



Geocaching Program

Camp Counsellor Instructions

Camper Instructions:

1. Gather campers in a semi circle
2. Allow campers to split into group of 2-5, rearrange as counsellor sees fit
3. Give each group a GPS Unit, List of Known Geocache Coordinates, Baggy of Various Items and a Pencil
4. Briefly explain to all participants how to use GPS Unit (Inputting Coordinates)
5. Instruct campers the limits of their geocache search
6. Send campers on their geocache adventure, with a time limit (At counsellors discretion)
7. After groups return, take 5 minutes for each participants to explain what they took from their adventure

Staying Safe on Your Adventure:

Boundaries: Camp Woods Property

Muster Point: McEwan's Landing

Skill Level: Various

Geocache List: geocaching.com

Using Your GPS Unit:

How to Function XYZ

Instruct Groups on the Following:

1. Does everyone have the correct clothing for the weather conditions?
2. Is everyone confident in using their GPS Unit?
3. Does everyone know the Muster Point if they get lost/disoriented?
4. Does everyone know the boundaries for this activity?
5. What time does your group have to be back here?
6. When you find your geocache, how many items can you take? How many items do you have to put in?

Note: Counsellor must always remain at Muster Point just in case of emergency

Be Safe, Have Fun!

Summary:

The Program: Introductory Geocaching
Section Specific?: N/A (All Section Activity)

Program Time: N/A

Location: McEwan's Landing

Equipment (In Geocaching Box):

1. GPS Units
2. List of Known Geocache Coordinates
3. Items to exchange (Various)
4. Pencil (For writing in the Log Book)

Set Up Instructions:

1. Get all equipment from Geocaching Box
2. Split larger group into smaller groups of 2-5
3. Give each group a GPS, List of Known Geocache Coordinates, Baggy of items for exchange and a pencil
4. Teach all groups how to use the GPS Units (Includes inputting Coordinates)
5. Send everyone on their Geocaching Adventure!

Safety Notes:

- Ensure all participants have appropriate clothing/footwear/equipment for the conditions of the activity (sunscreen, jackets, water etc...)
- Instruct the group on out of bounds, potential hazards
- Allow participants to clearly identify the Muster Point, and what to do in case of emergency
- Always have someone who is clearly identifiable at the Muster Point
- Ensure all groups have some form of a time piece to keep track of designated time for activity
- **FOR YOUNGER PARTICIPANTS** – Have a leader with each group, while adhering to Scouts Canada Bylaws, Policies and Procedures