

Girl Scout Programs and Badges

We offer programs specifically designed to help scouts earn badges.

All badge books are available onsite. We strive to cover as much of the badge as possible, but cannot guarantee to cover every requirement.

Programs typically last 1.5 to 2 hours. The maximum number of participants for each program is listed in parentheses.

Those with asterisks (*) can have more than one class conducted at the same time. For example, we can have 3 Birds classes running simultaneously.

Call 763.694.7856 to set your program schedule.

Girl Scouts: Journeys

- ▶ **BROWNIES: BUGS*** (max: 20)
Go on a bug hunt to explore the world of insects and the homes they live in.
- ▶ **BROWNIES: HIKER*** (max: 20)
Discover how to plan a hike and what gear you need for success. Then hit the trail!
- ▶ **JUNIORS: CAMPER** (max: 60)
FEES: \$40/scout, \$20/adult, or overnight minimum. Join us for an overnight adventure! Build fires and cook over them. Choose a camping skill: map and compass, GPS, knots and lashing, journaling, or snowshoeing. Have a rip roaring evening campfire and night hike. *In addition to badge activities, we provide lodging and up to two meals/person.*
- ▶ **JUNIORS: DIGITAL PHOTOGRAPHER** (max: 20)
Learn how to use a digital camera (cameras provided) then use it to capture the beauty of the natural world. Scouts will print and frame a photo to take home.
- ▶ **JUNIORS: GEOCACHER** (max: 20)
Use a GPS to find hidden caches in the woods; make a trade item. Learn how items move from cache to cache all over the world.



▶ **JUNIORS: OUTDOOR ART EXPLORER BADGE** (Max 20)

Combine nature, art, and your creativity to design outdoor-inspired artwork to take home.

▶ **CADETTES: NIGHT OWL** (max: 20)

Use all five senses to explore the nocturnal world while on a night sky/night animals hike. This badge can only be done in the evenings when it is dark.

▶ **CADETTES: TREES** (max: 20)

Explore the anatomy of a tree, and discover the key to tree identification. March activities may include maple syruping.

Design a Program



▶ **BADGE BY REQUEST**

Not finding a badge that meets your group's needs? All badge books are onsite and we can work with your group to fulfill other nature-related/outdoor recreation-related badges not listed. Please give us at least one month notice.

▶ **NATURALIST DESIGN A PROGRAM**

Not finding a program that fits your group's needs? Have a specific nature/outdoor program in mind? Let our professional staff develop a program to fit your group's needs. Please give us at least one month. Examples: homeschool curriculum, outdoor cooking, wildlife management, fishing, astronomy, etc.

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Cub Scout Badges

- ▶ **TIGER: BACKYARD JUNGLE** (max: 40)
Explore the animal world through our touch and see items from mammals, birds, reptiles, and amphibians. Examine a micro world outdoors. Then make a "natural" bird feeder.
- ▶ **TIGER: TIGERS IN THE WILD** (max: 20)
Take a hike with a naturalist and apply the outdoor code and review Leave No Trace principals. Examine different animal sign and plants, watch for wildlife.
- ▶ **WOLF: FINDING YOUR WAY ADVENTURE** (max: 20)
Learn how to read and understand maps using contour lines and legends. Develop skills to use a map and compass together.
- ▶ **BEARS: SHARING THE WORLD WITH WILDLIFE** (max: 60)
Learn about the job of a naturalist. Then with the naturalist, explore the animal world through our touch and see items from mammals, birds, reptiles, and amphibians. Also, find out about extinct and endangered species.
- ▶ **WEBELOS: INTO THE WOODS ELECTIVE** (max: 20)
Investigate the Baker Park forest by identifying trees and forest plants, looking at tree rings, and take a hike to look at the forest as a resource and list forest products.
- ▶ **WEBELOS: INTO THE WILD ELECTIVE** (max: 60)
Discover the world of native wildlife by hiking with a naturalist. Learn about birds, and their flyways, wetlands and much more.

All Scouts: Daytime Programs

- ▶ **ARCHERY*** (March-November; max: 20; ages 8+)
Learn the basics of shooting a bow, elements of safety, and styles of equipment. Students have an opportunity to shoot compound bows at our archery range. All equipment provided. No experience necessary. Most staff are NASP-certified instructors. *Waiver required.*
- ▶ **CANOEING*** (May-early October; max 20; ages 11+)
When in Minnesota – paddle! We put on life jackets, review the basics of paddling and water safety, then get on our own enclosed body of water. Available to paddlers at least 11 years old. *Waiver required.*
- ▶ **CLIMBING WALL** (April-October; max: 20/hour)
Attempt to scale our 25-foot wall and sound the buzzer at the top! All equipment and trained instructors provided. Must be over 40 lbs. and less than 240 lbs. to climb. *Waiver required.*
- ▶ **COMPASS BASICS*** (max: 25; ages 8+)
Start with how and why compasses work, and practice using them until everyone gets the hang of it. Then it's off to the compass course where teams use their skills to locate special posts in the forest!

- ▶ **CROSS-COUNTY SKIING*** (snow-dependent; max: 20; ages 11+)
Learn the basics of Nordic skiing: falling and standing, glide and weight transfer. Then head out with your instructor on the trails of Baker Park. Extra \$5/wk day and \$7/wknd for equipment rental. Activity takes place 1.5 miles from the Learning Center at the Baker Ski Chalet. Group must provide their own transportation to and from the ski area. *Waiver required.*
- ▶ **DIGITAL NATURE PHOTOGRAPHY** (max: 20; ages 8+)
Discover the fun of nature photography! After a lesson on how to use our digital cameras, head into the woods and meadows of Baker Park looking for the perfect photo opportunity. Print, edit, and mount a photo to take home.
- ▶ **FIRE MASTER!*** (max: 20; ages 10+)
Walk the long path of fire history and technique by beginning with bow drills, progressing to flint and steel, and finally to matches and batteries. Discover which fire design is best for signals, dutch-oven cooking and campfire stories! Time will also be spent reviewing LNT principles and fire safety.



- ▶ **FLIGHT*** (max: 20; ages 10+)
Explore Bernoulli's Principle and Newton's 3rd law to explain why objects can fly. Through hands on experiments students will be introduced to three types of flight.
- ▶ **INSECTS*** (April-October; max: 20; ages all)
Catch the buzz on earth's most abundant creatures. Use sweep nets, collecting jars and magnifying lenses to catch and examine insects. Explore the field and forest to get close-up to insects. Compare and contrast insects with spiders (arachnids).
- ▶ **INTRO TO GPS** (max: 40; ages 9+)
Discover the fun and power of Global Positioning system (G.P.S.) technology! Through hands-on instruction learn to operate the device and perform basic G.P.S. functions. Use the G.P.S. to find hidden treasures throughout the park.
- ▶ **KNOTS AND LASHING*** (April-November; max 20; ages 10+)
Work in small groups to practice some basic knots and lashing. Head to the woods to use your imagination and new rope skills to build objects such as swings, ladders or your small groups own creative ideas.

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All Scouts: Daytime Programs

- ▶ **MAPLE SYRUPING*** (Late Feb/March; max: 20; ages all)
Activity stations teach about the process of making of maple syrup through firsthand experience. Explore the history of maple syrup-making, "tap" a tree, observe and learn how sap is boiled down into syrup at our evaporator, and taste REAL maple syrup!
- ▶ **MINNESOTA MAMMALS*** (max:20; ages 6+)
Fur, skulls and other natural objects are used to help examine Minnesota's many mammals and their extraordinary adaptations to survive our extreme climate. Become "critter detectives" and discover various animal signs (tracks, nests, scat, etc.) during a hike.
- ▶ **ORIENTEERING** (max: 25; ages 11+)
Learn how and why compasses work and how to read a topographical map. Put the map and compass skills together to navigate your way through our orienteering course. This requires 2 hours of time.
- ▶ **PREHISTORIC SKILLS*** (max: 20; ages 7+)
A hands-on experience of various aspects of prehistoric (before written history) skills: bow drills (fire by friction), atlatls (prehistoric spear-type hunting weapon), active games, and Minnesota history. *Waiver required for atlatls.*
- ▶ **PREDATOR-PREY GAME** (min: 20; max: unlimited; ages 11+) This large group game of ultimate survival is a fun and exciting way for students to learn of the basic needs for survival and the dynamics of a food chain by assuming the roles of various animals. Survival depends upon understanding the predator-prey relationship and overcoming limiting factors within the environment.
- ▶ **POND STUDY*** (April-October; max:20; ages 6+)
Use nets to scoop critters (such as tadpoles, insects, snails and leeches) from the pond. Specimens are brought back to the Lodge and projected to magnify them onto a screen. Concepts frequently discussed are pond ecology, metamorphosis, and the water cycle.
- ▶ **SNOWSHOEING*** (snow-dependent; max: 25; ages 4+)
A great way to explore nature in winter! A quick introduction to the history of snowshoes and how they work prepares us for the hike. We stop few times for some nature interpretation (and a breather!). No experience required. Must select a back-up program.
- ▶ **SURVIVAL CHALLENGE*** (max: 25; ages 8+)
An active, fun and challenging way to learn about survival skills. We review such needs as shelter, water, warmth, food, a positive attitude, and signaling. Then, your LOST! What items are most valuable to have? Can your group build a fire? Work together and survive?
- ▶ **TEAM BUILDING*** (max: 15; ages 8+)
A progression from fun games to initiative challenges designed for problem solving and collaboration. We typically move through multiple challenges as participants advance and build upon previous successes. Examples include: Group Juggle, Toxic Waste, River Crossing, Buddy ropes and Pipeline. Concepts include: communication, tolerance, leadership, listening, supporting one another, etc.

▶ VOYAGEUR LIFE!* (max 20; ages 8+)

Bonjour! In this class, students are given the opportunity to experience everyday life in an imaginary North West Company brigade in the year 1793. As recruits they will learn some skills of the colorful voyageur such as flint and steel fire making and practicing voyageur games. A rowdy good time delivered in a living history format. *Waiver required for throwing hatchets.*

All Scouts: Evening Programs

- ▶ **CAMPFIRE: SONGS, STORIES, SKITS** (max: unlimited)
TOTAL FEE: \$50. Gather around the fire for a BOLC staff-led campfire with camp songs, a story or two, and perhaps a skit. Outdoors if weather permits. If making s'mores, please make AFTER, not during the campfire.
- ▶ **NIGHT G.P.S.** (max: 60; ages 8+ with adult)
Discover the fun and power of Global Positioning System (G.P.S.) technology! Through hands-on instruction learn to operate the device and perform basic G.P.S. functions. Then head out AT NIGHT to find hidden geocaches. Flashlights and glow tacks help you uncover the mystery hidden in the woods.
- ▶ **NIGHT HIKE*** (max: 60; ages 7+)
Explore the natural world at night. Hikes designed to be quiet, slow and without flashlights. Topics may include stargazing, nocturnal animals, night sounds, games, myths and legends, and the science of the human eye.
- ▶ **OWLS** (max: 60; ages 5+)
View a stuffed owl and learn about the owls of Baker Park. Learn about nocturnal animals, predators, adaptations and food webs. Then, dissect a sterilized owl pellet, and see what the owls have been eating!
- ▶ **SKULLS** (max: 40; ages 11+)
Discover the identifying characteristics of skulls. Use a dichotomous key at skull stations to identify some of the animals that live in Baker Park. Learn about unique animal adaptations.



Why Outdoor Education?

"An environment-based education movement--at all levels of education--will help students realize that school isn't supposed to be a polite form of incarceration, but a portal to the wider world." — [Richard Louv, Last Child in the Woods: Saving Our Children from Nature-Deficit Disorder](#)

[10 Reasons to Take Your Students Outside](#)