The Adventure:
Pretend you are a bird looking over your neighbourhood. What do you see? Houses? Apartment buildings? Your school? A park? Maybe there’s a hill or a tall building that your Colony can go to so that you can have a good look at your community.
Draw a giant map of your neighbourhood, then decide as a Lodge where you’d like to visit. What are some of your favourite places to play? Where would you like to explore?

Plan:
• Which Beavers will draw what parts of the map? What part of your neighbourhood does each Beaver know best?
• When are you going to head out on your Adventure in your neighbourhood?
• How will you keep track of the things you see so that you can add them to your map?
• Agree on what you and your friends are going to do.

Do:
• Draw your map.
• Explore your neighbourhood

Review:
• What did you see when you were exploring?
• Did you visit a part of your neighbourhood you have never been to before?
• Is there a different part of your neighbourhood you would like to visit next time?
• What do you know now that you did not know before?
• Did your Lodge work well as a team? Why or why not?
• What would you do differently next time? Can you make a model of your community from clay or papier-mache?

Safety Note:
• When exploring your neighbourhood, how will you stay safe?
• What signal might your Scouters use to get your attention?
• How about using a buddy system?

Online Resources:
• Learn About Maps
• Let’s Make a Map

Canadianpath.ca

It starts with Scouts