

# UNDER THE STARS

## LEARNING OUTCOMES

Having completed this badge the members will:

- demonstrate basic knowledge of camping;
- experience the pleasure of attending at least one outdoor camp;
- explain how to safely set a basic outdoor fire;
- participate in camp activities.



## BADGE REQUIREMENTS

1. Demonstrate that you know how to pitch a tent.
2. Explain five important rules about outdoor camping.
3. Know what to take to camp and how to pack a bag.
4. Safely light a working fire.
5. Do the duties allotted to you including assisting with the preparation of food for two meals at camp.
6. Participate in at least one outdoor camp.

It is advisable that members have completed the Bush survivor badge prior to attempting this badge.

ADVENTURERS  
SUNBEAMS



CATEGORY

Life to the  
Max

TIME FRAME

Three weeks +  
one weekend  
camp

AIM

To help the  
Adventurers/  
Sunbeams  
gain some  
basic  
skills and  
experience in  
camping.



THE SALVATION ARMY



YOUTH & CHILDREN'S  
MINISTRIES



# Teaching ideas

## Let's go camping

Most kids love to camp, especially if you start them early enough.

There is a wonderful sense of freedom and independence that comes from living in the outdoors. Camping can instil in the children a sense of adventure that can stay with them all through their adult life. Camps are times when we share our Christian lives, teach Christian truths and experience God's creation.

Leaders with little or no experience of outdoor camping are advised to complete the SAGALA Leader's training course on 'How to run and organise a camp' and/or invite an experienced leader to assist them.

When planning a camp you need to remember 'Caring for Kids' / Safe Salvos / Child Safe requirements – particularly ratio of leaders to members, Activity Approval forms and Risk management.

Badge requirement 6 could be used to assess the other requirements for this badge, e.g. demonstrate how to correctly pitch a tent, know how to pack for camp and how to light a working fire.



1. Demonstrate that you know how to pitch a tent. (Refer to page 36 of the SAGALA Guidelines regarding tent accommodation for Adventurers/Sunbeams.)

Members should know how to work together to put up a large tent, e.g. a family sized tent, and work in smaller groups to pitch smaller tents, e.g. a 3-man tent.

Follow the instructions that accompany each particular tent.

### A fun activity – Camp in the hall

It's quick, easy and fun to organise a camp in your corps' hall. Provide tents that stand without the need to be staked into the ground. Instruct members to bring all their camping requirements, e.g. sleeping bags, pillows etc.

Set the camp up in the hall. Include a 'campfire' (red cellophane placed in the middle of a stack of firewood, with a torch under it shining through the cellophane).

Have all the usual camping type fun e.g. marshmallows (just to eat or add to your Milo), devotions, singing. A 'lake' could be made by marking off an area with a blue tarp. Campers use torches for light. Hang gold stars from the light and place a moon shape on the wall.

# Teaching ideas



## 2. Explain five important rules about outdoor camping.

Write these rules on a board or chart and explain why they are important rules to keep when camping. You may think of other rules to include.

- Be careful not to set up tents too close to a creek or river, or under a tree.
- Take suitable clothing to suit weather conditions.
- Pitch the tents at a distance apart to make sure people don't trip over the guy ropes.
- During wet weather move bedding, bags and other equipment away from the tent walls because they can leak when touched.
- Don't wander off – tell people where you are going and when you have returned.
- Keep fires under control.
- Be helpful to your leaders.
- Leave only your footprints. (This means leave the camp site clean and tidy – better than you found it.)

**Handout 1** could be used to teach or assess this requirement.

### Games

Place the rules in different places around the room.

Create a quiz based on the rules and members run to the right answer, e.g. What is the thing you should leave behind when leaving camp? Do you set up your tent near the river?



TEACHING  
IDEAS



# Teaching ideas



## 3. Know what to take to camp and how to pack a bag.

Every camper should have the following items labelled with his/her name:

- a sleeping bag
- an air mattress or bed roll
- pillow
- extra blanket
- closed shoes e.g. joggers
- water bottle
- suitable clothing for the season and location
- towel
- hat
- insect repellent
- toothpaste and toothbrush
- soap
- sleep wear
- wet weather gear
- torch
- mess kit e.g. knife, fork, spoons, plate, bowl, mug, tea towel

### Mess kit bag

Ask the kids to bring in a tea towel each and use it to make a bag for their mess kit.

One leader/parent could be set up in a corner to machine sew the bag together and make a hem at the top through which a cord/drawstring can be threaded.

Allow time for them to thread the cord and decorate the tea towel bag with their name.

### Games

- Play Kim's game by having a bag packed with all the things you would need to take to camp. As you talk to the group take out each item and say what it is. Re-pack the bag then give the members 3-5 minutes to write down all the things that you have in the bag.
- Alternatively, have a bag and a pile of clothes and other things ready to pack your own bag for camp (include things you don't need). Hold up each item and ask the group if it should be taken or not. Discuss reasons for and against. Pack each item that is needed and close the bag. Ask each member to write down what went in the bag.
- Have a relay – using two teams, two backpacks, two piles of useful equipment for camping, two sleeping bags/mats and two ropes. (They need to tie a sleeping mat or sleeping bag onto the outside of the backpack.)

During a parade before camp, ask members to bring the items they are taking to camp along in a soft bag (i.e. not a hard suitcase). Each member demonstrates how to pack his/her bag. Demonstrate how to fold clothes and pack a bag.

**Handout 2** could be used to reinforce the demonstration.

# Teaching ideas



## 4. safely light a working fire.

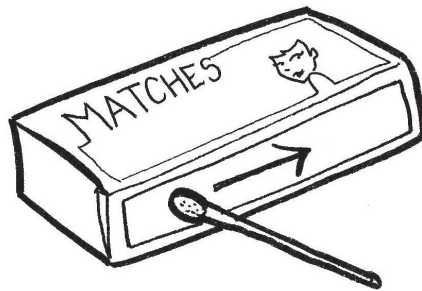
Understand the safety rules for lighting fires.

- You must never light a fire unless an adult allows you and is there to watch.
- Check the local fire risk signs and find out if there are any other restrictions on fire lighting (the local Fire Brigade can tell you).
- Choose a place away from trees, dried bush and grass.
- Clear an area around the fire place.
- Make a trench or a circle of stones or earth.
- Keep the fire small.
- Never leave a fire unattended.
- Put it out if strong winds spring up.
- Use water and/or cover with dirt to put it out.

You could use **Handout 3** on 'Safety around the fire' to discuss these safety rules.

### show the right way to use a match

Strike it away from yourself. Never light matches for fun. Only light a match if an adult allows you to do so and is there to keep watch.



### Prepare a fire

Follow these steps when building a fire:

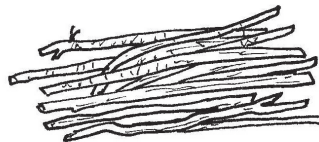
- a. Prepare the fire site. (Make sure it is free of overhanging branches and any dead leaves or grass.)
- b. Gather tinder, kindling and fuel to make the fire.

Tinder is the thin dry material which catches fire easily when lit with a match. A few handfuls of dry leaves, small twigs or paper may be used to get the fire started.

Kindling is small dead branches or sticks about the size of one's finger. They catch fire from the tinder.

Fuel may be larger branches or logs. Soft woods burn quickly but the embers do not last. Hardwoods burn slowly and leave good embers for cooking.

Gather enough wood to keep your fire going for the purpose of the fire – cooking, heating, signal – and keep it stacked in varying sizes well away from the fire.

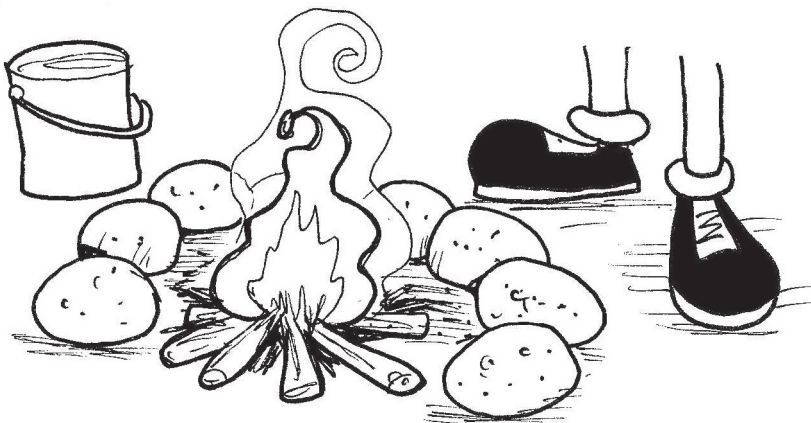


TEACHING  
IDEAS



# Teaching ideas

- c. Keep dirt or water close by to put out the fire. To light your prepared fire, kneel to one side, with your back to the wind. Do not bend over the fire. Be careful that your clothing doesn't come into contact with any flames. Never leave the fire unattended.



## Demonstration

Bring in the items to make a fire, e.g. dry tinder (leaves, small twigs, paper), kindling (small dry branches), fuel (larger branches, logs), matches, dirt, water. Use these items to demonstrate how to build a fire. Pull the prepared fire apart and have your members build a fire.

## Relay

Have several of these items to play a team relay. The items are gathered in piles, one for each team. In turn, each member races to the pile of items to collect the items in the correct order to build a fire.

If no wood or kindling is available, use other things to substitute for the real items, e.g. for tinder use crepe-paper and/or cardboard cut into strips; for kindling use straws; for fuel use rolls from paper towels. Confetti could be used in place of dirt, sand and water to show how to put a fire out.

## Additional ideas for using your fire

### Cooking on an open fire

Now you may like to try some simple cooking ideas on your prepared fire. This could be done at camp or at an extra outdoor activity with your group. Here is one idea but you could use any simple cooking idea that is age appropriate for your members.

### Damper twist

- 1 cup self-raising flour
- A pinch of salt
- 1 teaspoon of sugar
- A big blob of butter (approx 1 tablespoon)
- 1 cup milk (longlife is fine)
- Honey, jam and/or vegemite
- Large clean green sticks (one for each person)



This is enough for about two people, so increase the amount as needed.

- Wash your hands.
- Rub the butter into the flour till it's all crumbly.



# Teaching ideas

- Mix all ingredients together and knead into dough.
- Roll out into long 'snakes', one for each person.
- Twist around the end of your stick – don't make it too thick or the inside won't cook.
- Hold out the stick so that the damper is in the fire (like toasting a marshmallow).
- When it's done, pull the damper off the stick and fill the hole left by the stick with butter, jam, honey, vegemite or whatever you like.
- Eat hot!

## Toasted marshmallows

Place marshmallows on a long clean green stick and safely hold over an open fire.



5. Do the duties allotted to you including assisting with the preparation of food for two meals at camp.

Duties could include:

- setting up camp
- collecting wood
- meal preparation
- clearing up and washing up
- sweeping out the tents
- keeping the tent tidy
- packing up
- packing tents away
- leaving the site as you found it
- clearing away the campfire

Members need to assist in the preparation of food for two meals e.g. buttering bread, making toast, preparing vegetables, helping with the cooking.



TEACHING  
IDEAS



# Teaching ideas



## 6. Participate in at least one outdoor camp.

Plan and organise a camp using the skills you have learnt from the previous badge requirements.

### Wet weather camping

- Don't place your things (e.g. air mattress, sleeping bag, clothes, bags) against the wall of the tent.
- Don't sleep against the wall of the tent.
- If something (or someone) touches the inside of the tent, water will leak through. *This may not be applicable to newer tents with a 'fly'.*

### Simple camp activities

#### Bush or 'peg-less' clothes line

- Place a rope around a tree or pole leaving two equal lengths. Holding these two ends, twist the two lengths together tightly. Tie the ends to another pole or tree. Place clothes between the ropes along the line.
- Throw clothes over a branch, fence or bush.

#### Bush pegs

Collect fallen sticks and snap into 10-15 cm pieces. Using a knife (adults only) split one end to make a simple peg.

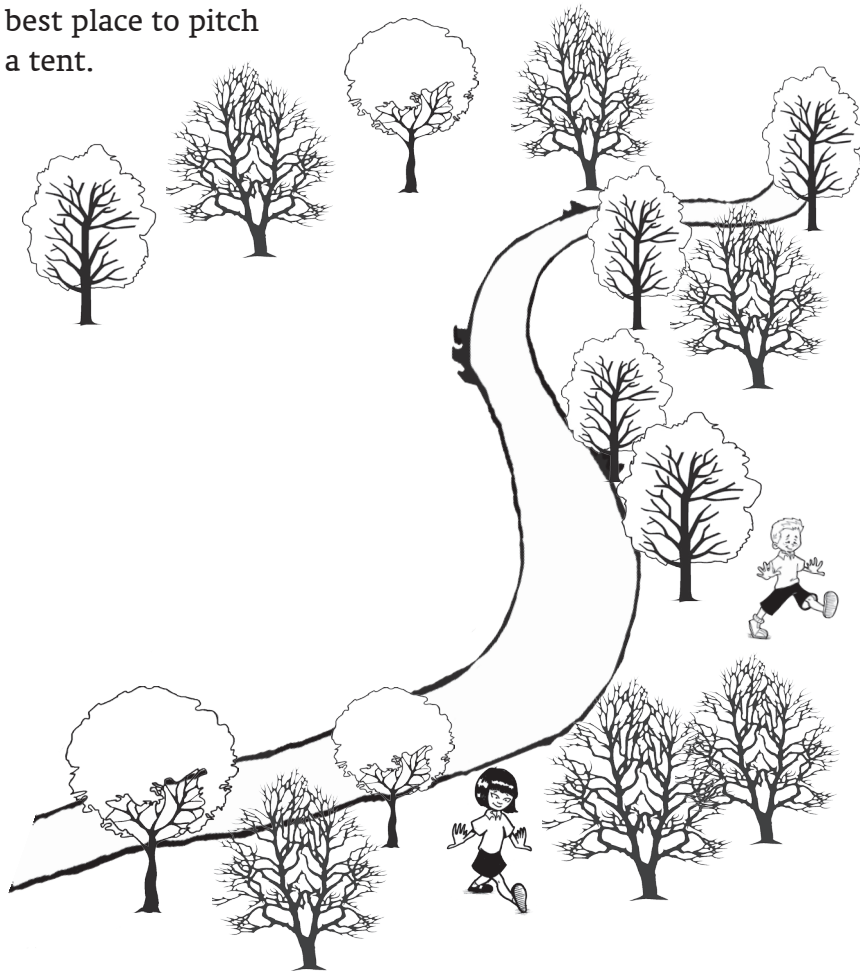


# Handout 1

## Adventurers/sunbeams

Complete each puzzle/activity to find five good rules for camping.

Draw a tent in the best place to pitch a tent.



Draw and colour the ONLY thing you should leave at a camp site.

These members are breaking a rule. What is the rule?

Don't w \_ \_ nd \_ \_ r \_ \_ ff.

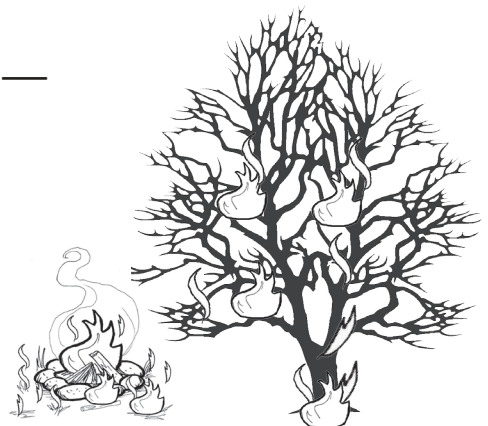
Unscramble the letters to find three items of clothing you should always take to camp.

u s n - h t a \_ \_ \_ \_ \_

g g o j r s e \_ \_ \_ \_ \_

j m u p r e \_ \_ \_ \_ \_

What is the rule about fires?



K \_ \_ p f \_ \_ r \_ \_ s \_ \_ nd \_ \_ r c \_ \_ n t r \_ \_ l.

# Handout 2

## Adventurers/sunbeams

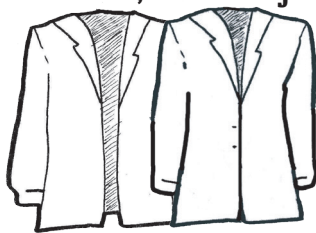
**Demonstrate that you can neatly pack a bag for a short holiday/camp.**

Going to camp is great fun. But you do have to be able to keep your own possessions neat and tidy.

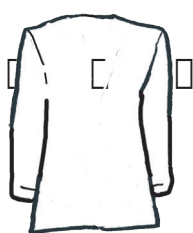
Practice folding clothes like this and placing them in a bag until you can do it well.

### HOW TO FOLD

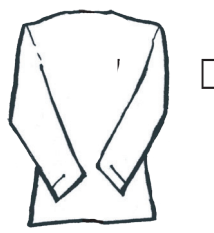
#### DRESSES, SHIRTS & JACKETS



Do the jacket up



Lay it front down



Fold the sleeves towards the centre

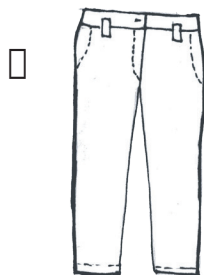


Fold each side towards the centre from the collar

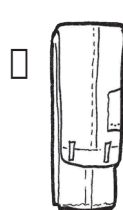
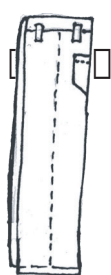


Fold in thirds or half

#### HOW TO FOLD JEANS, SHORTS, SKIRTS



Fold jeans in half lengthways



Fold in half



Fold in half again

#### FOLD SOCKS LIKE THIS



Place 2 socks together. Fold the top of one sock so it covers both socks together.

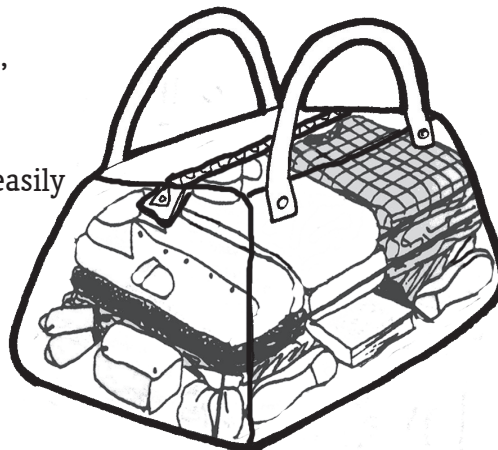
If your bag went through the X-ray machine at the airport would it look like this?

Things that are easily creased go on top e.g. shirts, trousers, dresses.

Place jeans, jumpers and things that do not crush easily in the middle.

Use underwear and socks to fill in the gaps.

Place big and heavy things at the bottom such as shoes, books and toiletry bag.



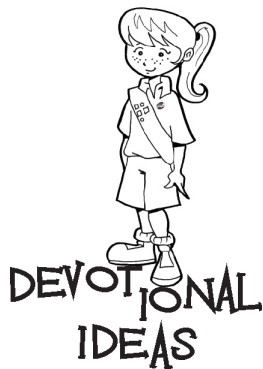
# Handout 3

## Adventurers/sunbeams

Look at this picture. What is right and what is wrong with the fire safety?  
Use a coloured pen or pencil to tick (✓) what is right, and a different  
coloured pen or pencil to cross (X) what is wrong.



Answers:  
Wrong: Fire is unattended; fire is built too close to trees;  
fire is too big; there is a total fire ban.  
Right: There is a circle of stones around the fire; water and dirt are ready  
to put the fire out; area around fire is cleared.



# Devotional ideas



1. **Title:** Under the stars  
**Bible:** Psalm 119:105  
**Thought:** God's word shows us the way to live our lives  
**Supplies:** Tables, chairs and sheets to set up a maze, torch, Bible

Set up a maze with chairs and tables covered with sheets. Make sure that the maze has different paths to follow. Allow your group to look at the maze and set a torch on its end so it shines on the ceiling.

- Gather everyone at the start of the maze.
- Tell them that you want each of them to crawl through this maze.
- Turn off the lights and let them begin. (If your group is large it will be best to let them start at different times.)
- When they have all completed the maze turn the lights back on and have them sit near you.

Ask the following questions:

- How did it feel to be in the maze?
- How would you have felt if there had been no light at all to follow?
- Did you depend on someone else to guide you or did you try to find your own way?
- Sometimes we need guidance to know how to live, to behave.
- Some people say it's OK to do whatever you want to and others say we need to keep God's rules. Who is wiser?
- Where do we go to get guidance then?

God uses *other people* who are trying to help us. And we can listen to their advice. God also uses the *Bible*.

There's a very special verse about what the Bible is like in Psalm 119:105. It says, '*Your word is a lamp to guide me and a light for my path.*' (GNB)

Reading the Bible helps us to know how God wants us to live. (Now could be a good time to offer a Bible reading plan to your group members if they do not have one.)

Close with a prayer thanking God for showing us how to live.

# Devotional ideas



2. Title: Don't get lost  
Bible: Leviticus 26: 12  
Thought: We need never feel alone  
Supplies: Hiking boots, stick and map

## Preparation

Ask someone to dress up as a hiker and come in looking lost.

He/she is to role play the following ideas:

- Enter reading a map,
- Be upset about being lost for hours and not finding the way,
- Mutter about having good walking boots, a stick to lean on and a good map and still can't find the way,
- See the devotion's leader and ask for assistance in looking at the map; finally find the way on the map,
- Declare to the group what a difference it makes to have someone else to advise and help when you are not sure of the way.

## Role play

Sit the group down to do devotions and the 'hiker' comes in looking at the map. The hiker and the devotion's leader act out the role play leading into the devotional segment.

## Devotional segment

Ask the group do they think it is better to have a friend walking with you than going it alone? God knows that we do need to have someone with us, so again and again He has promised to be with us. Listen to this promise that is in Leviticus 26: 12

*'I will walk with you; I will be your God, and you will be my people.'*

God always keeps His promises so we can be sure that He will stay with us. Even though we may wander from Him He welcomes us back and guides us in the ways that are best for us.

Always remember that when you feel a bit lost and alone that God is only a prayer away and will hear you and be there to help you



DEVOTIONAL  
IDEAS





# Devotional ideas



3. Title: Pointing the way  
Bible: John 1:19-42 (choose excerpts about John the Baptist and Andrew pointing others to Jesus)  
Thought: What direction do I point others?  
Supplies: Pictures of the Southern Cross and the pointers

Show your group the picture of the Southern Cross and ask them to identify it.

Ask them to tell you where it can be seen. (In the sky, on our flag, on other flags.)

Who knows why it is on our flag?

When sailors from Europe began to explore the great oceans of the world they used the Great North Star to guide them. It always pointed to the north. But once they began to come south of the equator they found that they couldn't see the Great North Star. So something else had to be found that would help them navigate safely.

The Southern Cross constellation could be seen in the southern skies all year round and it always pointed the sailors to the south. Sometimes the cross was hard to make out because there was another group of stars (known as The False Cross) that looked a bit like the Southern Cross. This 'false cross' would lead the sailors in the wrong direction.

It was soon discovered that there were two other very bright stars near the cross (alpha Centauri and beta Centauri) and they became known as The Pointers. People trying to work out their direction of a night time knew that they had to find the 'pointers' to ensure that they were looking at the real Southern Cross.

Read excerpts from John 1:19-42 outlining the roles of both John the Baptist and the disciple Andrew in pointing others to follow Jesus.

Today there are still people who show us the way to Jesus. They are just like the 'pointers'. They keep reminding us about Jesus and the cross on which He died for us.

Let's ask God to help us to be like John the Baptist and Andrew pointing others to Jesus.

This is an opportunity to talk to your group about the '2 in 6' badge which encourages members to bring their friends to SAGALA and ultimately to find Jesus.