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NATURE

Section 1 : Award List

Proficiency for this program requires eight of the awards from beginner list plus three from the advanced list:

Junior Level Awards:

1. Junior Woodcraft
2. Junior Nature

Beginning Level Awards:

1. Quaking Aspen (Tree Identification)
2. Blue Racer (Reptile & Amphibian Study)
3. Red Fox (Mammal Study)
4. Red-tailed Hawk (Bird Identification)
5. Rainbow Trout (Fish Identification)
6. Praying Mantis (Insect Identification)
7. Corey Wildlife
8. Fire building
9. Axe craft
10. Tracking
11. Nature Crafts

Advanced Level Awards:

1. Soil & Water Conservation
2. Indian Paintbrush (Wildflower & Edible Plants ID/Outdoor Cooking)
3. Scarlet Cap (Mushroom Identification)
4. Survivor (Trailcraft)

Section 2 : General Rules & Safety

1. General Camp Emergency Procedures (search siren)
2. Shoes must be worn except when counselor is conducting class in water. When in the water you may not go past your knees (be especially careful of the quick drop-off in Turtle Bay)
3. Never touch or pick up an animal without permission from a counselor.
4. Never pick a leaf or plant part without permission from a counselor.
5. A counselor must be directly supervising any camper using any tool.





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Section 3: Award Requirements

Junior Woodcraft Award

Objective

- The Camper will be able to produce two crafts of their choice..

Prerequisites

- Must be a Day Camper or a Junior Camper

Safety Rules

- All general safety rules apply

Knowledge Required

- Very basic knowledge of hard and soft woods using thumbnail identification test

Skills Required

- Select and twist bark rope or make a pair of tongs

Junior Nature Award

Objective

- The Camper will select 3 of the beginning level awards and identify 2 parts of each award

Prerequisites

- None

Safety Rules

- All general rules apply

Knowledge Required

- Basic knowledge similar to beginning level awards

Skills Required

- Dependant on awards chosen

Tree Identification (Quaking Aspen) Award

Objective

- The Camper will be able to identify at least 15 trees using leaves, bark, and seeds, and be able to tell some commercial or outdoor use for 10 of them.

Prerequisites

- None

Safety Rules

- See general nature safety rules

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet



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Reptile/Amphibian Study (Blue Racer) Award

Objective

- The Camper will have basic knowledge of local reptiles and amphibians

Prerequisites

- None

Safety Rules

- See general nature safety rules

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Mammal Study (Red Fox) Award

Objective

- The Camper will be able to list the 7 mammal groups found locally and have a knowledge of characteristics of each group and examples of animals found each group

Prerequisites

- None

Safety Rules

- See general nature safety rules

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Bird Identification (Red-tailed Hawk) Award

Objective

- The Camper will be able to identify several birds in each of the categories of local birds. They will identify their habitat, food, or unusual characteristics of these birds.

Prerequisites

- None

Safety Rules

- See general nature safety rules

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet



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Fish Identification (Rainbow Trout) Award

Objective

- The Camper will have a basic knowledge of fish that live in Corey Lake

Prerequisites

- None

Safety Rules

- See general nature safety rules

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Insect Identification (Praying Mantis) Award

Objective

- The Camper will be able to identify an insect using 3 basic rules. They will be able to describe 3 methods of development for insects and give examples of types of insects that develop in each if these ways, They will be able to explain the importance of insects to man and to other animals, They will be able to list some insects in different categories.

Prerequisites

- None

Safety Rules

- See general nature safety rules

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Corey Wildlife Award

Objective

- The Camper will have a knowledge of a wildlife community, with a specific emphasis on those animals that live in Corey Lake

Prerequisites

- None

Safety Rules

- See general nature safety rules

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet



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Fire Building Award

Objective

- The Camper will learn to build a fire with only three matches, explain the process as this is done, properly maintain the fire and extinguish it. Campers will also have a knowledge of forest fires.

Prerequisites

- None

Safety Rules

- See general nature safety rules
- This award may only be attempted under supervision of a counselor
- Make sure your fire is located in a safe area and is approved by the counselor before you begin

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Axe Craft Award

Objective

- The Camper will learn proper care and use of an axe and a knife.

Prerequisites

- None

Safety Rules

- See general nature safety rules
- Complete this award only under the supervision of a counselor
- Be sure to display proper handling of an axe or a knife in completing all aspects of this award
- Only use an axe or a knife after receiving instruction and permission from a counselor
- Always return the axe or knife to a counselor when finished
- Always use the axe or knife away from other people and be aware of your surroundings

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Tracking Award

Objective

- The Camper will learn to identify various animal tracks by looking at the shape and pattern of the tracks. They will also be able to make inferences about the animal's activity at the time the track was made.

Prerequisites

- None

Safety Rules

- See general nature safety rules



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Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Soil & Water Conservation Advanced Award

Objective

- The Camper will be able to explain the importance of soil conservation and water conservation. The camper will complete a conservation activity while at camp.

Prerequisites

- None

Safety Rules

- See general nature safety rules
- The camper must receive approval from a Nature counselor for their conservation activity before beginning work

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Edible Plants/Wildflowers/Outdoor Cooking Advanced Award

Objective

- The Camper will be able to identify 12 local wildflowers and 8 edible plants. They will have knowledge of the structure of flowers. The camper will collect and prepare at least 2 edible plants.

Prerequisites

- None

Safety Rules

- See general nature safety rules
- Don't eat any plant until it has been checked by a counselor

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Mushroom Identification (Scarlet Cap) Award

Objective

- The Camper will be able to identify poisonous and edible mushrooms, know the parts and life cycle of a mushroom, and state how mushrooms benefit the forest community,

Prerequisites

- None



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Safety Rules

- See general nature safety rules
- Don't eat a mushroom without first having it checked by a counselor

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Trailcraft (Survivor) Award

Objective

- The Camper will be able to survive in the out-of-doors by using knowledge of equipment, campsite, latrine, food, knots and water purification.

Prerequisites

- Axe Craft Award
- Fire Building Award
- Wildflower/edible Plants Award

Safety Rules

- See general nature safety rules
- See safety rules of all prerequisite awards

Knowledge Required

- See Theory sheet

Skills Required

- See Theory sheet

Section 4: Theory Sheets

There are theory sheets for each award. Clean originals for copying and distribution are included in this handbook.

Section 5: Day-by-day schedule

Sunday:

- Have skit ready to go by 6pm promoting all special activities for the week, giving many options
- Take sign-ups on sheet, writing on each slip also
- Give sheet to Program Director before leaving Athletic Field

Monday:

(for first timers)

- Roll call – take attendance and make sure that all campers know their camper number. Call attendance in to Ad-staff.
- Name games
- Review all rules
- Split campers into groups depending on which awards they'd like to work on

(for repeat campers)

- Roll call



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- Name games
- Review all rules
- Experienced campers may start on awards with one staff member

Tuesday:

- Roll call & call it in.
- Divide all campers into groups depending on which awards they're working on. Allocate one staff member to each group, or to a couple of groups (e.g. Bird ID and Insect ID together)
- Work on awards

Wednesday:

- Roll Call and call it in.
- Make sure all three-day campers are able to finish up on their awards. Give them their award cards BEFORE dinner time.

Thursday:

- Roll call and call it in.
- Continue to work on awards, theory, testing.

Friday:

- Roll call and call it in.
- Day Camp will join you for 3rd period each week.
- Finish up any awards campers are still working on
- Write all award cards, proficiency cards, and paint proficiency awards
- Update all record cards
- Clean up program area, clear up firecircles, sweep hut and pavilion, clear all tables, take lost and found to Klinger, take trash barrel to open area.

Saturday:

- Program Head return to program area before returning from Chapel, ensure area is clean and tidy, ready for inspection.

Section 6: Teaching Tips

Be patient, explain all rules thoroughly before using any tools or equipment. When leading hikes, ensure one counselor is in the lead and one is behind group.

Section 7: Bad weather alternatives

Rain: Stay in covered area & study theory sheets, tracking pit etc.

Very hot: make sure that all kids are wearing sunscreen, and drinking water.

Severe Weather: Follow Camp Emergency Procedures

Overcast: Many animals are active on overcast / rainy days, so hikes are very good.

Section 8: Inventory

2 bins of books

3 microscopes

1 broom

YMCA Camp Eberhart 10481 Camp Eberhart Rd Three Rivers, MI 49093
(P) 269 244 5125 **(F)** 269 244 5000 **(W)** ymcampeberhart.org



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- 1 rake
- 1 crate of files for information / resources
- 4 glass aquariums
- 2 bow saws

Section 9: Things to Remember

Make sure all pits are covered at the end of the day. All fires must be in enclosed pits and extinguished completely before leaving the area. Keep first aid kit full. Lock hut when on hikes. Clean hut daily.

Section 10: Opening and Closing the Program

OPENING:

- Take thorough inventory
- Make sufficient copies of all Theory Sheets, keep them safe in binders
- Make sufficient copies of award record keeping sheet
- Order more award cards and record cards if necessary
- Clean and organize hut
- Test all your staff in all awards, run a few practice classes with them so they all know how to perform, teach, and supervise all tasks.
- Catch animals for display. Be sure to replace and release them every week (at least)

CLOSING:

- Release all animals
- Empty all aquariums, tanks, pits etc.
- Clear all turtle ponds from lake, remove cinder blocks from water
- Ensure all record cards are updated
- Write closing report for the Associate Director and the Summer Program Committee
- Clean out hut thoroughly, throw out all non-useful items (remember to keep some things for proficiencies)
- Pack away all theory sheets, awards cards, and record cards to be stored for the winter (remember to take precautions for rodents moving in for the winter)
- Update inventory
- Return handbook to Associate Director BEFORE Wednesday of final week.