

Message from the Past

BAGHEERA'S HUNTING GROUNDS Environment



The Adventure:

Have you ever wondered what it's like to be an archeologist? Now's your chance to give it a try.

A few Cub Scouts from your Pack will come up with a puzzle for the others. It might be the Howler Council that invents the puzzle, or one of the Lairs. The puzzle might be different pieces of a single picture, or of a map, or possibly a scramble of different sentences and phrases that need to be put in order.

Each remaining Lair picks a clearly marked dig area and hides or buries (not too deeply!) its clue. Then the Lairs trade dig areas to find the others' hidden clues.

Here's the twist: all of the clues have to stay in place after they are found. When you find real artifacts (like stone tools or arrowheads) on your adventures, it's important to Leave No Trace—what you find should stay behind for real archeologists to carefully handle.

Once all of the clues are found, all of the Lairs can work together to solve the mystery.



Plan:

- Who will come up with the puzzle for the others to solve? How will you decide?
- When and where will you share this adventure?
- What kind of message should be revealed when the puzzle is solved?
- What tools will you need?
- How can you do your best to Leave No Trace on this adventure?

Do:

- Have fun finding the clues and solving the puzzle! Do your best to Leave No Trace.

Review:

- What do you know now that you did not know before?
- What was the puzzle's message?
- How hard was the puzzle to solve?
- How hard was it to find the clues?
- How did you Leave No Trace?
- How would you do things differently next time?

Online Resources:

Leave No Trace

Safety Note:

- How can everyone stay safe while digging?
- What should you wear on your hands and feet?

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It starts with Scouts.