#### 4-H

# Camping & Outdoor Adventure Proficiency Program A Member's Guide

#### **OVERVIEW**

The 4-H Camping & Outdoor Adventure Proficiency program helps you learn what you need to know about your 4-H project. Camping & Outdoor Adventure is an interesting project. You acquire skills in outdoor living and develop confidence in the ability to live safely and healthfully outdoors. Through this project, you will better understand the environment, the inter-relationships within the ecosystems and appreciate all aspects of nature. You will have fun living cooperatively in a group, and learn how to use leisure time constructively.

There are many resources to help you learn more about your project:

- The University of California Davis has free resources available online by visiting: <a href="http://anrcatalog.ucdavis.edu/4HYouthDevelopment/">http://anrcatalog.ucdavis.edu/4HYouthDevelopment/</a> This site lists a variety of project materials and resources recommended for use in your project.
- The Solano County 4-H Resources and Lending Library at our county 4-H Office includes other books, videos, and reference materials that can be checked out by members and leaders.
- Stores that sell backpacking and camping supplies may offer classes and other educational activities as well as equipment. Many communities have local sports enthusiast groups that can be a great resource to you.

There are five levels in the Project Proficiency Program. You may choose how many levels you with to complete:

- ◆ Level I "Explorer", you begin to learn about many different aspects of your camping & outdoor adventure project.
- Level II "Producer", you practice and refine the many skills involved in your project.
- ◆ Level III "Consumer", you become experienced in your project.
- ◆ Level IV "Leader", allows you to show your own leadership potential.
- ◆ Level V "Researcher", you carry out a demonstration or experiment on some aspect of camping and outdoor adventure, and prepare a paper or portfolio.

As you work through the proficiency program, your leader will date each skill item as you complete it. When all items in a proficiency level are completed, you leader will sign the Certificate of Achievement.

# CAMPING & OUTDOOR ADVENTURE Level I - Explorer

Date Completed		
	1.	Explain these terms: erosion, ecosystem, conservation, vegetation, predator, food chain, habitat, and biodegradable.
	2.	Demonstrate how to find the four basic directions (N, S, E, W) using the sun or the moon, and a compass.
	3.	List appropriate foods to take on a day trip.
	4.	Name at least ten basic items you would take on a day hike or field trip.
	5.	Prepare a basic first aid kit.
	6.	List ten common courtesies or outdoor manners expected during outdoor adventure activities.
	7.	Demonstrate how to build a safe fire.
	8.	Demonstrate safe use of at least three outdoor equipment items such as hatchet, knife, matches, stove, lantern, etc.
	9.	Make a craft item out of things collected from nature during one of your project meetings.
	10.	Make a collection of ten different shapes, forms, or patterns from nature (like rocks, leaves, shells, bark, feathers, etc.) Label the items and share the collection with your project group.
	11.	Keep a field notebook of sketches and notes of your observations and details from at least three outings. Include animals, plants, weather, and terrain, etc.
	12.	Participate in a lost hiker exercise. Explain what steps to take when someone is lost.
	13.	Describe three different ways to get yourself in shape for a specific outdoor activity. Demonstrate these to your leader and explain your fitness plan. Keep a record of your progress for one month.
	14.	Take a short hike and identify at least ten different items that are polluting the environment. Take along appropriate equipment to help reduce the pollution.
Member I	Name:	Date:
Project Le	eader's	Signature: Date:

## CAMPING & OUTDOOR ADVENTURE Level II - Producer

Date Completed							
	1.	Explain how to te	st water for potability.	Describe two metho	ods for making water		
	2.	Draw a simple ma	ap that could be used b	y another person fo	r directions on an		
	3.	Demonstrate how to use a compass and a map to find your way from one point another.  Make at least one piece of practical equipment that can be used on an outing					
	4.						
	5.	Plan a menu for a three day overnight outing.					
	6.	Participate in one field visit to an outdoor equipment manufacturer or provider.					
	7.	Try one of the fol	lowing with adult supe	rvision and permission	on:		
		Fishing Rafting Wind Surfing Ropes course	Canoeing Mountain biking Snorkeling Rock Climbing	Kayaking Backpacking Boating Snowboarding	Mountain climbing Skiing Caving Other		
	8.	Demonstrate how	v to tie five different kr	nots and tell how eac	ch should be used.		
	9.	Explain how and when measurements (weight, distance, etc.) are used in ou adventure experiences.					
	10.	Participate in an overnight outing and plan at least one part of it, succlothes you need to bring, a skit/song for the campfire, a meal for the			al for the group, etc.		
	11.	Make a plaster cast of at least two animal tracks and display them at a project meeting.					
	12.	Help someone else by sharing your knowledge or by participating in an activity that has to do with preserving the outdoors in a pristine state, or restoration of a wildlife area.					
	13.	Demonstrate an e	ecosystem by building	a terrarium.			
	14.	Identify at least five potential emergency situations that could occur in an ou adventure. Describe how to prevent the situation and how to deal with the emergency if it occurs.					
	15.	Keep records in at least two of the following categories: wildlife, plant/foliage, soil, rocks/minerals, fish, birds, etc. Describe what you saw, when seen, what it was like, where found, how many, etc.					
Member N	lame:			Date:			
Project Les	ader's	Signature:		Date:			

## CAMPING & OUTDOOR ADVENTURE Level III - Consumer

Date Completed						
	1.	Alone or with your group, plan and complete a community service activity related to your project.				
	2.	Invite a guest speaker to one of your meetings and introduce them to the group.				
	3.	Keep a personal reference library of literature that will be helpful in your project.				
	4.	Take part in a project related demonstration or judging contest.				
	- 5. -	Report the history of one aspect (origin, equipment, material, technique, etc.) of outdoor adventure.				
	6.	Contact a local, state or national association related to your project. Explain to your project group what this association has to offer to its members and other interested individuals.  Make a chart that compares three commercial food items for cost, weight, size container, taste, safety, backpack ability, appearance, time for preparation, ease of preparation, clean up and environmental consciousness.				
	7.					
	8.	Visit an expert in the field of an area of outdoor adventure and report what you learned at a project meeting.				
	9.	Describe four ways to save money and be economical in obtaining materials for use in your project.				
	10.	Design an item or piece of equipment that could be used in an outdoor adven activity. Come up with a product name and convince your project group of th usefulness of this product.				
	11.	Compare and contrast two different outdoor adventures using the following factors:				
	_	<ul> <li>Budget</li> <li>Attitude</li> <li>Terrain</li> <li>Time</li> <li>Available</li> <li>Water</li> <li>Need for maps</li> <li>and compass</li> </ul>				
	12.	Create a list of ten or more practical rules for survival related to outdoor adventure activities and find a way to share them with others.				
	13.	Participate in at least three different outdoor adventure activities with your fa or project group.				
	_					
Member	Name:	Date:				
Project Le	eader's	Signature: Date:				

#### CAMPING & OUTDOOR ADVENTURE Level IV - Leader

Date Completed 1. Serve as Junior or Teen leader in this project for one year. 2. Assist younger members in designing and constructing needed equipment. 3. Prepare teaching materials for use at project meetings. 4. Develop and put on a demonstration or judging event, or train a junior team for a judging activity. \_ 5. Speak on a project-based subject before an organization other than your 4-H 6. Assist younger members about learning a specific technique in the project. 7. Develop your own special project-related activity. Chart your progress, plan the activities, analyze successes and problems, and report on your findings. 8. Assist a leader/adult in an outdoor adventure activity, organizing the group so that the chores/tasks are evenly distributed among the members. 9. Take a first aid class and assist younger members in making a first aid kit. Teach them how and when to use it. Alone or with your group, select an outdoor adventure topic you would like to know more about, research this topic, and share information with others in two of the following ways: bulletin board display, written pamphlet, news article, club/group discussion, judging kit, poster, radio spot.

Member Name: \_\_\_\_\_\_ Date: \_\_\_\_\_

Project Leader's Signature: \_\_\_\_\_ Date: \_\_\_\_\_

# CAMPING & OUTDOOR ADVENTURE Level V - Researcher

Completed				
	_ 1.	Report on the results of a demonstration comparing measurable differences in some aspect of your project. (Experiment)		
	_ 2.	Prepare a paper of 300 words or more on one of the following topics:		
		<ul> <li>Evolution of techniques used in an outdoor adventure area</li> </ul>		
		<ul> <li>History of a specific topic related to your project area</li> </ul>		
		<ul> <li>Markets and methods of marketing outdoor adventure products</li> </ul>		
		<ul> <li>Resource utilization and/or conservation</li> </ul>		
		<ul> <li>Development of equipment used in this project</li> </ul>		
		<ul> <li>Cultural influences in a specific topic related to your outdoor adventure activity</li> </ul>		
		<ul> <li>Ecology of a specific geographic area, terrain, locale, etc.</li> </ul>		
		<ul><li>Other</li></ul>		
	_3.	3. Prepare a speech or illustrated talk to orally summarize your findings and present at club, project meeting or other educational event.		
Member N	lame	e: Date:		
Project Le	ader	's Signature: Date:		