

Plan:

- Who in your Company is already skilled with a GPS? How can your Expedition Team learn more about this skill set?
- What equipment is needed for this Adventure? Consider the terrain, the season and the weather forecast.
- When and where are you going to go? Consider how long it will take to get to a destination—and back!

Do:

- Divide into pairs or small groups. More able youth should mentor less experienced teammates.
- Take turns leading the group, either individually, in pairs, or in small groups. Each Venturer Scout should have the opportunity to take his/her bearings, select a landmark, and lead the group to the landmark.
- Continue taking turns leading until the group reaches its destination.

Safety note:

- **Remember to share your trip plan before heading out on this Adventure.**
- What will be your strategy if you lose your way?

Review:

- Were you successful? Why or why not?
- What do you know now that you did not know before?
- Did the group work as a team? How so?
- Did you have fun? What were some highlights?
- How did you feel before, during, and after this activity?
- What would you do differently in the future?



It starts with Scouts.

GPS Trail Card

Environment & Outdoors



The Adventure:

Can you hike overland without a trail and signposts to help guide you? As an Expedition Team, master the use of a GPS (Global Positioning System) to make your way from Point A to Point B. Venturer Scouts who are already pretty handy with a GPS can teach others.



Online Resources:

- [Leave No Trace](#)
- [Garmin](#)
- [Learn to Calibrate Your GPS](#)

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