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ADVENTURE JOURNAL

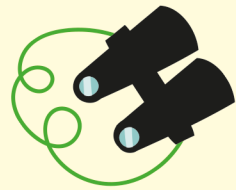


# 50 THINGS TO TRY

WHEN

# CAMPING

Slow down, become one with nature, and connect with your friends and family! Full of super-creative ideas and activities, plus some space to add your own, the pages of this journal will help you get the most out of any camping trip.



\$12.99

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ADVENTURE JOURNAL

50 THINGS TO TRY WHEN

CAMPING

GIBBS SMITH

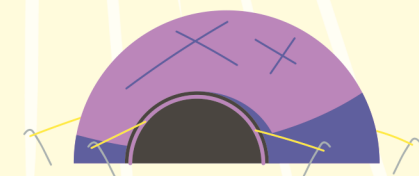
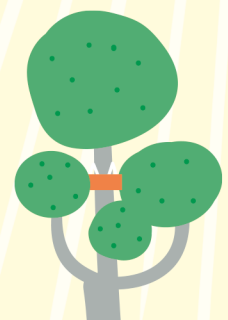
ADVENTURE JOURNAL



# 50 THINGS TO TRY

WHEN

# CAMPING



KIM HANKINSON



BEAR



MOUSE



FROG



CHICKEN

# HOW TO USE THIS BOOK

This book is full of daring-looking-thinking-listening activities everyone can try. Starting on any page, do as many activities as you can fit into a day and in any order you like.

The activities are color coded to help you choose what sort you would like to do. Match the activity key below with the colored circle in the contents list opposite or the colored circle enclosing each page number throughout the book. There are also extra pages for notes and doodles throughout the book.

Have fun and enjoy the great outdoors!

## ACTIVITY KEY

- EXPLORE (pink circle)
- DARE (yellow circle)
- MOVE (orange circle)
- CREATE (blue circle)
- SKILLS (green circle)
- CAREFUL! (red circle)

Always ask an adult when you see a red warning symbol.

## CONTENTS CHECKLIST

- 6 Pack It In!
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DUCK



DOG

## WILD WALK

Can you spot these animal footprints? Go to page 31 for tracking tips!

# Trailblazers

Explore the campsite using a printed map or a cell phone. Take photos of what you see along the route and make a map like the one below.



# DAILY DARE

Be a nightwalker! With your fellow campers, take a walk on your trailblazer route in the dark. You will discover a very different world at night!



## DON'T FORGET

Plan your route in the daytime. Tie your shoelaces well and take a flashlight. Dress up warm—it gets chillier at night! BE QUIET! Animals are often spotted at night and noises may scare them off.

## WARNING

Ask an adult for permission first!

# Campfire Tips

Learn to build a campfire. You will need an adult to help if you want to light it.

## OPEN AREA

Keep away from bushes, trees, and overhanging branches.

KEEP WATCH OF THE FIRE!



## SHIELD FROM WIND

A large boulder can work well.

## FIREWOOD

Start small, adding larger pieces as the fire burns well.

## RING OF STONES

Make a fire ring.



## TINDER

Dry leaves, bark, pine needles, paper, wood shavings.

## KINDLING

Little sticks.

## WARNING

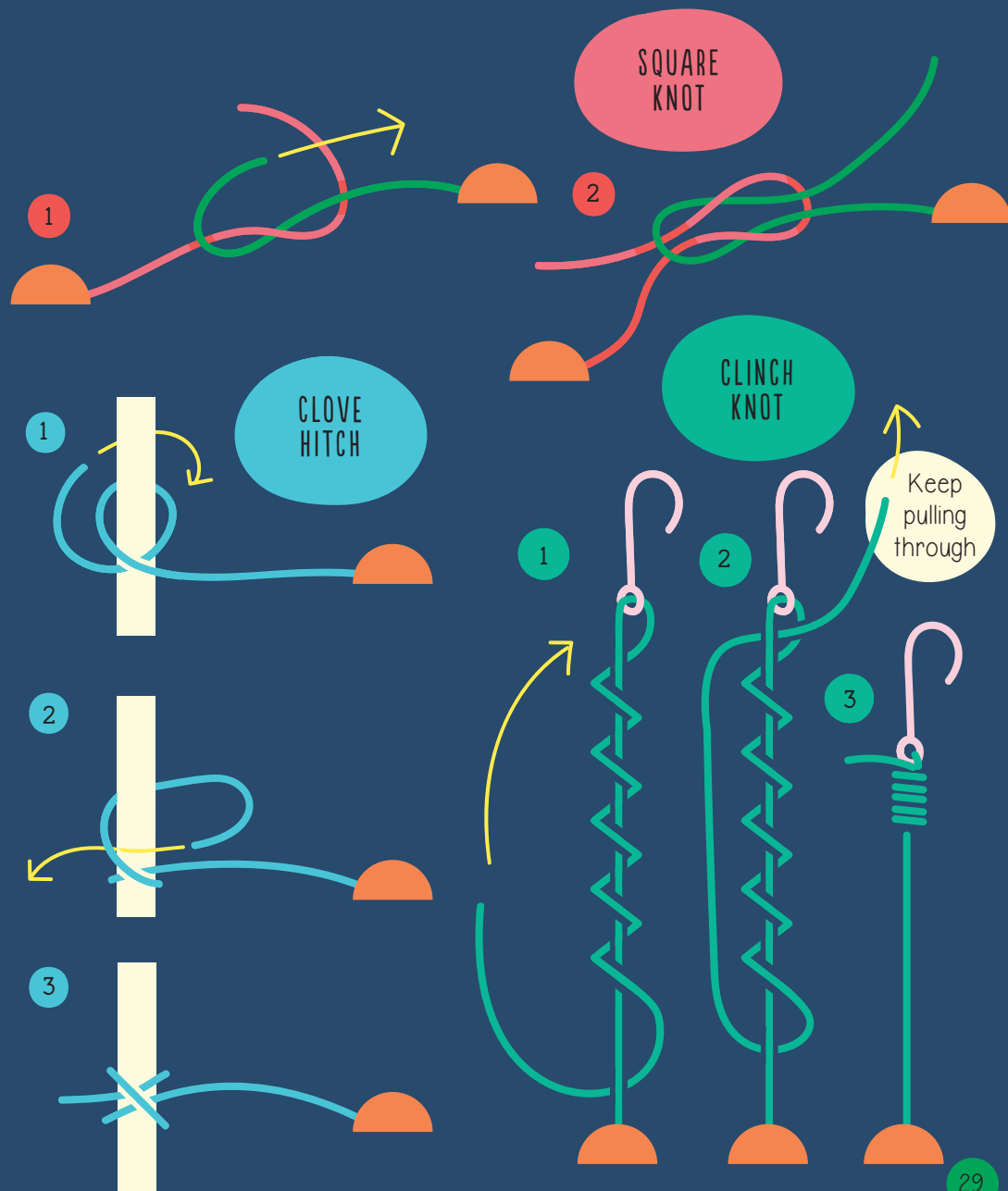
Never light a fire without an adult present. Check if fires are allowed where you are camping.

EXTINGUISH WHEN DONE



# Knot Challenge

Try these handy knots on your guylines.



# Wild Thing

Create a wilderness monster and draw it on the opposite page.

Here are some famous wild monster ideas to inspire you.

## NESSIE

Lives in Loch Ness, Scotland, and is about 1,500 years old. Good at holding her breath for a long time!



## YETI

Lives in the Himalayas. Age unknown but sightings reported since the 1800s! Excellent at rock climbing and building snowmen.



## SASQUATCH

Lives on the west coast of North America. Also known as Bigfoot. Good at playing practical jokes with footprints!



Name .....

Age .....

Skills .....

Lives in .....

# DAILY DARE

Create a campfire song.  
Use these rhyming words to help you!

Tent  
Went  
Bent  
Meant

Wood  
Good  
Should  
Could

Fire  
Tire  
Higher  
Wire

Sun  
Fun  
Won  
Done

Play  
Day  
Hooray  
Stay  
May  
Away

Tree  
Me  
Sea  
See

Camp  
Lamp  
Stamp  
Damp



# Gone Fishin'

Take photographs or draw pictures of these  
wild camping sights.



SOMEONE  
FISHING



HIKING TRAIL



TIRE SWING



HORSE RIDER



HUT OR CABIN

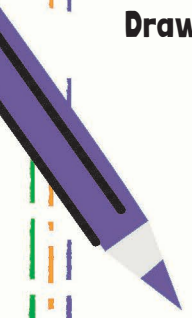


ANIMAL FOOTPRINTS



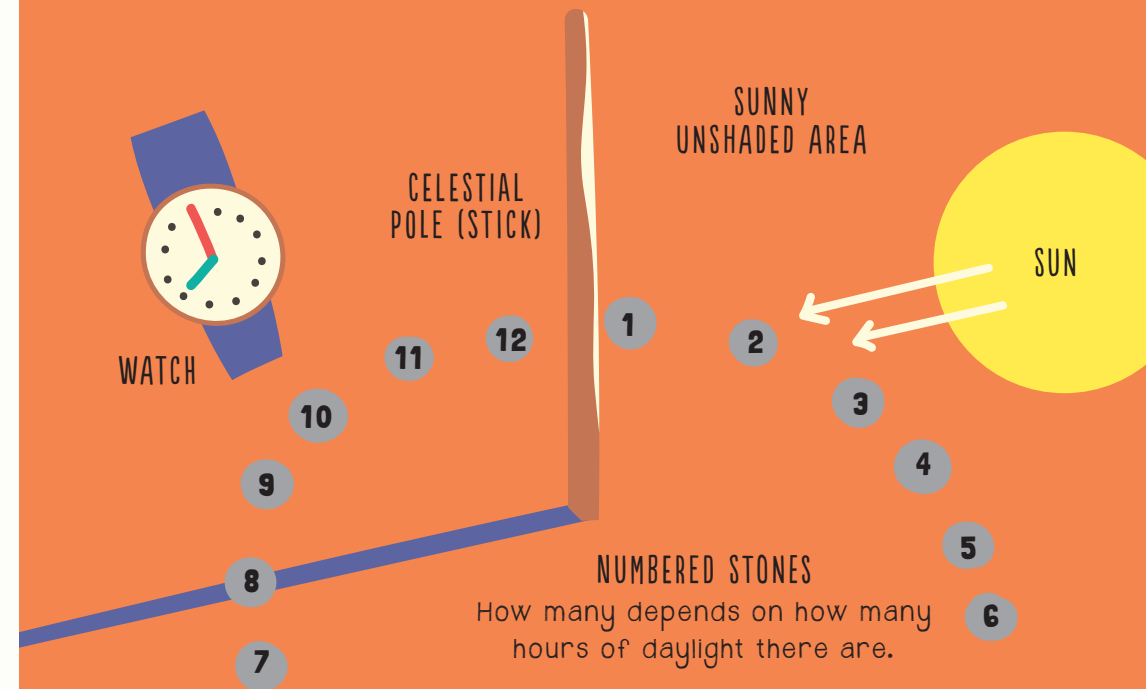
RV (RECREATIONAL VEHICLE)

Draw all of the people in your camping group.



# Good Times

Make your own sundial.



1. Choose a sunny clearing for your sundial and plant a stick (also known as a celestial pole).
2. Use a watch to tell when the time is on the hour. Look at where the stick has cast a shadow. On the shadow and close to the stick, place a stone marking the hour. In this example, it's eight o'clock.
3. On the hour, every hour that the sun is up, repeat the above step. You might need more stones, or fewer stones, depending on how many hours of daylight there are when you are camping.
4. If you start later on in the day, you can complete the clock by adding the missing hours on the following day.

# Creature Features

How many of these animal features can you spot?

Add a check mark for each one you spot and count them up before bed!

SIX LEGS



SCALES



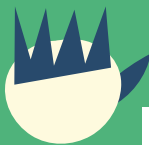
WINGS



TAIL



CLAWS



FIN



ANTENNAE



FEATHERS



FUR



HOOVES



HORNS



# Den

Gone rogue?  
Try improvising a temporary shelter.

Y-SHAPED STICK

Look around for one of these to start your den.



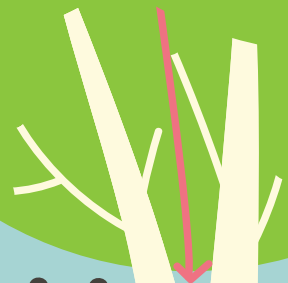
FRAME OR CROSSBAR

Lay between your Ys and make sure it is stable.



Y-SHAPED SUPPORT

Look for a tree with a low big branch or split trunk.



LEAVES

Add last for extra shelter and decoration.



DOOR

You can enter here if you have managed to make a sturdy den!



DRY, FLAT GROUND

ROOF

Lay one end of each branch or stick on the top crossbar and place the other end on the floor at a bit of an angle.



WARNING

Use light sticks to make sure the shelter does not collapse.