ROYAL CANADIAN ARMY CADETS

GOLD STAR

INSTRUCTIONAL GUIDE

SECTION 8

EO C403.02 – CONDUCT AN EVENING ACTIVITY DURING A FIELD TRAINING EXERCISE (FTX)

Total Time: 30 min

PREPARATION

PRE-LESSON INSTRUCTIONS

Resources needed for the delivery of this lesson are listed in the lesson specification located in A-CR-CCP-704/PG-001, *Gold Star Qualification Standard and Plan*, Chapter 4. Specific uses for said resources are identified throughout the instructional guide within the TP for which they are required.

Review the lesson content and become familiar with the material prior to delivering the lesson.

Photocopy Attachment A for every three cadets.

PRE-LESSON ASSIGNMENT

Nil.

APPROACH

A group discussion was chosen for TP 1 as it allows the cadets to interact with their peers and share their knowledge and opinions about selecting evening activities to conduct during an FTX. Sharing in the discussion encourages the cadets to examine their own thoughts and feelings and may prompt them to re-examine their previously held ideas. Participating in a group discussion improves the cadets' listening skills and team development.

An interactive lecture was chosen for TP 2 to orient the cadets to the format of an evening activity.

An in-class activity was chosen for TP 3 as it is an interactive way to provoke thought and stimulate interest among the cadets about conducting an evening activity during an FTX.

INTRODUCTION

REVIEW

Nil.

OBJECTIVES

By the end of this lesson the cadet shall be expected to conduct an evening activity during an FTX.

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IMPORTANCE

It is important for cadets to know how to conduct evening activities. While completing an FTX, opportunities will arise for all cadets to complete activities after training hours. Knowing the stages of an evening activity, as well as what to do within each stage will help ensure that activities being conducted are fun, challenging and safe.

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Teaching point 1 **Discuss considerations for selecting evening activities.**

Time: 5 min Method: Group Discussion

BACKGROUND KNOWLEDGE



The point of the group discussion is to draw the following information from the group using the tips for answering / facilitating discussion and the suggested questions provided.



All activities conducted during cadet training shall consider **safety** first and foremost. If an activity is considered to be unsafe or is becoming unsafe while it is being conducted, it shall be stopped immediately.



Activities that involve tackling, pushing, fighting, combat, verbal obscenities, etc shall not be conducted during any cadet training.

THE GOAL

In order to select an evening activity, the goal must be determined. In other words, why is the evening activity being conducted? Some possible goals are to:

- have fun;
- fill time;
- develop team-building skills;
- increase self-confidence; and
- participate in physical activity.

THE PARTICIPANTS

All participants should be able to participate in the activity. When members of the team do not know each other well, activities that are easy to understand should be selected. As participants begin to develop self-confidence and trust, more complicated activities may be conducted.



It is possible that some cadets will be unwilling to play. These cadets should not be forced to play. The leader(s) should somehow involve these cadets in the activity (eg, timekeeper, scorekeeper and referee). Once the activity is underway, it is possible that these cadets will want to join in.

The age of the participants should also be considered. What may be fun for Green Star cadets may not be fun for Silver Star cadets. It is also important to ensure that the activity selected can be accomplished based on the size of the team. Some activities may require less or more participants than available.

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When activities require the participants to be grouped, consider the options. Different activities will require different groupings so it is important to determine if the participants can be grouped accordingly.

The following are examples of possible groups:

- star level / age,
- gender,
- experience,
- birthday months,
- height, etc.

RESOURCES

Ensure that the resources required to complete the activity are available. Having all resources available increases the chance of the activity being successful. At times, resources can be adapted.

TIME AVAILABLE

Some activities take longer to complete than others—know how much time is available. Select an activity that can be accomplished in the time allotted. Negative feelings and dynamics may develop when an activity has to be stopped or rushed.

SPACE AVAILABLE

Know how much space is available when selecting the activity. Some activities require an abundance of space, while others require a small area. When a selected activity requires more space than is available, it will most likely be unsafe / unsuccessful.

At times, it may not be possible to see the area where the activity will be completed. If the activity selected has specific restrictions, it is good practice to select a backup activity just in case.

WEATHER

The time of year and forecast are important considerations. When inclement weather is expected, make a plan to accommodate the needs of the participants (eg, rain gear, tarps, lanterns, extra clothing).

When activities are being conducted in cold weather, have a warm area available for participants that may become cold before, during or after the activity. Ensure all participants have warm clothing and always consider the possibility of frostbite.

There may be a time when the activity selected cannot be completed in certain weather conditions—always have a backup plan.

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GROUP DISCUSSION



TIPS FOR ANSWERING / FACILITATING DISCUSSION:

- Establish ground rules for discussion, eg, everyone should listen respectfully; don't interrupt; only one person speaks at a time; no one's ideas should be made fun of; you can disagree with ideas but not with the person; try to understand others as much as you hope they understand you; etc.
- Sit the group in a circle, making sure all cadets can be seen by everyone else.
- Ask questions that will provoke thought; in other words avoid questions with yes or no answers.
- Manage time by ensuring the cadets stay on topic.
- Listen and respond in a way that indicates you have heard and understood the cadet. This can be done by paraphrasing their ideas.
- Give the cadets time to respond to your questions.
- Ensure every cadet has an opportunity to participate. One option is to go around the group and have each cadet answer the question with a short answer. Cadets must also have the option to pass if they wish.
- Additional questions should be prepared ahead of time.

SUGGESTED QUESTIONS:

Q1. When selecting an evening activity to conduct during an FTX, what considerations must be made?

Q2. Why are evening activities conducted during an FTX?

Q3. How does selecting an activity for Gold Star cadets differ from selecting an activity with all star levels?

Q4. Why is it important to know how much space is available when selecting an activity?

Q5. If inclement weather is expected, what should you do?



Other questions and answers will develop throughout the group discussion. The group discussion should not be limited to only those suggested.



Reinforce those answers given and comments made during the group discussion, ensuring the teaching point has been covered.

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CONFIRMATION OF TEACHING POINT 1

The cadets' participation in the group discussion will serve as the confirmation of this TP.

Teaching point 2 **Discuss the format of an evening activity.**

Time: 5 min Method: Interactive Lecture

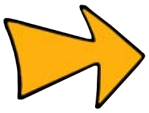


The cadets, as a group, will be responsible to conduct an evening activity during an FTX. Stress the importance of following the prescribed format, especially when leading the activity as a group.



In the planning stage, tasks will be assigned so that the cadets have different responsibilities within the specified format. Each Gold Star cadet must be given a responsibility(s) throughout the activity.

It is good practice to try out the activity before conducting it. By completing the activity, the group can decide what tasks need to be assigned and predict if any aspect of the activity may need to be restructured.



Evening activities are usually followed by a night snack, which may include hot drinks and food. The evening activity can be planned so that the night snack is ready for the cadets immediately following its completion. This is good practice in cold weather conditions.

FORMAT FOR AN EVENING ACTIVITY

Set-Up

Always have the area set up, including placement of resources prior to the arrival of the participants. Ask the following questions before participants arrive:

- Are all of the required resources in place?
- Does everyone involved in conducting the activity have a clear understanding of their responsibilities?
- Is space sufficient?
- Can the weather be relied on? If not, is the back-up plan ready and achievable?

INTRODUCTION

An introduction should include the following:

- getting the group's attention;
- explaining the activity, specifically the rules;
- assigning teams and tasks as necessary;
- setting time limits;

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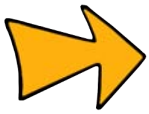
- relaying any safety concerns; and
- motivating all participants.



Being enthusiastic during the introduction will help motivate the participants to complete the activity.

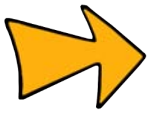
Conduct of the Activity

The following are responsibilities of the leader when conducting the activity:

- informing the participants when it is time to start the activity;
- supervising all participants;
- ensuring the goal(s) is achieved;
- stopping the activity if required; and
- ending the activity within the time limits.



Even the best and most fun activity may get boring if played for too long. Every activity has a high point and once this point has been reached, it is important to know when to move on. It is better to leave the group wanting to complete the activity again, rather than dreading it.



It is good practice to try fun ways of ending an activity, rather than simply yelling "STOP." Some examples of ways to end an activity could include:

- "Find someone who has a birthday in the same month",
- "Run to the north side of the field", and
- "Skip to the muster area".

DEBRIEFING

As soon as the activity has been completed, a debriefing with all participants is required. The debriefing should consist of the following:

- reviewing the goal;
- providing feedback; and
- re-motivating the participants.

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Questions used during the debriefing will vary, depending on the type of activity that was conducted. An effective debriefing will encourage cadets to construct their own interpretation of learning that occurred during the activity.

The following are examples of questions that can be used during a debriefing:

- Were there leaders who emerged within the group?
- Were there any individuals who did not interact well with others during the activity? How can the leader lessen the likelihood?
- Was it difficult to cooperate within the group? Why or why not?
- How many different ways were used to communicate? Which ways were most effective? Were there any barriers to communication during the activity?
- Did the team composition make it more difficult to complete the activity? Why or why not?
- What (if any) factors affected the morale of the group during the activity?

Tear Down

Once the activity has been completed, it is the leader's responsibility to ensure everything gets torn down and cleaned up. It is good practice to complete a quick sweep of areas that were used to ensure garbage has been cleaned up and nothing has been left behind.

CONFIRMATION OF TEACHING POINT 2

QUESTIONS:

Q1. What are the five stages in the format of an evening activity?

Q2. What responsibilities does a leader have when conducting an evening activity?

Q3. What are some questions that can be used during a debriefing?

ANTICIPATED ANSWERS:

A1. The five stages are:

(1) set-up;

(2) introduction;

(3) conduct of the activity;

(4) debriefing; and

(5) tear down.

A2. The following are responsibilities of the leader when conducting the activity:

- informing the participants when it is time to start the activity;
- supervising all participants;
- ensuring the goal(s) is achieved;

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- stopping the activity if required; and
- ending the activity within the time limits.

A3. The following are examples of questions that can be used during a debriefing:

- Were there leaders who emerged within the group?
- Were there any individuals who did not interact well with others during the activity? How can the leader lessen the likelihood?
- Was it difficult to cooperate within the group? Why or why not?
- How many different ways were used to communicate? Which ways were most effective? Were there any barriers to communication during the activity?
- Did the team composition make it more difficult to complete the activity? Why or why not?
- What (if any) factors affected the morale of the group during the activity?

Teaching point 3 **Have the cadets, as one group, prepare an evening activity to be conducted during an FTX.**

Time: 15 min Method: In-Class Activity

ACTIVITY

OBJECTIVE

The objective of this activity is to have the cadets, as one a group, prepare an evening activity to be conducted during an upcoming FTX.

RESOURCES

- Evening Activities located at Attachment A,
- Paper, and
- Pens / pencils.

ACTIVITY LAYOUT

Place chairs / desks in a circle or U-shape so that all cadets can see each other.

ACTIVITY INSTRUCTIONS

1. Explain to the cadets that they have 15 minutes to:
   a. select one activity to conduct with the Green, Red and Silver Star cadets during an upcoming FTX;



Cadets may alter the activity chosen from Attachment A or choose an activity that has not been included. Samples may be used / altered as desired.

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b. identify resources that will be required to conduct the activity; and

c. assign tasks to team members.



Each cadet shall be assigned a responsibility(s) when conducting the evening activity during an FTX.

2. Have the cadets, as a group, prepare an evening activity to be conducted during an FTX.



Walk around and provide assistance when required / requested.

After this lesson has been completed, ensure the corps training officer or officer in charge of the FTX is aware of the resource requirements for the activity selected.

There is no more time allocated to prepare the evening activity.

SAFETY

Nil.

CONFIRMATION OF TEACHING POINT 3

The cadets' participation in the activity will serve as the confirmation of this TP.

END OF LESSON CONFIRMATION

The cadets' participation in preparing an evening activity to be conducted during an FTX will serve as the confirmation of this lesson.

CONCLUSION

HOMEWORK / READING / PRACTICE

Where extra time is required, the work shall be completed as homework.

METHOD OF EVALUATION

Nil.

CLOSING STATEMENT

When asked to conduct an activity, the first step is to plan. Knowing how to select and prepare an activity will help ensure success when conducting it. Throughout corps FTXs, there will be many opportunities to conduct evening activities.

INSTRUCTOR NOTES / REMARKS

Evening activities shall be conducted by the Gold Star cadets (as one group), during an FTX.

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EVENING ACTIVITIES

NATURE SCAVENGER HUNT

Evening Activity

REQUIRED RESOURCES

- Nature Scavenger Hunt worksheet (one per team),
- Pens / pencils (two per team),
- Bag to collect items (one per team),
- Compass (one per team), and
- Flashlight (one per team and for each safety person).

PREPARATION

- Determine boundaries for the activity.
- Create a Nature Scavenger Hunt worksheet that lists the items to find (see sample below).

INSTRUCTIONS

1. Divide the cadets into teams of four.
2. Explain that the objective of the activity is to retrieve as many scavenger hunt items as possible in the allotted time. Items cannot be used twice (eg, a pop can cannot also be used as a piece of litter). Each item shall be ticked off on the worksheet as it is located.
3. Describe the boundaries for the activity.
4. Distribute a Nature Scavenger Hunt worksheet, pens / pencils, a compass and a flashlight to each team.
5. Allow 40 minutes for the cadets to complete the activity.
6. Once time is up, collect all worksheets and tally the number of items collected by each team. The team with the most items is the winner.

SAFETY CONSIDERATIONS

- All cadets must be aware of the boundaries for the activity.
- Have personnel scattered in the area and along the boundaries with flashlights to ensure cadets stay within the set boundaries.
- Provide the cadets and staff with a safety bearing.

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NATURE SCAVENGER HUNT



☐ A shiny rock.	☐ A smooth rock.
☐ Something prickly.	☐ A leaf with worm / insect holes.
☐ A branch in the shape of a Y.	☐ A feather.
☐ A three-leaf clover.	☐ A pop can.
☐ Something interesting.	☐ A plant growing on a non-living thing.
☐ Something that smells nice.	☐ Something soft.
☐ Something red.	☐ A yellow leaf.
☐ A flower.	☐ A pine cone.
☐ A rock with a minimum of three colours.	☐ A berry.
☐ A piece of rope.	☐ Something sticky.
☐ A shell.	☐ A piece of bark.
☐ Something blue.	☐ Something furry.
☐ Something that looks happy.	☐ Something that looks sad.
☐ A piece of litter.	☐ A red leaf.
☐ A penny.	☐ A sticky note.
☐ A pen.	☐ A highlighter.

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FLAGS

Evening Activity

REQUIRED RESOURCES

- Flags (two different colours),
- Rope (approximately 10 m),
- Flashlights (six), and
- A whistle.

PREPARATION

- Select a large area with some obstacles (eg, trees, fences, small hills, large rocks, small bushes). Mark the middle of the area.
- Pick a centrally located area to be the lounge area and clearly mark it with rope (approximately 5 m wide and 5 m long).

INSTRUCTIONS

1. Brief the cadets on the following rules for the activity:
   (a) The objective of the activity is to locate the other team's flag, take it and carry it back to the other side without being tagged.
   (b) Each team has a territory—half of the area.
   (c) When a member of the opposite team enters your team's territory, you can tag them. You cannot tag a member of the opposite team if you are in their territory. Once tagged, the person must go directly to the lounge, where they will remain until saved by a member of their team. Saving can only occur in the lounge area by being tagged by a member of the same team.
   (d) Items can be placed in the lounge that would attract cadets to stay there, if desired by the teams.
   (e) Cadets who tackle / grab will be removed from participating in the activity.
   (f) Flags cannot be hidden or buried.
   (g) Winning can only occur when the flag is brought to the opposing team's side. If tagged when carrying the flag, the flag must be brought back to the appropriate side and repositioned and the participant must go to the lounge area.
   (h) If three blasts of the whistle are heard at any point, all cadets shall meet in the middle of the area.
2. Divide the cadets into two teams and assign sides of the area to each team (eg, Team 1–north side, Team 2–south side).
3. Allow approximately 10 minutes for the teams to go to their areas, position their flag, discuss strategy and set up the lounge area (if desired). The teams may choose to select a captain.
4. Begin the activity. Allow 40 minutes to participate in the activity.
5. If a flag is located and brought to the other side early on, try the activity again.

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SAFETY CONSIDERATIONS

- Have personnel scattered in the area and along the boundaries with flashlights to ensure cadets stay within the set boundaries.
- Ensure tagging is occurring, not tackling / grabbing.

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STRATEGO

Evening Activity

REQUIRED RESOURCES

- Pylons / markers (10),
- Measuring tape,
- Pool noodles (one per five cadets),
- Foam balls (two per five cadets),
- Two different coloured pinnies (one pinnie per cadet), and
- Dual-mantle lanterns (four).

PREPARATION

- Select an open area approximately 20 m long and 10 m wide (size may be altered, depending on cadet corps size).
- Set up the area with pylons / markers as per Figure A-1.
- Position lanterns approximately 5 m behind the boundaries for light and safety.

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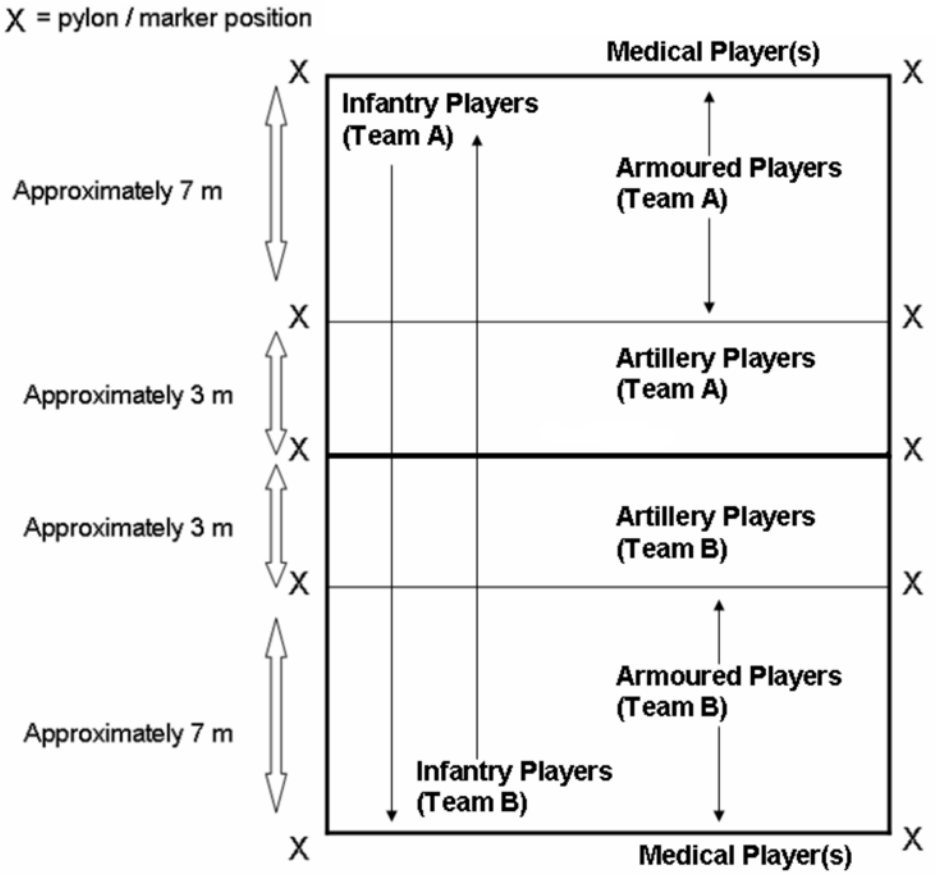

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Figure A-1 Stratego Playing Field

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INSTRUCTIONS

1. Brief the cadets on the following rules for the activity:
   (a) The objective of the game is to tag out all of the members of the opposite team.
   (b) There are four arms of the Canadian Army on each team—infantry, armoured, artillery and medical.
   (c) Infantry players will tag players from the opposite team. Once a player from the opposite team is tagged by an infantry player, they must lie down on the ground and await the arrival of the medic.
   (d) Artillery players will have foam balls. Once a player from the opposite team is hit with a foam ball, they must lie down on the ground and await the arrival of the medic. Foam balls shall never be aimed toward a player's face. If a player throws a ball extremely hard at another member when they are in close proximity (less than 2 m), they will be removed from the activity.
   (e) Armoured players will have pool noodles. Once a player from the opposite team is hit with a pool noodle, they must lie down on the ground and await the arrival of the medic. Pool noodles shall never be aimed higher than the chest of the other player.
   (f) The medical player(s) will manoeuvre around the playing field, saving other players. In order to save a player, the medical player(s) must reach the player and escort them to the back of the field. Both players must be touching (eg, holding hands, medical player's hand on the other player's arm). Once both players have reached the back of the field, the player who was saved may resume the game. Medical players can be tagged when saving another player.
   (g) Each arm has an area of the playing field, as illustrated in Figure A-1. Infantry players can manoeuvre anywhere on the field (throughout both team's sides). Artillery players must remain between the centre line and the pylon positioned behind them, on their own side. Armoured players must remain behind the first pylon, behind the centre line on their own side. The medical player(s) may manoeuvre anywhere on the field (throughout both team's sides).
   (h) Only armoured players can use the pool noodles. When an armoured player is tagged / hit, they must drop the pool noodle. No other player can use the pool noodle. If the armoured player is saved, he / she may use the pool noodle again.
   (i) Foam balls can only be used by artillery players. Other players may pass foam balls to artillery players, but only artillery players can throw them.
   (j) Only infantry players can tag other players.
   (k) Only the medical player(s) can save other players.
2. Divide the cadets into two equal groups. Have each group don their coloured pinney.
3. Each group will assign infantry, armoured, artillery and a medical player(s). Based on 30 players or two teams with 15 players, the following would suffice:
   (a) infantry players–seven,
   (b) artillery players–three,
   (c) armoured players–four, and
   (d) medical player–one.
4. Distribute equipment to the players.
5. Have everyone take their positions on the playing field.
6. Position personnel along the playing field to watch for safety and fair play.
7. Begin the activity.
8. Judge time accordingly. The activity may be played multiple times, within the set time limit.

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SAFETY CONSIDERATIONS

- Ensure tagging is occurring, not tackling / grabbing.
- Foam balls shall never be aimed toward a player's face. If a player throws a ball extremely hard at another member when they are in close proximity (less than 2 m), they will be removed from the activity.
- Players shall never aim for another cadet above the chest when using a pool noodle.
- This activity should occur early in the evening.

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LANTERNS

Evening Activity

REQUIRED RESOURCES

- Topographical map of the area (one per team),
- Compass or Global Positioning System (GPS) receiver (one per team),
- Flashlights (10),
- Index card (one per team),
- Pen / pencil (one per team),
- Glow Sticks (one per each wolf),
- Whistle (one per team), and
- A stopwatch.

PREPARATION

- Select a large area with some obstacles (eg, trees, fences, small hills, large rocks, small bushes).
- Set up a course with multiple points (minimum of 10). Assign a numerical value to each point. A sample point allocation is illustrated in Figure A-2.
- Mark all points on each topographical map, as well as the point value for each.
- Clearly define and mark the start and finish points.
- Position an assistant instructor at each checkpoint, with a flashlight.
- Position wolves (assistant instructors) in the area, each with a Glow Stick visible somewhere on their body (based on 10 points, four wolves would suffice).

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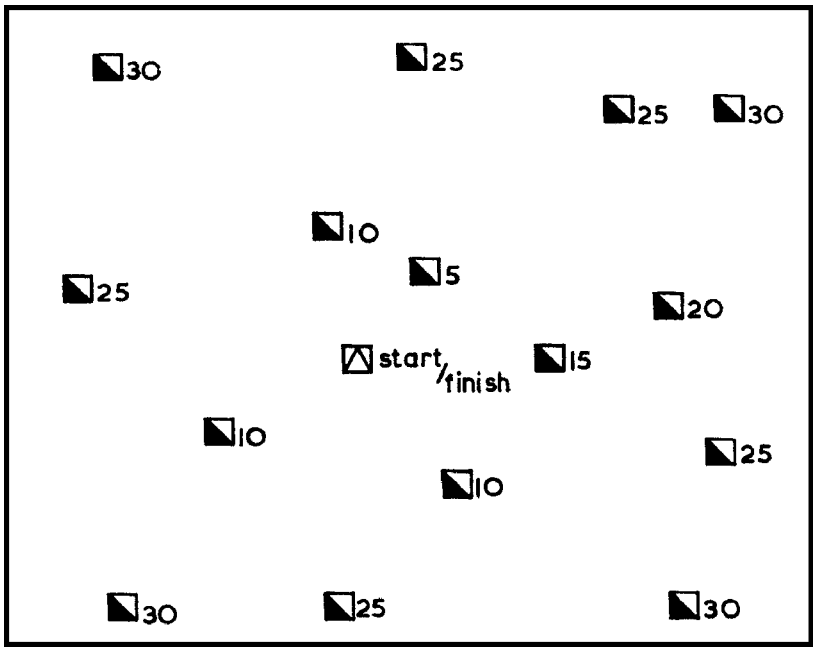

Note. From Orienteering: An Aid to Training (p. 22), by M.J. Summers, 1968, London, England: Hillside Printing & Publishing Co. Copyright 1968 by Captain M. J. Summers.

Figure A-2 Sample Score Layout

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INSTRUCTIONS

1. Divide the cadets into teams of no more than four. Have each team decide on a team name.
2. Brief the cadets on the following rules for the activity:
   (a) Each team will be given a topographical map indicating each possible checkpoint (along with the checkpoint's numerical value), a compass or GPS receiver, an index card and a pen / pencil.
   (b) The objective of the activity is to reach as many checkpoints as possible, in the fastest time. The order in which the checkpoints are reached does not matter.
   (c) There will be wolves in the area. Each wolf has a Glow Stick on them as a way to make them somewhat visible in the dark. Wolves can tag players at anytime, unless the players are within 2 m of a point. When any team member is tagged, the team is penalized 2 points off their final score. Wolves cannot linger around checkpoints, nor can they instantly double tag members of a team. The wolf must initial the team's index card, to indicate that they have been tagged.
   (d) There will be assistant instructors at each point, randomly flashing their flashlight to help teams get to the checkpoint. Once a team has reached the checkpoint, the assistant instructor must initial the team's index card, to indicate that they have been reached the checkpoint.
   (e) Each team will have a whistle. Whistles shall be blown three times in case of emergency.
   (f) There will be 60 minutes allotted to complete the activity.
3. Issue each team the required equipment. Have each team set up their index card as illustrated in Figure A-3.
4. Start the teams at two-minute intervals and record the start times.
5. Allow approximately 60 minutes to complete the activity.
6. Once all teams have crossed the finish line, tally up the scores.

SAFETY CONSIDERATIONS

- All cadets must be aware of the boundaries for the activity.
- Have personnel scattered in the area and along the boundaries with flashlights to ensure cadets stay within the set boundaries.
- Provide the cadets and staff with a safety bearing.
- Whistles shall be blown three times in case of emergency or as an indication for all cadets to meet at the muster area.

CHECKPOINTS	WOLVES

Note. Created by Director Cadets 3, 2009, Ottawa, ON: Department of National Defence.

Figure A-3 Sample Index Card Layout

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NIGHT PUZZLE NAVIGATION

Evening Activity

REQUIRED RESOURCES

- Topographical map of the area (one per team),
- Compass (one per team),
- Individual puzzle pieces (one per team, per checkpoint),
- A predetermined navigation route,
- Whistle (one per team), and
- Flashlights (one per team).

PREPARATION

- Develop a puzzle and position pieces at each checkpoint. Each checkpoint will contain multiple identical pieces, since each team will have to take one piece with them along the route. See Figure A-4 for a sample puzzle.
- Clearly define and mark the start and finish points.
- Mark the route on the topographical maps.

INSTRUCTIONS

1. Divide the cadets into groups of four to six.
2. Issue each group a map, a compass, a whistle and a flashlight. Whistles shall be blown three times in case of emergency.
3. Start the teams at two-minute intervals and record the start times.
4. Have the teams collect one piece of the puzzle from each checkpoint.
5. Once across the finish line, have the teams solve the puzzle.

SAFETY CONSIDERATIONS

- If possible, have personnel positioned at each checkpoint to give each team the puzzle piece, answer questions and to prevent teams from following each other or sharing answers.
- Provide the cadets and staff with a safety bearing.

VARIATION

Instead of a puzzle, there could be riddle pieces located at each checkpoint. See Figure A-5 for a sample riddle (the answer to the riddle is a puzzle piece).

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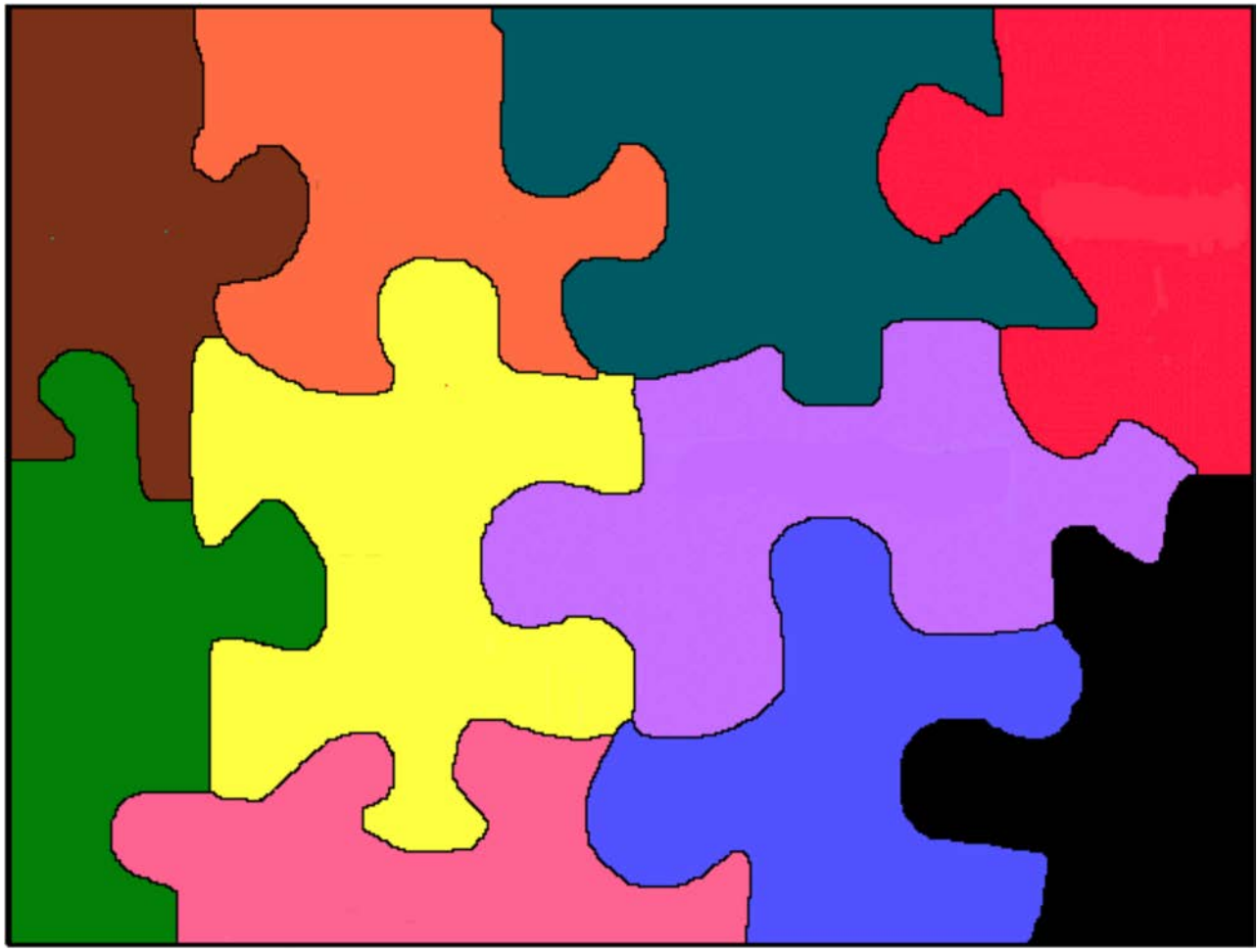
SAMPLE NAVIGATION PUZZLE



Note. Created by Director Cadets 3, 2007, Ottawa, ON: Department of National Defence.

Figure A-4 Sample Puzzle

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SAMPLE NAVIGATION RIDDLE

1. I come in different shapes and sizes.
2. Parts of me are curved
3. others are straight.
4. You can put me anywhere you like
5. but there's only
6. one right place for me.
7. What am I?

Note. Created by D Cdts 3, 2007, Ottawa, ON: Department of National Defence.

Figure A-5 Sample Riddle

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WHOOO?

Evening Activity

REQUIRED RESOURCES

- Pieces of paper (12 per owl),
- Pen / pencil (five), and
- Whistle (one).

PREPARATION

- Select a large, preferably wooded, area with some obstacles (eg, trees, fences, small hills, large rocks, small bushes).
- Determine boundaries for the activity.

INSTRUCTIONS

1. Brief the cadets on the following rules for the activity:
   (a) Cadets will be designated as owls and wolves.
   (b) Owls will hide in the area, trying to blend into the surroundings. Each owl will have 12 pieces of paper, indicating a number or initials specific to that person.
   (c) The wolves will search out the owls. When a wolf finds an owl, the owl will give the wolf a piece of paper.
   (d) The owl has the option to make sounds (eg, animal sounds, clapping) occasionally in order to help the wolves.
   (e) When a wolf makes contact with an owl, the owl will soundlessly hand over a piece a paper.
   (f) When a wolf has collected a predetermined number of pieces of paper or time has elapsed, they will return to the muster area.
2. Appoint the owls. Generally, there should be one owl for every five wolves. Distribute 12 pieces of paper to each and have them place a specific number or their initials on each piece.
3. Determine the number of pieces of paper a participant requires before heading back to the muster area, as well as a time limit for the activity.
4. Allow approximately five minutes for the owls to hide.
5. Begin the activity.

SAFETY CONSIDERATIONS

Have personnel scattered in the area and along the boundaries with flashlights to ensure cadets stay within the set boundaries.

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ISBN 0-8403-5682-X Rohnke, K. (1984). *Silver bullets: A guide to initiative problems, adventure games and trust activities*. (p. 75). Dubuque, IA: Kendall/Hunt Publishing Company.

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