

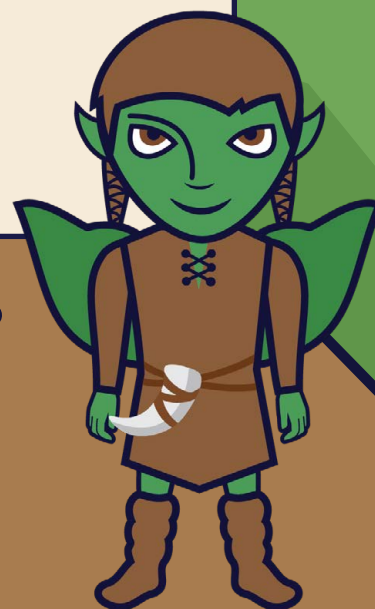



Scouter's Guide

Something magical this way comes...

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Embark on a Scouting Quest to harness the Forces of Nature and defeat the dragon!

Unlock the Forces of Nature

The dreaded Dragon has woken from its 100-year slumber and is wreaking havoc in all the land. Only the Cosmo Crest can lull the Dragon back to sleep! Can you find the Cosmo Crest by Week 4?

The Quest

Over four weeks (non-chronological activities), youth must find the Cosmo Crest by navigating a map of the land—with fun challenges along the way!

The Dragon Trail Quest will bring Sections on a five-week voyage, traversing the mystical lands of a fantastical world to face challenges as a team, discover their personal strengths and find a way to lull the Dragon back to sleep, saving the land.

In Week 5, Sections can look forward to celebrating the Dragon's defeat with a hosted (or planned) event of their choosing.

Forces of Nature

To face each week's challenge, youth must unlock the power of one of the Forces of Nature to help them overcome the task at hand: Wind (Problem-Solving), Fire (Agility), Water (Resourcefulness), Earth (Strategy).



This Scouter's Guide is your game plan for all the activities. Plan ahead, prepare your Section's supply list in advance and have a blast!

- **The Dragon Trail Quest begins on October 3, 2022 and ends on November 6, 2022**, with activity submissions accepted up until November 30 to give Scouters plenty of time. We'll announce the winner on December 5!
- While Sections are encouraged to participate in each week's challenge chronologically, achieving a shared Scouting experience across the country, this is not obligatory.
 - Week 1–3 challenges can be completed in the order chosen by each Section. Weeks 4–5 should be chronologically completed, as they involve lulling the Dragon back to sleep and a celebratory event of its defeat.
- We're trying something different! Week 5 is not a challenge, but a celebration of successfully completing the Dragon Trail Quest.
 - Before embarking on this enchanted journey, have youth decide on their Week 5 event (or submit the plans for an event), so that they can incorporate planning elements into their meetings taking place during Weeks 1–4.

This is a great chance to try planning an adventure or an event; it could be as simple as a parent night, inviting them on a hike, activity, Section campfire, variety talent show or more. Week 5 could also be the celebration
- of a completed adventure plan like an international trip or upcoming camp.

You will take your Section through the steps of Plan-Do-Review.
- Fun and engaging videos outlining each weekly challenge will be available to Scouters in advance through **Trello**.
 - Each Monday, beginning on October 3, videos will be published on Scouts Canada's social media pages and website to promote each week's challenge.
- Submit your Section's completed challenge each week via the online form (on Scouts.ca/DragonTrailQuest).
- Your Group & Council's progress will be tracked and shared in our Leaderboard online, updated weekly.
- This is a friendly challenge, but sometimes bragging rights go a long way, so make sure you submit weekly activities when completed! Submitted activities are used to:
 - Identify weekly Section winners;
 - Earn crests;
 - Identify grand prize winner candidates;
 - Track participation to inform the Leaderboard.

Remember





- All activities can be done either at home with parents, online or in-person, depending on your local pandemic restrictions.
- As with all Scouts Canada activities, we believe safety comes first. Before embarking on your weekly challenges, plan a youth-led or Scouter-guided safety moment and always explain the safe conduct of the activity and any tools used. Throughout each activity, we have provided sample safety tips to start the conversation. Find our Toolbox Talk and Safety Cheat Sheet resources (**p. 26–27 in the Guide**).
- The story for each challenge is 'the inspiration' for that week; youth will decide how they want to approach each activity and Scouters will facilitate and support their youth-led ideas.
- **Program Support: Prepare for your Quest with Scouter Info Sessions. Check out the [National Calendar](#) for all Dragon Trail Quest events, including links to register for Scouter Info Sessions.**

OVERVIEW: CHALLENGE OPTIONS

One Quest, Two Journeys: The Dragon Trail Quest is designed with two journeys for defeating the Dragon; one for Beavers and Cubs and the other for Scouts, Venturers and Rovers.

Beaver and Cub Journey

This journey is designed with the younger Sections in mind. To face each week's challenge, Beaver and Cub Scouts can unlock one of the Forces of Nature to put a skillset into play.

	 FIRE (Skill: Agility)	 EARTH (Skill: Strategy)	 WIND (Skill: Problem-Solving)	 WATER (Skill: Resourcefulness)
Week 1 Wily Woods	<p>Obstacle Course: How will you move through the Wily Woods to retrieve the map without a scratch? Use fire to light your way through the darkness.</p>	<p>Floor is Lava: While moving through the Wily Woods, watch out for the goop geysers! Take turns burying them with earth as you pass through to cover the geysers and retrieve the map safely.</p>	<p>Amazing Bridges: Design a contraption (a hot air balloon/sail/parachute) to harness the wind and make your way over the Wily Woods to reach the map!</p>	<p>Build a Dam to redirect water and flood the goop geysers.</p>
Week 2 Fairy Fortress	<p>Groovin' GPS: Play a game of Dance GPS to distract the fairies, increase your compass skills and navigate your escape from the Fairy Fortress.</p>	<p>Board Game (Life-Size): Challenge the Supreme Fairy to a match—if your team wins, you can leave the Fairy Fortress!</p>	<p>Paper Plane Challenge: Build a plane to escape the Fairy Fortress.</p>	<p>Learn to Compost: After the fairy feast finishes, offer to clean up and collect their scraps. Later, harness the compost energy to melt the bars of your dungeon chamber and escape!</p>
Week 3 Troll Glen	<p>Lava Lamps: Trolls love to get their groove on. Barter your handmade lava lamps for horses you can travel on.</p>	<p>Edible Uranium is a precious commodity. Trade it for horses to continue your journey.</p>	<p>Cloud in a Jar: Conjure up a cloud to shade the Troll Glen's vegetable patch in exchange for horses to travel on.</p>	<p>Better Bubbles: Create mystical, fortune-telling bubbles for the trolls in exchange for horses to continue your journey.</p>
Week 4 Misty Marshlands	<p>Skits, Cheers and Songs: Use the Cosmo Crest to light a hypnotic fire to lull the Dragon to sleep! Each small team should teach the other a new song, skit or cheer.</p>	<p>Make a hearty meal and use the Cosmo Crest to make the portion as big as the forest. The Dragon will be so full it'll sleep for another century!</p>	<p>That Musical Feeling: Use the Cosmo Crest to make magical music instruments that can soothe the Dragon back to sleep with a melodic lullaby.</p>	<p>Magical Potions: With the Cosmo Crest, you've concocted a colour changing potion to gently lull the Dragon back to sleep.</p>



Safety Tip

- Be careful when moving through your Obstacle Course or playing the Floor is Lava game. Everyone should be wearing shoes and pay attention to what is happening around them.
- When building your dam or bridge, are there any materials that you need help with? Ask an adult for help with any tools like cutting utensils or glue guns.

OVERVIEW: CHALLENGE OPTIONS

Scout, Venturer and Rover Journey

This journey is designed with a higher level of difficulty to engage senior Sections. To face each week's challenge, Scouts, Venturers and Rovers can unlock one of the Forces of Nature to put a skillset into play.

	 FIRE (Skill: Agility)	 EARTH (Skill: Strategy)	 WIND (Skill: Problem-Solving)	 WATER (Skill: Resourcefulness)
Week 1 Wily Woods	Tarp Flip: The floor is lava and only your tarp is safe to stand on.	Pitch Camp Race/Bear Bagging: You still haven't found the map, and a storm is brewing. You need to get your camp ready to spend a night in the Wily Woods.	Team Survival: You're stranded but a whirlwind has dropped a pile of supplies for you—work quickly to gather them before they blow them away!	Marshmallow Challenge: Build a bridge with what you have in your back pack (spaghetti, tape and marshmallows).
Week 2 Fairy Fortress	Steal the Bacon: Use a game to distract the fairies and create confusion to enact your escape.	Melon Drop: Climbing down the fortress wall won't be easy. Construct a contraption to test out safe landing methods.	Build a Hovercraft: Build a (mini) hovercraft and use it to float your way out of the fairies' fortress.	Catapults: Build a catapult to launch yourself (represented by a figure like Lego) to freedom.
Week 3 Troll Glen	MasterChef: The trolls have a sophisticated palate, and you know just the thing to trade! Make a cake that represents something that the troll would eat e.g. a rock, a piece of wood, a bowl of slime etc.	Field Search: The trolls have agreed to give you the horses you need, but only if you find them first! Put your communication skills to the test and find the horses using a field search.	The Bears and the Bees: Trolls are conflict-driven folks and have been locked in a battle of wills for years. Introduce conflict resolution tactics to their community.	Build a Bridge: Build the Trolls a new bridge in exchange for horses.
Week 4 Misty Marshlands	How will unlocking Fire as a Force of Nature help you leverage the Cosmo Crest to defeat the Dragon?	How will unlocking Earth as a Force of Nature help you leverage the Cosmo Crest to defeat the Dragon?	How will unlocking Wind as a Force of Nature help you leverage the Cosmo Crest to defeat the Dragon?	How will unlocking Water as a Force of Nature help you leverage the Cosmo Crest to defeat the Dragon?

Safety

- When working on activities, remember to work as a team—everyone should be allowed to share their voice and have their opinions heard.
- When pitching a camp, be aware of your own safety as well as the safety of your gear. This is a race but is not meant to get anyone hurt or damage equipment. Move quickly but safely and with purpose.



PREQUEL: PLANNING YOUR SECTION'S QUEST

The best adventures start with a solid plan. Before embarking on your Dragon Trail Quest, how will you plan your adventure?

Beavers and Cubs

Break into Lodges/Lairs and look through the different weeks of programming.

1 Choose the scenario that you'd like to do each week. When choosing, consider: is it fun, challenging and how would you go about the adventure?

2 Next, plan for the scenario. Does it need to be done in a special location?

Example: If a special location like water proximity is needed, is there a way you can bring water—or something to symbolize water—to your meeting place as an alternative? (A folded blue tarp makes great pretend water.)

3 What supplies will you need each week? Where will you get them?

4 What order will you do the adventures in? Look at a calendar for the upcoming months.

Are any meetings being cancelled or moved due to holidays? Do you already have plans for some weeks (e.g., Halloween or Remembrance Day?). Are there any adventures that can be done for part of a meeting while you do something else for the rest of the meeting (like camp planning)?

Scouter's Tip

- Break this up into a couple of parts rather than doing everything all at once.
- Working in small teams (versus the full Section) will allow more voices to be heard.
- Get the youth excited for their Quest by having them draw a character that they can be on their journey. They can even draw themselves doing some of the adventures they chose.
- What if the Lodges/Lairs/Patrols choose different adventures? Great! This is a perfect example of one of the benefits of using small teams—not all youth have to do the same thing.
- Pair up groups that chose the same adventure and have them do it together, or have all groups do their chosen adventure separately.
- During the different weeks, have everyone meet at the same location and have 1–2 Scouters support each small team on their adventure.
- Sometimes it may take some creativity to do everything in the same place (e.g., using a tarp to represent water, using a play structure to represent a castle tower, etc.).
- If you feel that you need extra adult support for certain adventures, plan ahead to invite parent helpers to a meeting.

Scouts, Venturers and Rovers

Break into small teams and look through the different weeks of programming. Which activities would you like to do? What order will you do them in?

1 Choose the scenario that you'd like to do each week. When choosing, consider: is it fun, challenging and how would you go about the adventure?

2 Next, plan for the scenario. Does it need to be done in a special location?

Example: If a special location like water proximity is needed, is there a way you can bring water—or something to symbolize water—to your meeting place as an alternative? (A folded blue tarp makes great pretend water.)

3 What supplies will you need each week? Where will you get them?

4 What order will you do the adventures in? Look at a calendar for the upcoming months.

Are any meetings being cancelled or moved due to holidays? Do you already have plans for some weeks (e.g., Halloween or Remembrance Day?).

Are there any adventures that can be done for part of a meeting while you do something else for the rest of the meeting (like camp planning)?

5 Want an added challenge? Make it random! When planning each week, roll a D4 (a four-sided die, you can roll a virtual one online) and choose the corresponding adventure.

Example: For choosing which Force of Nature to unlock for that week, assign an element to a number (for a 1 choose Fire, for 2 choose Earth, etc.)

6 Write out plans for each week. What challenge are you doing? Where will you do it? What supplies will you need? Who is in charge of getting the supplies?

Safety Tips

- Sitting still for a long time can be hard—take some breaks to play some moving games or have a dance break.
- Let everyone share their voice for planning. This may be challenging for some youth, so do not force anyone to speak, but give them the space to do so if they wish.

Meeting Length: 20 mins
Theme: Teamwork



The Dragon has already begun to wreak havoc on all the lands. You must find the Cosmo Crest, so you can use it to lull the Dragon back to sleep before it can cause more damage!

Before you can embark on your Quest, you need to know where your journey will be taking you.

The Challenge: To find the Cosmo Crest and defeat the Dragon, you first need to locate the map to find it, hidden in the Wily Woods.

To reach the map, you'll have to work as a team to face the obstacles—the woods are alive!

Beavers and Cubs

Unlock one of the Forces of Nature to surmount this week's challenge in the Wily Woods!

FIRE (Skill: Agility)



Obstacle Course: How will you move through the forest and avoid the clawing tree branches in a way that is creative, helping you reach the map without a scratch? Use fire to light your way through the darkness!

Note: Flashlights, headlamps, glowsticks and other items can be used to represent fire.

EARTH (Skill: Strategy)



Floor is Lava: Map your route through the Wily Woods and stay low to the ground—but watch out for the goop geysers! These explosive pits can cover you in slime within seconds. Take turns burying them with earth

as you pass through the Wily Woods, covering the geysers to ensure safe passage to retrieve the map.

Safety Tips

- Be careful when moving through your Obstacle Course or playing the Floor is Lava game. Everyone should be wearing shoes and pay attention to what is happening around them.
- When building your dam or bridge, are there any materials that you need help with? Ask an adult for help with any tools like cutting utensils or glue guns.

WIND (Skill: Problem-Solving)

Amazing Bridges: Design a contraption (hot air balloon/sail/parachute,etc) and harness the wind to make your way over the Wily Woods to reach the map.



WATER (Skill: Resourcefulness)

Build a Dam to redirect water and flood the goop geysers. Once the water drains in them and fills their slime pits, you can walk through the Wily Woods to retrieve the map without a problem!



Scouts, Venturers and Rovers

Roll a die to unlock one of the Forces of Nature and surmount this week's challenge in the Wily Woods!

FIRE (Skill: Agility)



Tarp Flip: Streams of lava run through the Wily Woods, but you're prepared with a tarp! Good thing you paid extra for the lava-proof model, eh? As a team, stand on the tarp—but if you leave it too long it will start to melt.

Flip it over frequently to keep it from melting. Using this tarp and shifting positions, make your way through the Wily Woods to retrieve the map, all while keeping your team safe!

WIND (Skill: Problem-Solving)



Team Survival: You thought you could navigate the Wily Woods but hit too many snags. You're stranded and realize you left your supplies at the forest entrance! Unlocking the power of Wind, you manage to harness a whirlwind to drop the pile of supplies in the forest—but you must work quickly to collect them before natural winds blow them away! What items will you pick to help you survive and retrieve the map?

EARTH (Skill: Strategy)



Pitch Camp Race/Bear Bagging: You still haven't found the map, and a storm is brewing. You need to get your camp ready to spend a night in the Wily Woods. Run a pitch camp race to beat the acid rain to your site or practice bear bagging to keep your food dry and away from any

of the woods' critters. You'll be able to retrieve the map once the weather blows over!

WATER (Skill: Resourcefulness)



Marshmallow Challenge: Why pass through the Wily Woods when you can go over them and avoid all the trouble? Build a bridge with what you have in your backpack (spaghetti, tape and marshmallows) to pass over the area!

Safety Tips

- When working on activities, remember to work as a team—everyone should be allowed to share their voice and have their opinions heard.
- When pitching a camp, be aware of your own safety as well as the safety of your gear. This is a race but is not meant to get anyone hurt or damage equipment. Move quickly but safely and with purpose.

*Add a twist to this challenge—
step it up and TAKE IT FURTHER!*

Meeting Length: 20 mins
Theme: Logistics



Oh no! Your team has fallen into a Pixie Portal and it has transported you far off course to the Fairy Fortress, where you've all become captives. Fairies are a crafty folk, and they've offered to release you—if you can outsmart them.

The Challenge: How will you escape the Fairy Fortress or outsmart them to earn your release and get back on track with your Quest?

Put your thinking into play to coordinate your great escape!

Beavers and Cubs

Unlock one of the Forces of Nature to surmount this week's challenge in the Fairy Fortress!

FIRE (Skill: Agility)



Groovin' GPS: Play a game of Dance GPS to distract the fairies, increase your compass skills and navigate your escape from the Fairy Fortress.

WIND (Skill: Problem-Solving)

Paper Plane Challenge: Make your way to the roof and build a plane to escape the Fairy Fortress!



EARTH (Skill: Strategy)



Board Game (Life-Size): Challenge the Supreme Fairy to a match—if your team wins, you'll have earned your release to leave the Fairy Fortress!

WATER (Skill: Resourcefulness)

Learn to Compost: Did you know that compost captures energy? After the Fairy feast finishes, offer to clean up and collect their scraps. Later, you can harness the compost energy to power your escape—melt the bars of your dungeon chamber and flee to freedom!



Safety Tip

Are you using any materials that you are unfamiliar with or might be dangerous? Ask an adult for help if needed.

Scouts, Venturers and Rovers

Roll a die to unlock one of the Forces of Nature and surmount this week's challenge in the Fairy Fortress!

FIRE (Skill: Agility)



Steal the Bacon: There's nothing fairies like more than games. Play a game of Steal the Bacon and compete to snag the Supreme Fairy's flaming scepter. Use the game to create confusion and enact your escape!

Note: The flaming scepter can be represented by glowsticks, flashlights, etc).

WIND (Skill: Problem-Solving)



Build a Hovercraft: Build a (mini) hovercraft and harness the wind to float your way out of the Fairy fortress.

EARTH (Skill: Strategy)



Melon Drop: You've managed to climb to the top of the wall of the Fairy Fortress, but it's a long way down! Construct a contraption to test safe landing methods, using melon or watermelon as your model.

WATER (Skill: Resourcefulness)



Catapults: You've almost made it out of the Fairy Fortress but realize there's an acid rain moat separating you from freedom. Build a catapult to launch yourself (represented by a Lego or other similar miniature figure) to freedom.

Safety Tips

- What can be done to make these activities as safe as possible?
- What are some of the risks that you can see happening? How can those risks be reduced?
- When dropping eggs or setting off catapults, make sure you have a safety zone so that no one is hit by a flying (or dropping) object.

*Add a twist to this challenge—
step it up and TAKE IT FURTHER!*

Meeting Length: 20 mins
Theme: Communication



You've faced obstacles that have taken you off-track from the original route of your map. You need to purchase transportation to get back on route! The Troll Glen is nearby with plenty of horses to spare—but trolls are troublesome traders!

Whether it's coin, skill, gift or more—they won't let you borrow horses and pass through their Glen to continue your Quest for the Cosmo Crest, until you've made a creative trade.

Challenge: Barter with the trolls to gain horses for travel, allowing you to continue your journey. Put the art of negotiation into play while exchanging an item or service with the trolls.

Beavers and Cubs

Unlock one of the Forces of Nature to surmount this week's challenge in the Troll Glen!

FIRE (Skill: Agility)



Lava Lamps: Trolls love to get their groove on. Harness the power of Fire to design captivating lava lamps that you may barter for horses.

WIND (Skill: Problem-Solving)



Cloud in a Jar: The trolls are having a hard time growing crops—the garden gets too much sun, scorching the plants before they have a chance to thrive. Conjure up a cloud to shade the Troll Glen's vegetable patch in exchange for horses to travel on.

EARTH (Skill: Strategy)



Edible Uranium is a precious commodity among trolls. Unlock this valuable Earth asset and trade it with the trolls for horses.

WATER (Skill: Resourcefulness)



Better Bubbles: Predicting the value of an item or the trade market is an unbeatable skill—it would give the trolls an advantage in every barter! Create mystical, fortune-telling bubbles for the trolls in exchange for horses to continue your journey.

Safety Tip

Are you using any materials that you are unfamiliar with or might be dangerous? Ask an adult for help if needed. Be careful of hot materials that may burn someone.

Scouts, Venturers and Rovers

Roll a die to unlock one of the Forces of Nature and surmount this week's challenge in the Troll Glen!

FIRE (Skill: Agility)



Master Chef: The trolls have a sophisticated palate, and you know just the thing to trade! Using fire, make a meal that trolls would enjoy (they love crickets and grubs). Don't forget to taste-test your cooking!

WIND (Skill: Problem-Solving)



The Bears and the Bees: Trolls are conflict-driven folks and have been locked in a battle of wills for years. They will give you horses to continue on your journey if you teach them the steps of conflict resolution.

EARTH (Skill: Strategy)



Field Search: The trolls have agreed to give you the horses you need, but only if you find them first! Put your communication skills to the test and find the horses using a field search.

WATER (Skill: Resourcefulness)



Build a Bridge: Recently, the bridge over the river has broken. Can you make the trolls a new one? Consider a bridge that your team can actually use, like a Da Vinci bridge or a rope bridge.

Safety Tips

- What can be done to make these activities as safe as possible?
- What are some of the risks that you can see happening? How can those risks be reduced?
- Are you using any materials that may be dangerous?
- How can you avoid getting burns or other injuries from your tools? Do you need any special training to use any of the tools or materials?

*Add a twist to this challenge—
step it up and TAKE IT FURTHER!*

Meeting Length: 20 mins
Theme: Creativity



You've followed your map to find the Cosmo Crest and it's brought you to the final destination—the Misty Marshlands. It is here that you meet a stately frog, the Mystical Guardian of the Marshlands.

After congratulating you on your journey so far, the Mystical Guardian explains that the power of the Misty Marshlands can be summoned and harnessed to create your very own Cosmo Crest! It's time to complete your Quest.

Challenge: It's up to you to decide what the Cosmo Crest is and how it can be used to defeat the Dragon. Time to design or build it!

Beavers and Cubs

Unlock one of the Forces of Nature to surmount this week's challenge in the Misty Marshlands!

FIRE (Skill: Agility)



Skits, Cheers and Songs: Use the Cosmo Crest to light a hypnotic fire that can lull the Dragon to sleep! Each small team should teach the other a new song, skit or cheer.

WIND (Skill: Problem-Solving)

That Musical Feeling: Use the Cosmo Crest to make magical music instruments that can soothe the Dragon back to sleep with a melodic lullaby.



EARTH (Skill: Strategy)



Make a hearty meal and use the Cosmo Crest to make the portion as big as the forest. The Dragon will be so full it'll sleep or another century!

WATER (Skill: Resourcefulness)

Magical Potions: With the Cosmo Crest, you've concocted a colour changing potion to gently lull the Dragon back to sleep.



Safety Tips

- Are you using any materials that may be dangerous?
- How can you avoid getting burns or other injuries from your tools?
- Do you need any special training to use any of the tools or materials?

The Quest is in your hands. Create your very own Cosmo Crest!

Scouts, Venturers and Rovers

Roll a die to unlock one of the Forces of Nature and surmount this week's challenge in the Misty Marshlands!

FIRE (Skill: Agility)



How will unlocking Fire as a Force of Nature help you leverage the Cosmo Crest to defeat the Dragon?

WIND (Skill: Problem-Solving)



How will unlocking Wind as a Force of Nature help you leverage the Cosmo Crest to defeat the Dragon?

EARTH (Skill: Strategy)



How will unlocking Earth as a Force of Nature help you leverage the Cosmo Crest to defeat the Dragon?

WATER (Skill: Resourcefulness)



How will unlocking Water as a Force of Nature help you leverage the Cosmo Crest to defeat the Dragon?

Safety Tips

- What can be done to make these activities as safe as possible? What are some of the risks that you can see happening? How can those risks be reduced?
- Are you using any materials that may be dangerous? How can you avoid getting burns or other injuries from your tools? Do you need any special training to use any of the tools or materials?

*Add a twist to this challenge—
step it up and TAKE IT FURTHER!*

Bringing the Challenge to Life

Youth Led

Youth Led looks different for each of the Sections.

For Beavers, give them the option for which activity they would like to do to fulfil the challenge from the list supplied, each week.

For Cubs, ask if they would like to use the activities or if they have another that could work.

For Scouts, offer the suggestions of activities and if they have other suggestions, take those into account as well.

For Venturers and Rovers, offer the suggestions but help them brainstorm other options.

How will I be able to do the usual things that we do in the Fall?

We understand that the fall season is a busy time. The Dragon Trail Quest has been developed with flexibility; you don't have to do four consecutive weeks at one time, however participating and submitting the completed activities each week between **October 3–November 6** will allow your Section to be eligible for the weekly Voyage Victor prizes.

It has been designed as a quick 20-minute activity that can either be extended or enjoyed as a portion of time within a meeting with other activities involved.

Each of the weeks is its own stand-alone story. While the challenge will take place from October 3–November 6, Scouters will be able to submit their completed activities for each week up **until November 30**, to be eligible for winning the grand prize.

How to make the Dragon Trail Quest challenges easier or harder?

You all know your youth the best. These activities are picked so that they are doable by most of your Sections.

If they are too hard or too easy, each activity is linked to the Activity Finder with '**Keep it Simple**' and '**Take it Further**' options, helping you adapt the activity for your Section's needs. You can also visit our 'Taking it Further' guide on pg. 18–19!

If you enjoyed these activities, here is what you can do next!

Take It Further: Beaver & Cub Activities

Obstacle Course

Choose a series of sports or challenges—then, use them to create your own triathlon!

Floor is Lava

Rather than having everyone start with a mat, start with fewer mats than there are people—how will you get across safely?

Amazing Bridges

Don't stop at a miniature bridge—try making one that can hold the weight of a member of your Patrol! What materials could you use to scale your bridge up to support the weight of a person? Invite an engineer in for advice.

Build a Dam

Try building another animal's home. Try a wolf den, bear den or a nest.

GPS Dance

Try different types of dance styles, e.g., Ballet, Hip Hop, Acro.

Build a Board Game

How can you make your game look more professional? See if you can print/laminate materials or even 3D prints your game pieces! If you're not sure where to get started, your local library, university or makerspace might be able to help you out.

Paper Plane Challenge

Create a series of challenges for your planes—have competitions for distance, hang time, best trick and most cargo carried. You can either have everyone make one plane for each contest, or one plane for all of them. Keep track of how everyone does and crown your champ!

Learn to Compost

For an added challenge, perform a scientific experiment! Try different composting methods and see which works best. Which method allows waste to decompose the fastest?

Groovy Lava Lamps

What happens if you use different ingredients, like a different kind of oil or something other than Alka-Seltzer. Try out a few different mixtures and see what changes.

Edible Uranium

Create a more accurate uranium molecule model with exact protons, neutrons, and the exact locations of the electrons.

Cloud in a Jar

Do you know of any other ways to make a cloud in a jar? Research some other techniques and see what you can try! What method makes the best cloud? Which method works the fastest?

Better Bubbles

Experiment with different types of bubble mix—how can you make bubbles that last longer?

Skits, Cheers and Songs

Try running your own campfire for your Patrol / Small Team.

That Musical Feeling

Create a playlist or a list of songs that will get you excited and ready to take on a challenge. Think of songs that make you happy, excited, or get you dancing! Next time you're feeling sad or you're preparing for a challenge like a big assignment, try using your new pump-up playlist to get your brain ready!

Magical Potions

Take it a step further with Elephant Toothpaste.

If you enjoyed these activities, here is what you can do next!

Take It Further: Scout, Venturer & Rover Activities

Tarp Flip

What other team building/ice breaker games do you know? Lead one for the rest of the group!

Marshmallow Challenge

Make this activity more difficult by adding challenges to it! Maybe one team member can't talk, only gesture, or maybe one team member has to participate with their eyes closed.

Team Survival

Add other items—what is missing from the list that you might want to add? For an added challenge, you can assign point values to each item, rather than just an order and see which team can select items worth the most points.

You can also add more factors—change the location of the island or add more details about what resources the island has.

Pitch Camp Race

Add extra challenges to your race, like best set up, most creative addition to the site, or fastest time to take down your site.

Bear Bagging

Find a creative way to teach bear bagging to another Section! Create a comic, make a video, or put on a skit to share your best bear bagging tips!

Steal the Bacon

Take this further by doing a larger team challenge, such as **Capture the Flag!** Can you dodge a whole team of people to get your item to your side?

Melon Drop

Consider going beyond a simple egg—why not try the same activity with something bigger like a melon or watermelon!

Build a Hovercraft

Scale up the model and ride on the hovercraft. Use a sturdy piece of plywood as the body of the hovercraft, a leaf blower as the source of pressured air and something like a shower curtain to create the skirts.

Catapults

What else can you build using your pioneering skills.

Master Chef

Add a secret ingredient! Turn this into an Iron Chef challenge by requiring all teams to use a secret ingredient—it could be something simple, like chocolate, or something more difficult, like durian!

You can also ask teams to make multiple dishes—for the most challenge, have each team make multiple dishes (appetizer, main, dessert) and include the secret ingredient in every course!

Field Search

Practice describing what you see to someone in detail with a paper plate relay.

The Bears and the Bees

In small teams, create your own game to help people learn the five steps of conflict resolution. Then, run your game for the other teams!



MEETING:

Canadian Path Navigator LEVEL:

Wash/Sanitize hands—Clean any equipment being used.

Welcome (5 min)

Welcome everyone to the meeting and wait a couple minutes for everyone.

Opening (10 min)

Wash/Sanitize hands—Clean any equipment being used.

Plan (15 min)

Have a body break! Stand up, do some stretches or dance moves and shake it out before jumping into the activity.

Do (20 min) Split into small teams of between 6–8 youth. Work in these teams for the whole activity.

What's Next?

Wash/Sanitize hands—Clean any equipment being used.

Review and Closing (15 min)

Weekly Update to Parents

Dates to be aware of:

Dragon Trail Quest

FREQUENTLY ASKED QUESTIONS

When does the Dragon Trail Quest start?

The Quest kicks-off on October 3! Use the Beaver/Cub Journey or the Scouts/Venturers/Rover Journey to share the weekly challenge options with the youth and get them excited about this next coast-to-coast Quest.

Details within this Scouter's Guide will help you to plan and facilitate the weekly challenges, ensuring the most magical fun.

The last week of the Quest is October 31, with the last day to submit your completed challenges online by November 30. This Quest can be completed chronologically or in the order youth prefer; it has been designed with agile programming and storytelling.

What if our Group needs to be Scouting virtually this fall, depending on the pandemic?

All activities can be done at home with parents or with your Group. You will have to be a little more creative, but we will reward virtual Scouters as well with awesome prizes.

How do we get the crest? And is there more than one crest?

The crest is a memento of the Quest and a wonderful reminder of the fun and exciting experience from participating. We will announce when the crest will be available at the Scout Shop. The Dragon Trail Quest crest is a single crest and not a composite crest. That said, there is an elusive Drowsy Dragon crest that can be won as well. More details on the Incentive page.

What if we cannot do the activity as described?

Youth can choose from four Forces of Nature that can be unlocked for each week's challenge—that's four activities to choose from as a starting point, however, Sections can change it to suit the needs of your youth and their abilities. We have tried to leave the activities open-ended so that you can easily adapt to them. Each week's challenge offers a lot of flexibility, and you can make them as fun and creative as you like.

How do I run this for my Section?

Videos promoting each week of the Dragon Trail Quest will be released for Scouters on [Trello](#) ahead of the launch date. This will allow Sections to prepare well in advance for the Quest.

Each Monday, from October 3, a video will be released by Scouts Canada on our social media channels and Scouts.ca to publicly promote that week's challenge.

Share the video with your Section to help plan your adventure, and don't forget to have fun! After you have completed your week's activity—we will ask you to fill in a short (and we do mean short) form to confirm participation, earn crests and compete for bragging rights and prizes!

We won't be able to participate one of the weeks, or we don't want to do the activities in order. Will that impact the rest of the Quest?

This Dragon Trail Quest can be completed chronologically or in the order youth prefer; it has been designed with agile programming and storytelling. We encourage chronological participation, as this enhances the shared experience of youth embarking on the same activity each week, together, taking different approaches to overcome the challenge.

Can we do other activities after this is finished?

Yes, you can take it as far as your youth are interested.

I don't have Wi-Fi where I meet, how can I play the videos?

You can download them to a device, you can send them ahead of the meeting, you can ask the youth to tune into YouTube each week at home before they arrive at the meeting, or you can play it as the opening to your virtual meeting. You will be able to find all the tools, videos, and creative assets you'll need once they are posted by August 16, on our Trello board [here](#).

Are there prizes?

Yes, there are going to be weekly prizes awarded to Groups. Check out our Incentives page (pg. 22).

My youth don't want to do the activity set for my Section; can I do a different Section's challenge?

Yes, absolutely.



Dragon Trail Quest

INCENTIVES

Crest for the Dragon Trail Quest

Complete all the Quest challenges and earn this unique crest to add to your campfire blanket!

Leaderboard

Track the Dragon Trail Quest on the Leaderboard each week. Which Force of Nature did your Section pick to do overcome that week's challenge? Which Force of Nature is more popular each week? Follow the adventure on the Leaderboard to find out!

Each Monday, the Dragon Trail Quest Leaderboard will be updated based on the previous week's submissions; charting the Forces of Nature youth chose each week and how they're progressing on their Quest.

We'll also break down the options by Regions, just for fun. Do west coast Scouts pick the same options as east coast Scouts? What about the central Scouts—are they somewhere in the middle? (ha, ha!)

Weekly Voyage Victor—voting and weekly prizes!

At the conclusion of each week, one Section within each category (Beavers, Cubs, Sr. Sections and Virtual) will be randomly selected to showcase that week's activity.

Voting can be done using the link on the Leaderboard to select which one of the four Sections will win the weekly prize and be that week's "Voyage Victor"! Links to vote will also be on Scouts Canada's social media pages.

Voting is only open for two days (Mondays and Tuesdays each week) and the winner will be announced on Wednesdays. For example, Week 1's winner will be announced the Wednesday of Week 2.

We'll have prizes for Scouters and youth and will be shipped to the Scouter contact for the winning Section.

A picture of each Section (from activity submissions) will be added to the Leaderboard on the Monday following the completed week.

Picture of the Week—by Region

Each week, a photo will be randomly selected from the activity submissions to spotlight the fun adventures youth are having as they take on each challenge. No prizes are awarded for Pictures of the Week, only fame.

Grand Prize

Sections will submit their completed activity forms for the Dragon Trail Quest by November 30. Each submission will be added to the Grand Prize draw.

Sections must submit a minimum of 4 online submission forms (4 out of a possible 5 weeks), to be entered into the final draw.

On December 5, a winner from all qualified entries will be randomly selected as the Grand Prize winner. The winning Section/Group will win TBD.

What are the weekly prizes?

Well, besides bragging rights and overall fame and glory for that week, weekly prizes will include great Scout Shop swag, like multi-tools, branded knife lock backs, plush toys, toques, glow in the dark water bottles and more!

Wait! What about the Drowsy Dragon crest?

The goal of the Dragon Trail Quest challenge is to participate, share, learn and have fun! We'll be watching social media and looking out for those Sections who are demonstrating fun and creativity as they take on each challenge. The more innovative and resourceful, the better!

Make sure you use #DragonTrailQuest and tag @ScoutsCanada so we don't miss your posts on social media. There are only 300

Drowsy Dragon crests available, so don't

forget to share your photos for a chance to be the weekly winner!



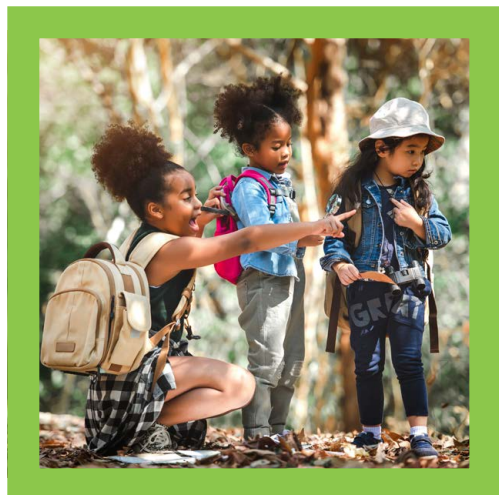
DISCOVER YOUR THING IN SCOUTS!



It's the start of a new year of Scouts. Which means the time to let kids be kids in the great outdoors is here!

Nothing compares to the feeling of inventing roasted campfire donuts, toasting marshmallows, building a rock bridge, or sharing campfire stories under a ceiling of stars.

As of August 15, 2022, Scouting youth can save their spot and renew their membership for the 2023 year; new and lapsed members can join the fun with registration opening to the public on **September 1, 2022**.



Scouts offers youth a world where they can safely play, make friends and develop character and confidence—all while having fun and discovering what's best in themselves. Find helpful tools like messaging, creative videos, photos and more on our **Trello Board** to support your Group's local recruitment efforts.

Fall Fundraising 2022

As you embark on your Dragon Trail Quest, don't forget about these fun fundraising opportunities to support your Scouting adventures!

Scout Coffee



Scouting Groups—Don't forget that Scout Coffee is a great way to fundraise YEAR-ROUND for your amazing adventures.

Good Coffee for a good cause—Scouts Canada and Equator Coffee Roasters have teamed up to offer some really, truly good coffee. We are

providing an online fundraiser with a **delightful selection of gourmet coffee blends** to support Groups in creating great programming that fosters youth well-being and development. Groups can expect a 35% profit on every order. In addition, over 5% of all sales will directly support the **No One Left Behind campaign**—providing opportunities for more youth to start Scouting this year. Find out more **here** and **SIGN UP NOW!**

Scout Popcorn



The Scout Popcorn campaign is just around the corner and we've made some changes to the campaign to provide more flexibility to our Groups, ensuring orders are processed quickly and efficiently. We will be hosting two fundraising townhall sessions to help

Groups with their fundraising efforts this year, so keep an eye out on **our website** for more information.

The campaign will be running from October 3–December 15, 2022. As you may already know, we have been working with our Canadian popcorn supplier, Papa Jack Popcorn, since 2021 to offer to our Groups a nice range of delightful products which are all nut-free, gluten-free and, of course, products of Canada.

When you buy Scout Popcorn, you support your Scouting Sections in funding more great adventures and most importantly, you give kids something fun to look forward to. Plus, part of the profit will be going back to Scouts Canada's No One Left Behind subsidy program, helping youth facing economic barriers experience the benefits of Scouting.

Scout Seeds

Our Scout Seeds campaign will start again mid-January (an earlier start this year) and run until the end of March 2023, with all sales done online through our Scout Seeds Shopify website. Our Canadian supplier **Make It Sow** offers an excellent variety of seed kits, allowing customers to have fun learning more about growing their own garden all the while supporting Local Scout Groups and helping our planet! Groups will receive 40% of the retail price as profit and more than 5% will be allocated to the **No One Left Behind (NOLB)** program.



Chilly Moose Partnership

Scouts for Sustainability X Chilly Moose Contest

Take your environmental impact to the next level! We might not be able to change the world on our own, but we can certainly make a positive difference when we work together.

With the help of our partner, **Chilly Moose**, we want to encourage more Scouting sections

to incorporate the **SDGs (Sustainable Development Goals)** into their weekly programming.

By submitting your activities and projects, your section will be eligible to win one of our Chilly Moose grand prizes. In addition, each section that submits will also be entered into a draw for more prizes! You can find more information on our **Take Action page** and submit your group's activity on there too.



Badge Connections

ACTIVITY	CONNECTED BADGES
Obstacle Course	Cub Winter Fitness, Year-Round Fitness and Summer Fitness, SDG 3—Good Health and Well Being
Floor is Lava	Beaver and Cub YLT—Teamwork
Amazing Bridges	Cub Building, Scout Engineering, SDG 9—Industry, Innovation and Infrastructure, Scoutcraft OAS 4.1, 6.1
Build a Dam	Beaver Earth, SDG 15- Life on Land
Build a Board Game	Cub Hobby, Scout Hobby
Paper Plane Challenge	Scientific Beaver, Cub Air, Scout Air
Learn to Compost	Earth Beaver, Scientific Beaver, Cub Earth, Cub Science
Groovy Lava Lamps	Scientific Beaver, Cub Science
Edible Uranium	Scientific Beaver, Cub Science, Scout Science, SDG 7—Affordable and Clean Energy
Cloud in a Jar	Cub Air, Scout Air
Better Bubbles	Cub Air, Cub Science, SDG 9—Industry, Innovation, and Infrastructure
That Musical Feeling	Musical Beaver, Cub Arts
Magical Potions	Scientific Beaver , Cub Science
Tarp Flip	Scouts, Venturers and Rover YLT—Teamwork
Marshmallow Challenge	Scouts, Venturers and Rover YLT—Teamwork
Team Survival	Venturer and Rover YLT—Problem Solving
Pitch Camp Race	Camping OAS 2.10,3.12,5.12,6.16
Bear Bagging	Scout Earth, Camping 5.15,6.17,7.14, SDG 15—Life on Land
Watermelon Drop	SDG3—Good Health and Well Being
Build a Hovercraft	Cub Air, Cub Building, Scout Air, Scout Engineering, SDG 9—Industry, Innovation, and Infrastructure
Catapults	Cub Science, Scout Science, Scoutcraft 4.1, SDG9—Industry, Innovation, and Infrastructure
MasterChef	Scout Hobby, Camping OAS 4.6,5.7,5.8,6.8,6.9,7.8. Scoutcraft OAS 3.2,4.3,5.2,6.2,7.3,8.2,9.2. SDG 3—Good Health and Well Being
Field Search	Scouts, Venturers and Rovers YLT—Communication
The Bears and the Bees	Scouts YLT—Problem Solving



STEPS TO SAFETY ON YOUR ADVENTURE

STEP 1: Split the group into patrols such that it increases the probability of all youth having the ability to participate, increases efficiency and further reinforces team learning and partnership with a dedicated mentor (assigned Scouter).

STEP 2: Lighthearted warm-up. Perhaps ask someone to share a joke or a fun thing that's happened recently.

STEP 3: Review the activity e.g. hike, canoeing, snowshoe, park clean-up, swimming.

ASK: "What activity have we got planned for today (this morning/evening etc...)"

STEP 4: Discuss the specific risks involved with the activity planned.

ASK: "What risks are involved?"

STEP 5: Discuss specific actions/tasks or roles/responsibilities required for the activity e.g. lead hiker, first-aider, lifeguard, sweeper, emergency lead etc.

ASK: "What are the key tasks involved?", "What steps/actions are we going to take?", "Are there specific roles required?"

What is a Toolbox Talk?

Taking "Five Minutes" at the beginning of an adventure activity provides one of the most effective opportunities for planting a character-building thought in the young Scout's mind and memory.

Section: Any

Safety Requirements: Dependent on location, time of year and local requirements

Participants: Any

Location: Any

Time Scheduled: 5–10 minutes, any time—best before an activity when the youth are concentrating

Topic: Make specific to the location, adventure, time of year or recent incident

STEP 6: Discuss specific skills if appropriate for the activity e.g. cross-country skiing, winter hiking, climbing, etc.

ASK: "Have we got the skills—who does—how are we going to leverage them?"

STEP 7: Review the Emergency Response Plan (ERP).

Location of first aiders / kits, satellite phone, ambulance, emergency numbers.

ASK: "What do we do if something goes wrong (go over the ERP if required)", "Who do we call if there's an emergency?", "What do we do if the other patrol is in trouble."

STEP 8: Ask the youth/Scouters to share previous experiences.

ASK: "Anybody got an experience where they've been hurt or nearly hurt doing an activity like this before?", "What did you learn?"

STEP 9: Close with final remarks and questions.

ASK: "Anyone have questions, or final remarks?"

STEP 10: Conduct the activity.

HAZARD CHECKLIST

Hazard Identification Guideline Checklist:

- To be completed by the Scouter in Charge (ideally in discussion with the other section scouters) applying to go Camping or an Adventure Activity.

Directions:

- Check off each box that is a likely hazard—identify potential outcomes of the hazard (i.e., impacts and consequences)—develop risk mitigation procedures (remove, reduce or accept) and document key the risk management strategies in the ERP—communicate to parents and youth.

NATURAL ENVIRONMENT	TRANSPORTATION
<input type="checkbox"/> Weather Conditions <input type="checkbox"/> Fire Hazards / Ban <input type="checkbox"/> Heat / Cold Exposure <input type="checkbox"/> Dust <input type="checkbox"/> Ground Conditions <input type="checkbox"/> Water (Rivers, Flooding) <input type="checkbox"/> Tornado / High Winds	<input type="checkbox"/> Driving Conditions <input type="checkbox"/> Boats / Canoes / Trailer <input type="checkbox"/> Bus / Coach (Seatbelts?) <input type="checkbox"/> Location specific? <input type="checkbox"/> Bikes (Helmets?)
PHYSICAL	BIOLOGICAL
<input type="checkbox"/> Electricity (Cords, Wiring, Plugs) <input type="checkbox"/> Heights (Ladders, Trees) <input type="checkbox"/> Hot / Cold Surfaces (BBQ, Fires) <input type="checkbox"/> Tripping Hazards (Cords, Tree roots, Ropes) <input type="checkbox"/> Hitting / Banging / Contact Hazards	<input type="checkbox"/> Large Wildlife (Bears, Cougars, etc.) <input type="checkbox"/> Insects / Spiders <input type="checkbox"/> Bird / Mouse Droppings <input type="checkbox"/> Mold / Fungi / Bacteria / Viruses <input type="checkbox"/> Poisonous plants <input type="checkbox"/> Illness/Sickness <input type="checkbox"/> Food preparation <input type="checkbox"/> Pandemic
CHEMICAL	ACTIVITY
<input type="checkbox"/> Gardening Chemicals <input type="checkbox"/> Household Chemicals / Poisons <input type="checkbox"/> Household Medicine <input type="checkbox"/> Propane / Fuel / Oils <input type="checkbox"/> Toxic Fumes	<input type="checkbox"/> Climbing (Vertical) <input type="checkbox"/> Paddling (Water) <input type="checkbox"/> Swimming (Drowning) <input type="checkbox"/> High ropes (Vertical) <input type="checkbox"/> Camping <input type="checkbox"/> Hiking

SAFETY AUDIT

Key Intervention & Observation Reminders:

- Comply, Intervene, Respect.
- Go with purpose and focus.
- ABBI: Above Below Behind Inside
- Head to Toe Check
- Get the 'Blood on the Floor' and use your 'Minds Eye'.
- Look for safe and unsafe behaviours.
- Use all 5 senses: look, feel, smell, hear, taste.
- 'Go See' = 80% observation and 20% intervention
- All accidents & injuries can be prevented.
- As a supervisor/adult **you** are responsible for the safety of your youth/members.
- The lowest level of leadership you demonstrate is the highest level you can expect of your staff.

Be hard on the process—Be soft the people.

PEOPLE RESPONSES (10 SECS)	TOOLS & EQUIPMENT
<input type="checkbox"/> Stop or pause on job <input type="checkbox"/> Correcting PPE <input type="checkbox"/> Change of position <input type="checkbox"/> Rearrange job / tools <input type="checkbox"/> Attach grounds <input type="checkbox"/> Moving safety guards <input type="checkbox"/> In a confined space	<input type="checkbox"/> Right for the job <input type="checkbox"/> Are they using correctly <input type="checkbox"/> Stored correctly <input type="checkbox"/> Clean <input type="checkbox"/> Labelled <input type="checkbox"/> SOP / WHMIS in place <input type="checkbox"/> Safe condition
ERGONOMICS	PPE (HEAD TO TOE CHECK)
<input type="checkbox"/> Lifting / Lowering <input type="checkbox"/> Pushing / Pulling <input type="checkbox"/> Overextension <input type="checkbox"/> Electricity contacts <input type="checkbox"/> Hazardous substances <input type="checkbox"/> Awkward positions <input type="checkbox"/> Height risk <input type="checkbox"/> Temperature exposure	<input type="checkbox"/> Head <input type="checkbox"/> Eyes & Face <input type="checkbox"/> Ears <input type="checkbox"/> Respiratory (Breathing) <input type="checkbox"/> Trunk / Body <input type="checkbox"/> Arms and Hands <input type="checkbox"/> Legs and Feet <input type="checkbox"/> Fall protection
STANDARD OPS PROCEDURES	HOUSEKEEPING
<input type="checkbox"/> Visible / present <input type="checkbox"/> Adequate / up to date <input type="checkbox"/> Known / discussed <input type="checkbox"/> Barriers / Flagging <input type="checkbox"/> Checked by supervisor <input type="checkbox"/> Measured <input type="checkbox"/> Safety & Gemba Walks	<input type="checkbox"/> Clean & Tidy <input type="checkbox"/> Storage adequate <input type="checkbox"/> Doors unblocked <input type="checkbox"/> Visual measures <input type="checkbox"/> Labelling system <input type="checkbox"/> Extinguishers clear <input type="checkbox"/> Exits marked



