as possible, get everyone inside and then exit and return the shelter into its bag and close it up.</li> <li>The fastest team wins.</li> <li>Use this activity to introduce to the group that this session will explore building shelters.</li> </ul>		<b>Suggested time:</b> 15 minutes	Large playing space brushed and cleaned.  2x Emergency Shelter
<b>Activity- Practical Indoors</b>  <i>I can build a simple shelter.</i>	<b>Shelter building - Den</b> Setting up shelters to keep us warm and dry is an important skill to learn, as these are beginners and more likely ‘junior’ youth members, it may be a suggestion to have rope with carabiners attached/ set up in lieu of knots, just to make the activities more accessible and to fire imagination. <p>If setting up tarp shelters indoors, use wall hooks and chairs in lieu of tree trunks, show the group how to make simple ‘A frame’ and ‘Ridgeline A frame’ shelters using the paracord/ rope and tarp and ask them to try.</p>		<b>Suggested time:</b> 30 minutes	Chairs/ Wall hooks/ Paracord/ Rope/ Carabiners/ Tarp  <a href="#">Backwoods Adventure skills guide</a>  <a href="#">SFNI Backwoods SI Resources</a>
<b>Alternative Activity- Practical Outdoors</b>  <i>I can build a simple shelter.</i>	<b>Shelter building - Outdoors</b> Setting up shelters to keep us warm and dry is an important skill to learn, as these are beginners and more likely ‘junior’ youth members, it may be a suggestion to have rope with carabiners attached/ set up in lieu of knots, just to make the activities more accessible and to fire imagination. <ul style="list-style-type: none"> <li>If setting up tarp shelters outdoors, use tree trunks to hand the paracord/ rope from and show the group how to make simple ‘A frame’ and ‘Ridgeline A frame’ shelters using the paracord/ rope and tarp and ask them to try.</li> </ul>		<b>Suggested time:</b> 15 minutes	Backwoods area with trees/ Paracord/ Rope/ Carabiners/ Tarp  <a href="#">SFNI Backwoods SI Resources</a>
<b>Activity-Discussion</b>	<b>Natural materials</b> <ul style="list-style-type: none"> <li>To finish the session, explore with the group other materials found outdoors across woodland sites that could be used to make a shelter:                Fallen timber, large branches, medium twigs, leaf litter, grass, fern leaves, moss etc.</li> </ul>		<b>Suggested time:</b> 5 minutes	
<b>Review</b>	<b>Reflect on all the learning delivered asking youth members to tell you one thing that they have learned and evaluate the activities with the Group.</b>		<b>Suggested time:</b> 5 minutes	



Backwoods Adventure Skills Stage 1			Session 5 Backwoods Adventure	
Section/ Skill level	Beaver/ Beginner	Location	Outdoor Backwoods site	
		Session length	As necessary	
	Activity		Time	Resources
<p><b>Preparation</b></p> <p><i>I know what kinds of clothes to wear when going out into nature.</i></p> <p><i>I know what a basic survival kit should contain.</i></p>	<p>To complete Skills Stage 1 in Backwoods Adventure Skills, the group must partake in at least two Backwoods activities as well as learn about preparing food to cook and been shown how to use any associated hand-tools safely.</p> <p>Before completing this session, discuss with the group the upcoming adventure and make sure they know:</p> <ul style="list-style-type: none"> <li>• Clothing to wear/ bring along with what should both be in their own personal survival and 'Boo Boo' kits.</li> <li>• Ensure that maps of the site are available, noting all access points and places to raise help if required.</li> <li>• Ensure all Risk assessments have been performed and that consent for activities is collected.</li> <li>• Identify all other kits and equipment that need to be brought.</li> </ul>		<p><b>Suggested time:</b> N/a</p> <p>Boo Boo and Survival kits/ Maps</p> <p>Fire/ Cooking kit/ equipment</p> <p>Tarp/ Rope/ Carabiners</p> <p>Risk Assessments &amp; Consent forms</p>	
<p><b>Activity-Practical</b></p> <p><i>I can build a simple shelter.</i></p> <p><i>I know how to behave safely around fires.</i></p> <p><i>I know how to prepare food for cooking.</i></p> <p><i>I know how to use hand tools safely.</i></p> <p><i>I have participated in at least two Backwoods activities.</i></p>	<p><b>Completing a Backwoods Adventure</b></p> <p>How you run Backwoods activities will be dependent on you and your experience, what follows is only a suggestion, however, please ensure that whichever way you run the activity that <b>fire safety, shelter building, food prep / cooking and using tools safely</b> are all referenced.</p> <ul style="list-style-type: none"> <li>• On arrival, identify a clear space to set up a fire that will have a minimum of 4 meters clearance around the radius of the fire and is clear of the canopy above. Set the fire on a fire blanket, using an 8" clay/ sandy soil mound for the base of the fire, building on top of this.</li> <li>• Discuss fire safety and then ask the group to find dry kindling (twigs) and grass to help you start the fire.</li> <li>• It may be a suggestion to bring dried 'sticks/ logs' with you for the fire- show the group how you would set up a 'teepee' fire and use the collected kindling to start the fire.</li> <li>• Next, build several shelters, if there are sufficient natural materials, use these to build a basic 'Lean-to' or 'Arrowhead' shelter. If not use tarp and rope to create 'A-frame/ Ridge Line' shelters.</li> <li>• Camp cooking- prepare ready cooked meats such as salami or chorizo and some sliced onion. Clear an area and use this along with container lids to demonstrate how to prepare food for cooking, skewer the cooked meat/ onion using extra-long skewers- make sure these have been soaked in water to avoid the skewers burning and catching alite.</li> <li>• Similarly, as above- use skewers to cook marshmallows over the flame.</li> <li>• Using either a fire blanket or water source, demonstrate how to extinguish the fire safely and use a trench spade to cover the area with soil.</li> <li>• Dismantle shelters and return Backwoods area to how it was found.</li> <li>• <b>Please ensure that for all tools/ equipment used across the activities, that you provide a demonstration on how these are correctly used- only Scouters should use tools at this stage as a point of safety.</b></li> </ul>		<p><b>Suggested time:</b> N/a</p> <p><a href="#">Backwoods Adventure skills guide</a></p> <p>Kit/ equipment as required to complete the activity.</p> <p>Fire blankets (x2)</p> <p>Water source</p> <p>Prepared food stuff/ extra-long skewers</p> <p>Tarp/ Rope/ Sisal/ Paracord/ Carabiners</p> <p>Group First Aid Kit</p> <p><a href="#">SFNI Backwoods SI Resources</a></p>	
<p><b>Review</b></p>	<p><b>Reflect on all the learning delivered asking youth members to tell you one thing that they have learned and evaluate the activities with the Group.</b></p> <p><b>Complete all recording and monitoring of completion of Adventure Skills as performed by the group to achieve Skills Stage 1</b></p>		<p><b>Suggested time:</b> N/a</p>	



Appendix 1 -







Appendix 1 -

# BACKWOODS Scene 2





Appendix 1 -

# BACKWOODS Scene 3

