

# Section 3

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# Camp Fire National Projects



Camp Fire National Projects are designed to be completed by youth in any Camp Fire program level. The recognition items for most national projects include an emblem and a national project bead (purple bead—earned for each step completed in the project). These projects can be completed as an individual or as a club.



**National Art Experience:** The Camp Fire National Art Experience has a six-year cycle of art mediums: painting, fibers, printmaking, photography, clay, and open medium. The National Art Experience is conducted locally by councils, and each council can determine how to conduct its final show or competition. This project is held annually in the fall.



**Sales and Sense:** The purpose of this project is to teach youth participants to be effective salespersons who follow safe sales practices. The first four requirements are met by spending at least one meeting on sales techniques, safety, and money management. Often this project is completed along with a council or group fundraising event. The recognition item is an emblem.



**Salute to Veterans:** The purpose of this project is to help children learn about veterans, develop a sense of caring for others and give service to others. This project is done around Valentine's Day as part of the Department of Veterans Affairs National Salute to Veterans Week. The recognition item is an emblem.

**Celebrate Camp Fire:** Celebrate Camp Fire's birthday each year by giving service and contributing to the future growth of Camp Fire. Participants complete activity requirements during the month of March. One activity should be completed during birthday week. The emblem is different each year.



**Project Contact:** The purpose of this project is friendship by correspondence. Youth are paired with a pen pal and get to know each other through written correspondence. Or Clubs could share letters with a Camp Fire Club in another state. The recognition item for this project is a disk.








**Project Handclasp:** The purpose of this project is to learn about problems of people in other countries and find out what can be done to help. Often, following disasters in other parts of the world, there are appropriate ways that Camp Fire youth could provide assistance. The recognition item for this project is a disk.



**Save the Bluebirds:** The purpose of this project is to provide long-term service to protect the bluebird population in North America. This information is available in the Camp Fire *Outdoor Book* and on the Camp Fire Orca website. The recognition item is an emblem. A special feature of this project is that it can be adapted to any endangered species. If there are no bluebirds in your area, but another animal is endangered, adapt the project outline. Whether the project deals with bluebirds, whales or eagles, participants can still enjoy, learn and be challenged by this conservation project.

**Swimming Progression:** The purpose of Swimming Progression is to provide a comprehensive approach to swimming skills.

Merchandise Number	Polliwog # B30400	Frog # B30500	Fish # B30600	Flying Fish # B30700	Dolphin # B30800
Swim Emblem					
Red Cross Swim Level Completed	Level 2	Level 3	Level 4	Level 5	Level 6
YMCA Swim Level Completed	Guppy	Minnow	Fish	Flying Fish	Shark

# Outdoor Progression



It is suggested that Outdoor Progression begins in Adventure or 3<sup>rd</sup> grade.

## Emblem

General program descriptions. See website for full requirements.

### Fire Tender



- ★ Learn about hiking
- ★ Take three different kinds of outdoor observation hikes or walks
- ★ Learn how to measure distance by paces
- ★ Learn a joining knot and its use
- ★ Learn and demonstrate use, care, safety and selection of a pocketknife
- ★ Learn about eh kinds of fuel for outdoor cooking
- ★ Learn facts of fire building and fire safety

### High Adventure



- ★ Learn the Conservation Pledge
- ★ Learn how to whip the ends of a rope and demonstrate
- ★ Learn the parts of a compass
- ★ Use your pocketknife in two different ways as a tool to aid in camping
- ★ Learn to build a fire for cooking in a contained fireplace, or learn to construct and use a buddy burner or hobo stove
- ★ Make lists of equipment needed for an overnight
- ★ Using all knowledge gained so far, plan and carry out an overnight camping trip

### Trail Maker



- ★ With several others, take the responsibility for improving camping land or public property by cleaning paths, checking erosion, reforesting, cleaning up litter, etc
- ★ Using a compass, make a simple map of an outdoor area
- ★ Make a tarp or temporary shelter demonstrating knowledge of how to use the terrain to protect you from the weather
- ★ Learn and demonstrate the use of a saw for preparing firewood
- ★ Cook and eat a meal using no utensils, or cook part of a meal using solar heat as your heat source
- ★ Pack camping gear so it can be carried either in containers for car camping or in a backpack
- ★ Plan and carry out a one-night or two-night camping trip

### Gypsy



- ★ Visit a nature trail, an interpretive center or other outdoor education area
- ★ Do an ecological study of an area
- ★ Follow a map by using a compass
- ★ Learn to use a two-person saw, a hatchet or an axe
- ★ Learn to care for and cook on a liquid fuel or LP gas stove
- ★ Learn and demonstrate how to pitch a tent
- ★ Plan and carry out a two-night camping trip, cooking a minimum of five meals
- ★ Evaluate what you have gained in completing these requirements and how your feelings toward the outdoor world have changed or intensified

### Voyager



- ★ Select an outdoor specialization skill for trip camping such as canoeing, backpacking, cross-country skiing, etc
- ★ Write in your own words the safety concerns related to the skill
- ★ Buy, rent or borrow the proper equipment and demonstrate a proficiency in the handling, use and repair of the equipment
- ★ Demonstrate to a person who has mastered the skill the proper way to pack for a trip in your area of specialization
- ★ Learn and demonstrate ability to forecast weather conditions and read maps related to area of specialization
- ★ Help plan and carry out a self-contained specialty trip

# Camp Fire Orca Projects

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**Presidential Service Award:** Participants may track service hours in various categories through this national program. Camp Fire Orca acts as a certifying partner to verify hours served. A certificate signed by the current President of the United States is awarded with an optional pin.  
<http://www.presidentialserviceawards.gov/>

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**Camp Fire Orca Service Award** “Love is the joy of service so deep that self is forgotten” “Give Service” is the motto of Camp Fire. Our societies need for trained dedicated and experienced volunteers is greater now than ever. By approaching service with the right spirit, Camp Fire youth participants can develop positive attitudes and respect for others. Service becomes cooperative with a “do with” rather than “do for” approach. Service hours are earned by performing service in each of the following categories: Council, Community and Family. The purpose of these guidelines is to provide a unified system through which a member or club can give well rounded service to their communities, families and Camp Fire Orca.

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Mom



Dad

**Marvelous Mom and Do Dad emblem:** Youth activities for participants of Camp Fire follow the motto “Give Service.” Parents of youth participants can set good examples by giving time and talents in support of their child’s commitment to being a member of Camp Fire.

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**Parades:** For participation in any Camp Fire sponsored parade event. First time parade participants earn the circle “Parades” emblem. A red “point” is earned for every parade experience thereafter.

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**Summer Camp:** For participation at Camp Fire Orca summer camps. First time campers earn the circle camp emblem. A “point” is earned for every camp experience thereafter, yellow for resident camp and green for day camp.

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**Camporee:** For participation at Camp Fire Orca’s annual weekend long Camporee. Not earned through Saturday only participation. First time campers earn the circle Camporee emblem. A navy “point” is earned for every Camporee experience thereafter.

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# Club Levels

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**Little Stars:** The first level of Camp Fire. Little Stars is designed for children 3 - 5 years old. Participants learn to get along in a group, have fun, form friendships, and develop a sense of belonging through creative and constructive play, field trips, parties, crafts, service projects, games, and more.

**Starflight:** For youth in kindergarten through 2nd grade. Starflight encourages ingenuity, creativity, and initiative. Participants have fun, find out how to make things, learn about nature and living outdoors, and make friends as they grow in ability and sensitivity to others. Starflight wears red vests.

**Adventure:** For youth in 3rd through 5th grade. Adventure participants learn to do new kinds of things, which include guided planning, setting of objectives, and self-evaluation. Adventure participants develop skills in creative arts, sports, citizenship, and outdoor living. Adventure wears blue vests.

**Discovery:** For youth in 6th through 8th grade. Discovery participants and Advisors share leadership responsibility. Participants make club plans, take action, and analyze and evaluate their efforts. They learn problem solving and decision-making with current social and personal issues. Discovery wears khaki gown or tunic.

**Horizon:** For youth in 9th through 12th grade. Horizon participants are encouraged to explore opportunities for life after high school – lifestyles, career directions, and hobbies. Horizon participants use personal skills through community involvement and sharing expertise. Horizon wears khaki gown or tunic.

# Curriculum & Program Opportunities

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**Trail Curriculum** – Club Level Trail Curriculum is the National Camp Fire Curriculum. There are curriculum books from Pre-K through 8th grade that follow 5 Trails, or areas of interest. Record Books are available for each level. Youth receive an emblem once they complete a Project (3 or 4 meeting plans depending on level).

**Activity Bead Book** – When youth reach Adventure (3rd grade), they may begin earning beads. Beads are earned through the completion of activities found in the Activity Bead Book. Activities in the Bead Book are categorized by the 5 Trails that correspond to the Club Level Trail Curriculum. Bead Books are utilized in grades 3-12.

**Torch Bearers** – Once youth reach 6th grade, they may choose to work towards a Torch Bearer, as a group, or individually. Torch Bearers are projects that focus on a particular area of interest. They can be as broad or specific as desired. Youth may earn Torch Bearers on three different levels, depending on how many activities are completed. Torch Bearer Books are utilized in grades 6-12.

**WoHeLo Award** – The Wohelo Award is the highest achievement for youth in Camp Fire. This prestigious award, open to teens in grades 9 through 12, offers opportunities for personal development, leadership, and advocacy on issues important to them. The award is earned by completing an intensive and highly individualized project. Teens design their projects based on their interests, values, and goals.

# Camp Fire Trails

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Trails are general areas of interest. Under the Trails are more specific projects. Once youth complete three (Starflight & Adventure) or four (Discovery & Horizon) meeting plans within a project, they earn an emblem.

**Trail to Knowing Me:** To strengthen each child's place in the family and community.

- ✧ Learning more about self
- ✧ Home living skills: Home repairs, personal finance, automotive skills, tools and hand crafts
- ✧ Learning to be confident and self-assured
- ✧ Cultural awareness

**Trail to Family and Community:** To strengthen each child's place in the family and develop compassion for others and a desire to give service.

- ✧ Learning more about the family
- ✧ Cultural awareness
- ✧ Community awareness
- ✧ Citizenship
- ✧ Government
- ✧ Leadership
- ✧ Service Learning

**Trail to Creativity:** To stimulate creativity and imagination.

- ✧ Art
- ✧ Music
- ✧ Drama
- ✧ Creative writing
- ✧ Dance
- ✧ Computer skills
- ✧ Inventiveness

**Trail to the Environment:** To help children understand and appreciate the world of nature.

- ✧ Nature/outdoor awareness: Plants, wildlife, earth, sky, water
- ✧ Caring for the environment
- ✧ Nature crafts
- ✧ Outdoor living skills: Camping, hiking, trail layering and orienteering, safety, outdoor cooking

**Trail to the Future:** To stimulate new interests and knowledge, both mental and physical, and develop skills to adapt to the future.

- ✧ Sports
- ✧ Business
- ✧ Vocational exploration
- ✧ Science
- ✧ Games
- ✧ Computer skills
- ✧ Communication

# Camp Fire Orca Events

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Camp Fire Orca participates in a variety of events throughout the year. While most events are hosted by the council, many are hosted by our wonderful clubs. The hard work that goes into each event ensures that our youth will have the opportunity to try new things and revisit their favorites time and time again.

Below you will find a list of ongoing events.

## Orca Hosted Events:

- ✧ Washington State Fair, Spring and Fall\*
- ✧ Family Camp: Fall Fest & Camporee\*
- ✧ Art Workshop
- ✧ Art Show
- ✧ Candy College
- ✧ Skating Party
- ✧ Candy Sale\*
- ✧ Candy Celebration
- ✧ Absolutely Incredible Kid Day
- ✧ Meeker Days, Puyallup

## Club Hosted Events:

- ✧ Parades (Santa Parade, Grand Daffodil Parade, Jr. Daffodil Parade)
- ✧ Family Field Day
- ✧ Outdoor Outings
- ✧ Celebrate Camp Fire

\*Major events will be defined and expanded upon throughout this handbook.



# Typical Calendar

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## September

WA State Fair

## October

Shirt Orders Due

## November

Family Camp, Fall Festival

Hands on Art Workshop

Candy College

## December

Santa Parade (Puyallup)

Orca Art Show

Shirt Order Due

## January

Skating Party/Annual Board Meeting

Candy Sale Begins

## February

Candy Sale Ends

## March

Candy Celebration (All families)

Candy Sale Lock In (High Seller Incentive)

Absolutely Incredible Kid Day

Celebrate Camp Fire

## April

Grand Floral Daffodil Parade

Puyallup Spring Fair

Jr. Daffodil Parade (North Tacoma)

## May

Family Field Day

Shirt Orders Due

## June

Family Camp, Camporee/Council Fire

Puyallup Meeker Days

## July

Wildwood Day Camp

Yelm Day Camp

## August

Camp Orca





# Washington State Fair

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State Fairs have been around since the early nineteenth century. The purpose of a state fair is to showcase competitive exhibits featuring livestock and farm products as well as culinary arts, home arts, science and other special interests. Camp Fire Orca encourages all youth to gather projects throughout the club program year and enter them in the Fair. Orca youth can enter items as an individual or as part of their club. All entries are judged using the Danish Group Method of judging. Danish Group judging allows there to be multiple first, second and third place ribbons awarded. Each entry is evaluated based on a standard, not in comparison to other entries in the same category.

Camp Fire Orca encourages all Clubs to spend some time each year preparing for the Fair; in doing so, all youth can enter a project or projects, that they can be proud of. Please see included lesson plans for guidance.

# Family Camp, Camporee/Council Fire

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Clubs and families are invited to come camping for the weekend. This weekend also includes our annual Council Fire. All are welcome-friends and family is invited! Our annual Council Fire is a time of year where we can come together as a council and celebrate the achievements of our youth and members. It's a time to recognize advancements as well as special recognitions.

## Family Camp: Friday Evening-Sunday Afternoon

This option includes meals (Friday dinner- Sunday lunch), lodging, Saturday's Progression in Outdoor Action and Council Fire.

## Outdoor Progression: Saturday All Day

This option includes activities for all ages. PreK through 2<sup>nd</sup> grade will complete an outdoor emblem. Grades 3-12 will start or continue in Outdoor Progression. Lunch and dinner are included as well.

## Dinner and Council Fire: Saturday Evening

Come for the evening and enjoy dinner before Council Fire begins.

# Recognition Tracking Chart Examples



The following are two examples of record keeping that you could use to keep track of recognition items earned by your youth. You can use the first example if you work on the Trail Curriculum and the second example for projects or Torch Bearers.

	Youth Name					
Trail Project  <b>Trail to Creativity: Accidental Art</b>	Meeting Plan: <b>Wandering Ink</b>	Ima Hiker				
	Date: 2/20/1910					
	Meeting Plan: <b>Baby Wipe Tie-Dye</b>					
	Date: 2/27/1910					
	Meeting Plan: <b>Creative Cup Cakes</b>					
	Date: 3/6/1910					

	Youth Name					
<b>Emblem Name Requirement #</b>	<b>Ben Camping</b>	<b>Completion Date</b>	<b>Completion Date</b>	<b>Completion Date</b>	<b>Completion Date</b>	<b>Completion Date</b>
<b>Torch Bearer: Cooking</b>		12/20/1910				
1: Hold the Salt		9/13/1910				
5: Food Service		10/1/1910				
10: Lending a Hand		10/15/1910				
Ex 14: Balancing Act		11/23/1910				
Ex 17: When I Grow Up		12/10/1910				

Emblem Name Requirement #	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date
Torch Bearer:										

Emblem Name Requirement #	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date	Completion Date
Torch Bearer:										











# School Year Program Planning Calendar

<b>September</b>	<b>October</b>	<b>November</b>	<b>December</b>	<b>January</b>
<b>Holidays:</b>	<b>Holidays:</b>	<b>Holidays:</b>	<b>Holidays:</b>	<b>Holidays:</b>
<b>School Breaks:</b>	<b>School Breaks:</b>	<b>School Breaks:</b>	<b>School Breaks:</b>	<b>School Breaks:</b>
<b>Council Events:</b>	<b>Council Events:</b>	<b>Council Events:</b>	<b>Council Events:</b>	<b>Council Events:</b>
<b>Meeting Plans</b>	<b>Meeting Plans</b>	<b>Meeting Plans</b>	<b>Meeting Plans</b>	<b>Meeting Plans</b>



# School Year Program Planning Calendar

<b>February</b>	<b>March</b>	<b>April</b>	<b>May</b>	<b>June</b>
<b>Holidays:</b>	<b>Holidays:</b>	<b>Holidays:</b>	<b>Holidays:</b>	<b>Holidays:</b>
<b>School Breaks:</b>	<b>School Breaks:</b>	<b>School Breaks:</b>	<b>School Breaks:</b>	<b>School Breaks:</b>
<b>Council Events:</b>	<b>Council Events:</b>	<b>Council Events:</b>	<b>Council Events:</b>	<b>Council Events:</b>
<b>Meeting Plans</b>	<b>Meeting Plans</b>	<b>Meeting Plans</b>	<b>Meeting Plans</b>	<b>Meeting Plans</b>

# Camp Fire Orca Goes to the Fair!

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## Meeting Plan: Western Washington Fair Participation Plan, Getting Started (Fall)

**Purpose:** To spark interest in new activities as well as providing a storage place for projects to be collected over the course of the year until they can be considered for entry into the next fair.

### Materials:

- 1 per youth large paper sacks or boxes (copy paper style with lid or banker box works well)
- 1 per youth sharpened pencil
- 1 per youth Entry Form
- 2 pages per youth Entry Tags (Timesaving Tip: If you know the drop off person in advance, pre-fill out this info on the Entry Form & Tags before copying.)
- 1 per family Western WA Fair Camp Fire Premium Book <http://www.thefair.com/participate/exhibit-entries>
- 1 black permanent marker
- Assortment of craft supplies to make animals: Construction paper in a variety of colors, Glue, Google eyes, Yarn, Markers and/or crayons

**Opening Circle:** Greeting, flag and Camp Fire Law

### Activity:

1. Write the youth participants name on top of their bag/box with permanent marker.
2. Use craft supplies to decorate the bag/box with the animal of their choice.
3. Each youth receives 1 pencil, 1 Entry Form and 2 sheets of Entry Tags to put in their bag/box.
4. Each family can look at the Western WA Fair Premium Book to set goals for entries they would like to work on in the next year. The youth may even make a list on their Entry Form.

**Goal Selection:** (1) Explain how the Rosette Winner is chosen: the entrant with the most blue ribbons in a variety of categories, in at least five different divisions. (2) To help them make goals, ask them to choose:

- a few favorite activities
- something new
- something you are very good at
- something you would like to improve on
- something in at least 5 Divisions (letter categories)
- something in at least 8 Classes (number categories)
- National Art Experience Entry
- Choose your Club Entry
- anything your club is planning on working on for a project
- school projects (older kids can give examples of past entries from school)

### Pursuit of Strategies:

Help families make a plan.

Ask them when they might do these activities (fall, holidays, camp, over a few months...)

Set a date in the spring, before school has ended for a follow up meeting and to collect entries that are ready.

Entries can be turned in to Kim anytime beginning June 1<sup>st</sup>.

### Mindset Reminders:

It's OK to change your plan. It's OK if something gets damaged, just repair it.

Shifting Gears: If your plan doesn't seem to be working, what can you do to make your goals happen? (This will be a key question at the follow up meeting in the spring).

### Closing Circle:

Reflection: Ask each youth, "What was your bright spot during today's Camp Fire?"

Make New Friends Song or any song with animals in it: Milk, Old MacDonald, etc

# Camp Fire Orca Goes to the Fair!

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## Meeting Plan: Western Washington Fair Participation Plan (Spring Refresh)

**Purpose:** To spark interest in new activities as well as giving youth the opportunity to review their entries and prepare them for exhibit.

### Materials:

1 per youth Fair Box (from previous Fall meeting)

1 per youth sharpened pencil

1 per family Western WA Fair Camp Fire Premium Book <http://www.thefair.com/participate/exhibit-entries>

1 per youth Entry Form

extra pages Entry Tags (Timesaving Tip: If you know the drop off person in advance, pre-fill out this info on the Entry Form & Tags before copying.)

Misc. craft supplies for use in repairs and mounting of entries: Colored paper, Glue, Google eyes, Scissors ect.

**Opening Circle:** Greeting, flag and Camp Fire Law

### Activity:

1. Categorize entries by letter Division to better place items in correct Divisions and Classes.
2. Use art supplies to repair any damaged entries.
3. Review Premium Book, some pieces need to be framed or placed on a backing/base for display.
4. Use a new Entry Form to list items as they are tagged.

**Goal Selection:** (1) Explain how the Rosette Winner is chosen: the entrant with the most blue ribbons in a variety of categories, in at least five different divisions. (2) To help them make goals or par down the number of entries to 20, ask them to choose:

a few favorite activities

something new

something you are very good at

something you would like to improve on

something in at least 5 Divisions (letter categories)

something in at least 8 classes (number categories)

National Art Experience Entry

Choose your Club Entry (club entry uses a **separate** Entry Form and is **not** listed on any youth's individual form.)

anything your club is planning on working on for a project

school projects (older kids can give examples of past entries from school)

### Pursuit of Strategies:

Help youth make a plan.

Compare original Entry Form to final form to plan for completion of items not yet finished.

Set a date in August for the final time to collect entries that are not ready to turn in today.

### Mindset Reminders:

It's OK to change your plan.

It's OK if something gets damaged, just repair it.

Shifting Gears: If your plan doesn't seem to be happening, how can you make your goal happen?

### Closing Circle:

Reflection: Ask each youth, "What was your bright spot during today's Camp Fire?"

Make New Friends Song or any song with animals in it: Milk, Old MacDonald, etc