4-H

Camping and Outdoor Adventure Proficiency Program A Member's Guide

OVERVIEW

The 4-H Camping and Outdoor Adventure Proficiency Program helps you learn what you need to know about your 4-H camping and outdoor adventure project. Camping and Outdoor Adventure is an interesting 4-H project. You acquire skills in outdoor living and develop confidence in the ability to live safely and healthfully outdoors. Through this project, you will better understand the environment, the inter-relationships within the ecosystems and appreciate all aspects of nature. You will have fun living cooperatively in a group, and learn how to use leisure time constructively.

There are many resources to help you learn more about your project:

- ♦ The **4-H Publications Catalog** lists a variety of project materials and resources recommended for use in your project.
- ◆ The 4-H Educational Resources Lending Library at your county 4-H office includes other books, videos and reference materials that can be checked out by members and leaders.
- Stores that sell backpacking and camping supplies may offer classes and other educational activities as well as equipment. Many communities have local sports enthusiast groups that can be a great resource to you.

There are five levels in the Project Proficiency Program. You may choose how many levels you wish to complete:

- Level I "Explorer", you begin to learn about many different aspects of your camping and outdoor adventure project.
- ➤ Level II "Producer", you practice and refine the many skills involved in your project.
- Level III "Consumer", you become an experienced producer in your project.
- ➤ Level IV "Leader", allows you to show your own leadership potential.
- ➤ Level V "Researcher", you carry out a demonstration or experiment on some aspect of your camping and outdoor adventure, and prepare a paper or portfolio.

As you work through the proficiency program, your leader will date each skill item as you complete it. When all items in a proficiency level are completed, your leader will sign the Certificate of Achievement and notify your 4-H office.

Camping and Outdoor Adventure Proficiency Level I - Explorer

Date Completed		
1.	Explain these terms: erosion, ecosystem, conservation habitat and biodegradable.	on, vegetation, predator, food chain,
2.	Demonstrate how to find the four basic directions (N and a campus	, S, E, W) using the sun or the moon
3.	List the appropriate foods to take on a day trip.	
4.	Name at least ten basic items you would take on a da	y hike or field trip.
5.	Prepare a basic first aid kit.	
6.	List ten common courtesies or outdoor manners expeactivities.	cted during outdoor adventure
7.	Demonstrate how to build a safe fire.	
8.	Demonstrate safe use of at least three outdoor equipment matches, stove, lantern, etc.	nent items such as a hatchet, knife,
9.	Make a craft item out of things collected from nature	during one of your project outings.
10.	Make a collection of ten different shapes, forms or pa shells, bark rubbings, feathers, etc.). Label the items project group.	
11.	Keep a field notebook of sketches and notes of your of three outings. Include animals, plants, weather and to	
12.	Participate in a lost hiker exercise. Explain what step	os to take when someone is lost.
13.	Describe three different ways to get yourself in shape Demonstrate these to your leader and explain your fit progress for one month.	
14.	Take a short hike and identify at least ten different ite environment. Take along appropriate equipment to h	1 0
Member's Na	nme:	Date:
Project Leade	ar's Signatura	Data

Camping and Outdoor Adventure Proficiency

Level II - Producer

Completed		
1.	Explain how to test water for potability. Describe two methods for making water pot	able.
2.	Draw a simple map that could be used by another person for directions on an outing.	
3.	Demonstrate how to use a compass and a map to find your way from one point to ano	other.
4.	Make at least one piece of practical equipment that can be used on an outing (example solar oven, lean-to, outdoor shower, etc.).	e:
5.	Plan a menu for a three day overnight outing.	
6.	Participate in one field visit to an outdoor equipment manufacturer or provider.	
7.	Try one of the following with adult supervision and permission: Fishing Canoeing Kayaking Mountain Climbing Rafting Mountain Biking Backpacking Skiing Wind Surfing Snorkeling Boating Caving Ropes Course Rock Climbing Snowboarding Other	
8.	Demonstrate how to tie five different knots and tell how each should be used.	
9.	Explain how and when measurements (weight, distance, etc.) are used in outdoor adventure experiences.	
10.	Participate in an overnight outing and plan at least one part of it, such as the clothes y need to bring, a skit/song for the campfire, a meal for the group, etc.	⁄ou
11.	Make a plaster cast of at least two animal tracks and display them at a project meeting	g.
12.	Help someone else by sharing your knowledge or by participating in an activity that he do with preserving the outdoors in a pristine state, or restoration of a wildlife area.	as to
13.	Demonstrate an ecosystem by building a terrarium.	
14.	Identify at least five potential emergency situations that could occur in an outdoor adventure. Describe how to prevent the situation and how to deal with the emergency occurs.	y if it
15.	Keep records in at least two of the following categories: wildlife, plant/foliage, soil, rocks/minerals, fish, birds, etc. Describe what you saw, when seen, what it was like, where found, how many, etc.	
Member's N	Tame: Date:	
Project Lead	ler's Signature: Date:	

Camping and Outdoor Adventure Proficiency Level III - Consumer

Date Completed		
1.	Alone or with your group, plan and complete a project.	community service activity related to your
2.	Invite a guest speaker to one of your meetings a	and introduce them to the group.
3.	Keep a personal reference library of literature t	hat will be helpful in your project.
4.	Take part in a project related demonstration or	judging contest.
5.	Report the history of one aspect (origin, equipmadventure.	nent, material, technique, etc.) of outdoor
6.	Contact a local, state, or national association re project group what this association has to offer individuals.	
7.	Make a chart that compares three commercial f container, taste, satiety, backpack ability, appear preparation, clean-up and environmental consci	arance, time for preparation, ease of
8.	Visit an expert in the field of an area of outdoo a project meeting.	r adventure and report what you learned at
9.	Describe four ways to save money and be econ your project.	omical in obtaining materials for use in
10.	Design an item or piece of equipment that could Come up with a product name and convince yo product.	
11.	Compare and contrast two different outdoor ad budget transportation time weather terrain	1
12.	attitude scenery available water need for maps Create a list of ten or more practical rules for su activities and find a way to share them with oth	urvival related to outdoor adventure
13.	Participate in at least three different outdoor ad project group.	venture activities with your family or
Member's N	ame:	Date:
Project Lead	er's Signature:	Date:

Camping and Outdoor Adventure Proficiency

Level IV - Leader

Date Completed		
1.	Serve as Junior or Teen leader in this project for one year	ar.
2.	Assist younger members in designing and constructing in	needed equipment.
3.	Prepare teaching materials for use at project meetings.	
4.	Develop and put on a demonstration or judging event or event.	train a junior team for an
5.	Speak on a project-based subject before an organization	other than your 4-H group.
6.	Assist younger members in actually learning a specific t	opic in the project.
7.	Develop your own special project related activity. Char the activities, analyze successes and problems, and repo	
8.	Assist a leader/adult in an outdoor adventure activity, or the chores/tasks are evenly distributed among the members.	
<u> </u>	Take a first aid class and assist younger members in mal them how and when to use it.	king a first aid kit. Teach
10.	Alone or with your group, select an outdoor adventure to topic, and share information with others in two of the fo board display, written pamphlet, news article, club/group poster, radio spot.	llowing ways: bulletin
Member's Na	ime:	Date:
Project Leade	er's Signature:	Date:

Camping and Outdoor Adventure Proficiency

Level V - Researcher

Date Completed		
1.	Report on the results of a demonstration comparing measurable differences in some aspect of your project. (experiment)	l
2.	Prepare a paper of 300 words or more on one of the following topics:	
	Evolution of techniques used in an outdoor adventure area	
	History of a specific topic related to your project area	
	Markets and methods of marketing outdoor adventure products	
	Resource utilization and/or conservation	
	Development of equipment used in project area	
	Cultural influences in a specific topic related to your outdoor adventure activity	ity
	Ecology of a specific geographic area, terrain, local, etc.	
	Other	
3.	Prepare a speech or illustrated talk to orally summarize your findings and pre at a club or project meeting or other educational event.	sent
Member's Na	ame: Date:	
Project Leade	er's Signature: Date:	

Certificate of Achievement

This certifies that

has completed the				Proficiency
	in		County.	
Explorer	Producer	Consumer	Leader	Researcher
 Date		 Date		
Leader's Signature nature	Leader's Signature	Leader's Signature	Leader's Signature	Leader's

NOTES

Acknowledgments:

Guidebook Developed by Humboldt County Incentives and Recognition Committee: Paulette Crowell, Elaine Fenton, Tasha Fenton, Janet Foos, 4-H Volunteers; Rose Herrera, 4-H Youth; Teresa McAllister, 4-H Youth Development Advisor.

Support materials received from the following counties: Mendocino, Colusa, Santa Cruz, Stanislaus.

Materials reviewed by: Gary Markegard, Farm Advisor; Deborah Giraud, Farm Advisor, Humboldt County; Susan McBride, Marine Science Advisor, Humboldt/Mendocino Counties; North Region 4-H Youth Development Advisors and Program Representatives.

North Region Review Committee: Yvonne Steinbring, 4-H Youth Advisor, Shasta and Siskiyou Counties; Jeanne George, 4-H Youth Advisor, Glenn, Butte and Tehama Counties; Isela Valdez, 4-H Youth Advisor, Colusa and Sutter/Yuba Counties; Sharon Junge, County Director/4-H Youth Advisor, Placer/Nevada Counties; Valerie Coe, 4-H Youth Advisor, Modoc, Plumas/Sierra and Lassen Counties; Evelyn Conklin-Ginop, 4-H Youth Advisor, Mendocino County.

Local Review Committee: Marion Herrera, Luz "Nellie" Love, Mary Moore, Margaret Sager, Jennifer Stowe, Linda Leonardi, Andrea Molina, Marilyn Renner, Frances Scalvini.

Editing and Layout: Pat Johns, County Director/4-H Youth Development Advisor, North Region 4-H Program Coordinator, Lake County; Kandee Stolesen, Secretary, Lake County.

North Region 6/97

Publication No. NR-PP-003

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