



Bushcraft

Session Guidelines

Bushcraft

Basic survival skills are developed and key responsibilities will be identified and shared by the team who will work together to get the most from the 'wilderness' experience.

"Leave no trace" - we would like our beautiful environment to remain that way. Please ensure you leave it as you found it.

Shelter Building

Time: 20 minutes

Objective

Participants must use resources found in the Bushcraft buckets. Divide participants into three even groups. Each group is given 1 tarpaulin, 1 large orange rope and 6-7 smaller ropes. Other found objects such as fallen branches located within the Bushcraft area may also be utilised. The participants are to plan, then build a structure using these materials. The structure must protect the group from wind, rain and sun (see *Bushcraft Manual - Tarpaulin Shelters* sheet for design ideas).

Useful knots that can be used in the construction of the shelter can be found described on boards attached to some of the trees in the area. Ideally, the figure-of-eight knot is used to attach the rope to the eyelet of the tarpaulin, the reef knot is used to join rope to make it longer, and the clove hitch is used to attach the rope to a tree or other anchor point.

If the structure will allow participants to enter, pour a bucket of water over the top to check water-resistance levels. Water can be obtained from any tap on site. Please check with your Groupie prior to the session to identify the closest tap to your location.

Safety rules

- Assist the participants in the building of the shelter. Check the stability of the structure before they enter – if the structure is not stable after a gentle rocking, no participants are to enter
- No participants are to enter the shelter until deemed safe by the leader
- Participants must drag branches, and roll, not lift, logs
- Participants can only use resources on the floor – no breaking of branches on trees
- No throwing of logs or branches

Water Filtration

Time: 20 minutes

Objective

To purify water using the resources provided - old clothing, cups and bottles.

Water can be obtained from any tap on centre, check with your Groupie to locate the closest tap to your activity base. Add some soil etc. to the water.

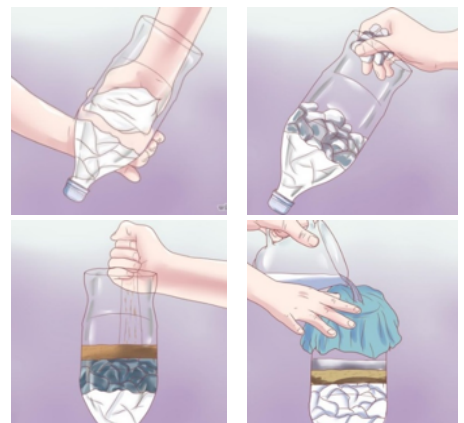
Participants experiment using materials provided and other found objects such as grasses and leaves to come up with an effective way to filter the water.

Too easy?

For an advanced group, give them the resources they can use, but do not give them the step-by-step instructions.

Safety rules

- Assist the participants in the filtering of water – follow step-by-step instructions
- Students are not to drink the water once filtered



Signalling

Time: 20 minutes

Objective

Participants must work out the best place to build a signal that will be seen from a rescue helicopter or plane circling above trying to locate lost participants. Once agreed upon a location, the participants must make the signal from the resources located in the signalling element area.

Assist the participants in the choice of area to build a signal and the retrieval of elements to be used.

Safety rules

- Branches and logs are to be dragged or rolled to signal area
- After the signal is complete, all resources must be returned to original area

Missing Equipment

If you find that any of the listed equipment is missing or broken, please speak to your Groupie so that we can have the situation rectified.

