

Activity Guide for Camp Graham



girl scouts 
north carolina
coastal pines

Nature and Property Activities for Troops and Groups

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About Camp Graham

Welcome to Camp Hardee! We are so excited that your troop/group is taking a trip to camp on Kerr Lake in Vance County! This camp activity guide has lots of helpful information for planning your trip, activity suggestions, and helpful reminders. This information is here to help you start planning your trip, so feel free to use it as a starting point and expand upon the ideas in the pages to come.

Camp Graham sits on 155 acres of forest, lake coves, and fields to explore. This space provides many open spaces for large group activities as well as wooded trails around the lake. Whether it's being used for weekend camping, service unit events, or overnight camp, Camp Graham has something for everyone.

Our property is home to a beautiful lake and surrounding woods- take a hike and look for beavers and fish by the lake, birds in the trees, and blueberries in the woods. If boating is your speed, our lake offers opportunities for canoeing, kayaking, paddleboarding, and sailing. For those looking to swim, the swimming area within the H Dock can be used when conditions allow.

Our target sports areas-archery and axe range- are perfect for girls of all levels and abilities. There are a variety of hiking trails used to explore the woods surrounding camp. To top it off, we have several buildings for year round camping, outdoor shelters for arts and crafts, a gaga pit, and a fishing dock.

We can't wait for you to come to Camp Graham and explore all it has to offer!

Certified Activity Areas



At Camp Graham, several activity areas will require certified instructors for troop/group participation. Below is a brief overview of each area and the certification needed. Additionally, we have certified volunteers who may be available to assist your group in these activity areas by request. To make this request, reserve the activity using the reservation system and complete our Campsite Usage and Activity Request form found in the Campsite Confirmation Packet.

Outdoor Adventures Training

At least one outdoor certified adult volunteer to accompany a troop camping trip.

- To take Girl Scouts camping at one of our GS-NCCP camp properties, in pre-existing structures, at least one volunteer must complete Outdoor Adventures: Basic Camping Skills.
- To take Girl Scouts camping off GS-NCCP camp property and/or camp in tents and other temporary structures, at least one volunteer must be certified in Outdoor Adventures: Basic and Extended Camping Skills. Outdoor Adventure certifications are valid for five years.

Target Sports

We offer a variety of Target Sport Activities, which have a variety of requirements. For usage, reservations are required.

- **Archery**-Girl Scout Brownies and up, facilitator with USA Archery Level 1 or higher
- **Axes**- Girl Scout Cadettes and up, facilitator trained in GSNCCP Axe Throwing

Swimming

The pool or waterfront must be reserved separately for your group to participate in swimming.

- Swimming at the lake is available in the designated area of the H-Dock as long as the water temperature is above 70 degrees. There must be a certified lifeguard in waterfront lifeguarding, and more may be needed based on the number of participants.

Watercraft

The waterfront must be reserved separately for your group to participate in Watercraft Activities. At Camp Graham, we offer canoeing, kayaking, paddleboarding, and sailing. Instructors must be certified in the GSNCCP Watercraft Council Properties Training, and watchers are required.

Note: Please always check the most recent version of Safety Activity Checkpoints at www.nccoastalpines.org for current guidelines.



Explore Nature

We want to encourage girls to play with nature, not just in nature. Creating opportunities for unstructured play will allow girls direct access to real nature while allowing girls to explore, discover, and create their own activity. Check out these ideas for unstructured nature play as well as group games. These ideas are sure to get your girls up, outside, and having fun in the outdoors!



Build shelters, fairy or gnome houses, bridges, castles, mazes, and art pieces out of natural materials

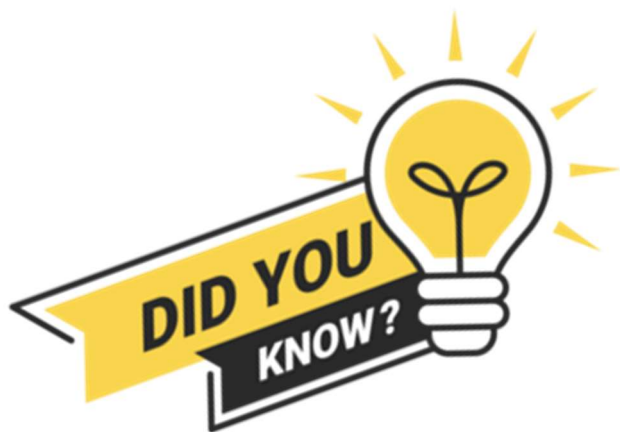


Create your own games, run through fields and grassy areas or lay down and cloud watch



Pretend to be animals and make up stories and act them out.

We want to be stewards of our environment, so we encourage girls to only use nonliving materials found on the ground. Be sure to check areas for safety hazards prior to allowing girls to use the space for free play. Once play is finished, remember to Leave No Trace by returning all materials to their original locations.



Did you know? Fun Facts about Owls

Here are some more interesting facts about owls:

- **They can't roll their eyes** -Owls have large, tube-shaped eyes that are immobile and fixed in place by bone, rather than being round eyeballs.
- **They use their heads to turn their bodies** - To see in different directions, owls must turn their entire heads.
- **Their neck rotation is 270 degrees**- This ability is supported by unique adaptations in their circulatory system that prevent blood flow to the brain from being cut off during these extreme head movements.
- **They have silent flight**- Owls are covered in extremely soft feathers that absorb sound, allowing them to fly almost silently and sneak up on prey.
- **Not all owls hoot**- The familiar "hoo-hoo" sound is made by some species like the Great Horned Owl, but other owls have different calls or are largely silent.
- **They can hunt other owls**- Larger owl species, like the Great Horned Owl, are predators that will hunt and eat smaller owls, such as the Barred Owl.
- **They can't digest everything they eat**- Owl's swallow prey whole or in large pieces, but they cannot digest non-meat parts like fur, teeth, bones, or feathers. Instead, they regurgitate these indigestible materials as "pellets".



Nature Hike

There are several fun trails at Camp Graham, and you can create an epic hike by alternating routes for even more time on the trail! This trail gives you several options to explore. You can follow it straight back past the Unit Shelter in Kay Mac and explore the beach or you can walk through the unit and explore the beach and beaver dam and/or cross the swinging bridge back into main camp.

Here's one of our favorite routes:

The trail head begins behind the Ranger's shop. The trail is in the middle of a heavily wooded area. As you walk, look for signs of nests and dens in the trees and on the ground.

Pay attention to what's living in the trees- What insect do you think makes those huge webs in the branches? Count the number of fallen trees- What could have caused them to fall? Why are these trees important to the habitat of the lake? Explore some of the stumps along the trail. What insects and plants can you identify?

As the trail opens into Kay Mac, the primitive camp unit, decide which way you would like to explore.

- To hike down to the beach, continue past the unit shelter and follow the trail straight back. Be mindful of poison ivy and prickly stems. DO NOT touch or play with the low course elements as they are not permitted to be used by unauthorized individuals. As you continue down the trail, note changes in temperature, sounds, and vegetation. When you reach the beach, check out the trees that appear to be dead but have new branches growing from them. How do the plants and trees on the beach differ from those on the trail? Look for changes in the elevation of the land as well as signs of animals and types of shells.
- To explore the beaver dam and Kay Mac beach area, turn right and walk through the platforms towards the clearing that leads to the swinging bridge. To the right of the entrance to the bridge is the beaver dam. Depending on water levels, you can walk around and explore the channel. Please be mindful not to disturb the dam or the area surrounding the dam. Have some nets? The beach on this side of the cove is a great area to pond dip. Explore the flat areas towards the main lake; just be aware of the prickly vines.
- Once you cross the swinging bridge, take an immediate right and head up the trail towards the CIT Hut. Look up in the trees; you may see a wild turkey! Look for evidence of the controlled burning at the camp. Why would we purposely burn the plants and trees? As you pass the CIT Hut and enter the road, the Ranger's shop will be straight ahead on the left.

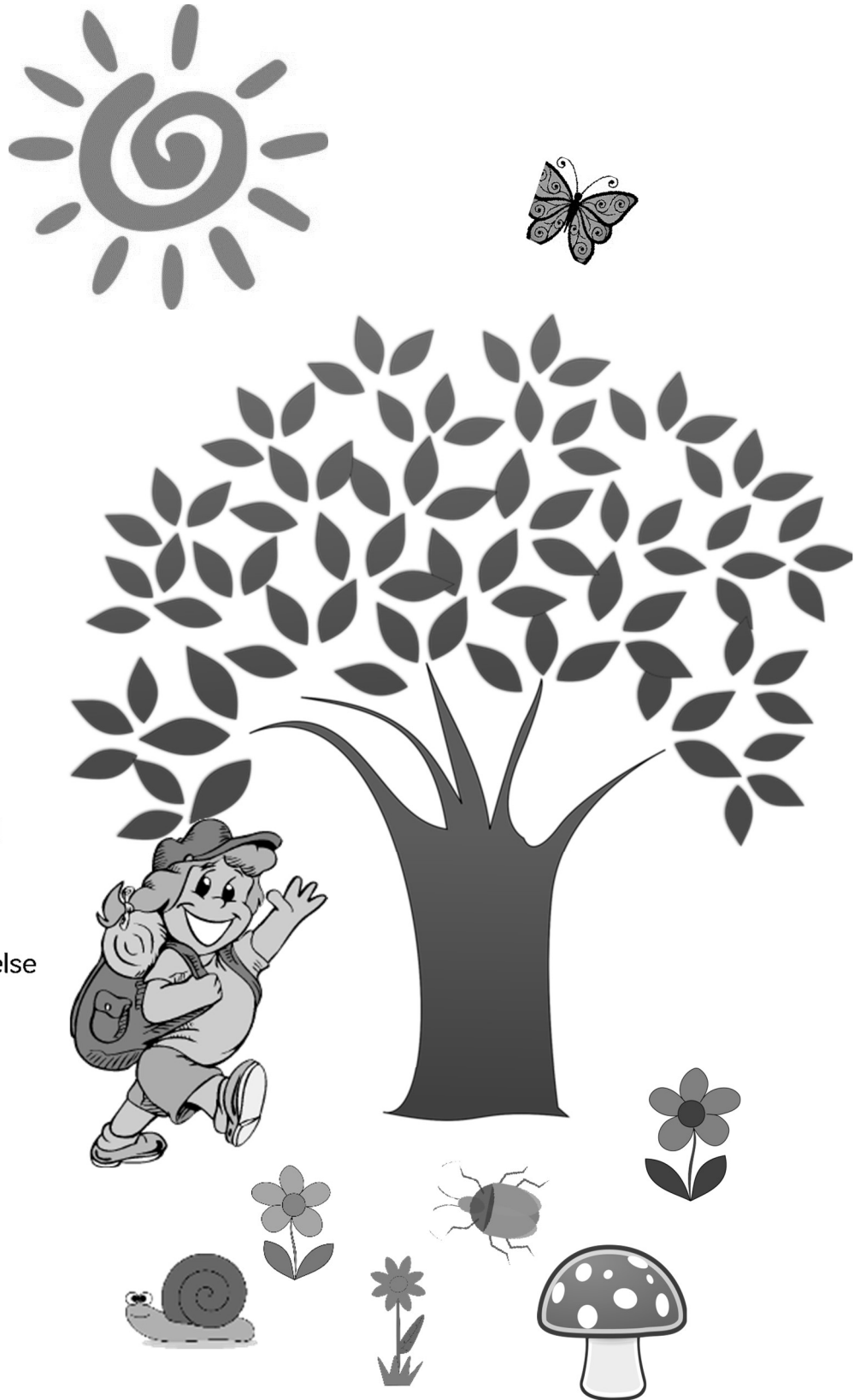
Completion of this hike can range from approximately 30 minutes to several hours. This estimate can greatly depending upon the age of your girls, the number of finds along your way, and the stops you make for activities or hydration. If you're looking for something shorter, just pick part of the trail to hike!



Nature Scavenger Hunt

This is a great scavenger hunt to do while on a hike. Take a walk around the property and see how many things you can find!

- ☐ Something red
- ☐ Something orange
- ☐ Something yellow
- ☐ Something green
- ☐ Something blue
- ☐ Something purple
- ☐ Something brown
- ☐ Something black
- ☐ Something white
- ☐ 3 leaves of different shapes
- ☐ A leaf that is 2 different colors
- ☐ A tree that's too big to hug
- ☐ A tree you can fit your hand around
- ☐ Something that will grow
- ☐ A cloud that looks like something else
- ☐ Something that is decomposing
- ☐ Signs of an animal home

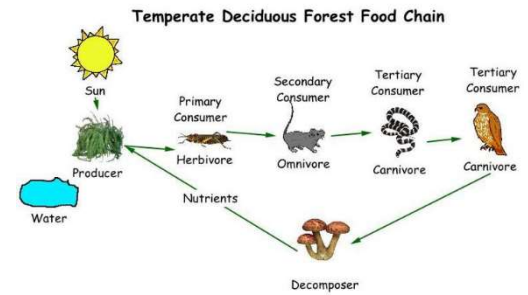


Web of Life

Activity Time: 20 minutes

Materials: Web of life cards (optional), ball of yarn

This activity is a great way to get girls making connections between the many parts of Kerr Lake's ecosystem. You are invited to print the accompanying cards on cardstock for this activity but can have just as much fun asking girls to think of and choose a "character" for themselves. These instructions are written for minimal use of materials, so cards are not a requirement. We recommend doing this activity near the Lake or following a hike in that area.



Gather the group into a circle. Ask the girls to share:

- What/who makes up your community? (family/friends/organizations/buildings/etc.)
- How are communities in nature different?
- What things might make up the community of Kerr Lake?

Go around the circle and have each girl choose a role or "character" that is part of Kerr Lake's community. Give the girls time to decide why their character is important to that community.

(Note: with younger girls, you can assign these roles)

Have one of the girls volunteer their plant or animal for a starting point, and give that girl one end of the yarn.

Ask the rest of the group if they think their plant or creature is related in some way to the first character. Choose one of the girls to explain her connection to the first and then have the first girl toss the yarn to her, making sure to continue to hold her end of the yarn.

Continue by connecting a character to the second girl, then the third, and so on. Each girl will hold onto the yarn and toss the ball of yarn to the connecting girl. Continuing until everyone is connected by yarn - at the end, everyone should eventually have a portion of the yarn in their grasp.

Have one girl give a light tug on the string; anyone who can feel that tug on their yarn should also begin to tug lightly. It won't be long before everyone is lightly tugging. Talk about how this relationship represents the interconnectedness in the Kerr Lake community, but all habitats (including humans). One part affects the whole.

Now the group nominates a character to become extinct. Once they choose a species, have that person drop the string. Then have the girls tug their string once more, beginning with a volunteer and spreading out to all those who feel the tug. Any students who did not feel the tug should drop their string. Repeat the process of extinction until you see visible results. Have the group discussion:

- What is an ecosystem, and how are things related within one?
- What are some of the effects of extinction?
- Do humans fit into the web? Why or why not?
- How does this web affect Kerr Lake?

Web of Life Cards

Lake	Fish	Hot Sun
Black Walnut Tree	Osprey	Wildflower
Deer	Holly Tree	Eastern Box Turtle
Grass	Fox	Black Rat Snake
Great Blue Heron	Frog	Bees

Leave No Trace Principles

GIRL SCOUTS LEAVE NO TRACE

Learn and be prepared to use the Leave No Trace Seven Principles to help protect the environment on your trip:



Plan ahead so you leave nothing behind. Get to know the area you'll visit. Repackage and store food in reusable containers.



Travel and camp on durable surfaces. Walk only on existing trails and camp on surfaces that are already impacted or are durable enough to withstand repeated trampling.



Dispose of waste properly: Carry out what you carry in—never dump anything on a campsite or into a water source.



Leave nature as you find it—don't collect or take anything from the outdoors.



Minimize campfire impacts: Instead of using firewood and building campfires, pack a lightweight cooking stove and lantern.



Respect wildlife by checking them out at a distance. Never approach, feed, or follow them.



Be considerate of other visitors. Remember you're not alone in the wilderness. Keep your voices down and let nature be the loudest sounds you hear.

Campfire and Songs

No camping trip would be complete without a campfire! Campfires can include songs, skits, poems, performances, ceremonies, or any variety of activities. Of course, don't forget the s'mores!



At Camp Graham, there are fire circles with log benches in each unit, behind the Staff House, CIT Hut, and in the field between Trailblazer and Archery. The main fire circle is found at the waterfront behind the boathouse. At each fire circle, make sure there is a water bucket full of water, a rake or shovel, and an appropriate amount of firewood. These items should be checked in the daylight.

Some campfires have a set flow, while others are free flowing. The most important thing is to give girls the opportunity to participate in some way. With larger groups, it is a good idea to have a sign-up for songs and skits to help manage the group, allowing everyone who wants to perform the opportunity to do so. It works well to start with loud, exciting songs and skits at the beginning, and work to quieter songs and skits at the end.

Little Piece of Tin

"I'm a little piece of tin": Pretend to hold a small piece of tin.

"Nobody knows what shape I'm in": Hold up your hands in a shrug.

"I've got four wheels and a running board": Point to four fingers for the wheels and then extend one hand for the running board.

"I'm not a Chevy and I'm not a Ford": Make an X with your arms across your chest.

Chorus: "Honk-honk, rattle-rattle-rattle, crash, beep, beep!":

- **Honk-honk:** Pull both ears.
- **Rattle-rattle-rattle:** Shake your head back and forth.
- **Crash:** Gently hit your chin with the palm of your hand.
- **Beep, beep:** Gently push your nose like a button.

Bean Song

My dog [Dog's Name] likes to roam,
One day [Dog's Name] left his home.
He came back nice and clean,
Where oh where has [Dog's Name] been?

[Dog's Name] bean, [Dog's Name] bean,
Where oh where has [Dog's Name] bean?

- Lima
- Jelly
- Coffee
- Kidney
- Pinto
- Garbanzo
- Black
- Navy

The Moose Song

There was a great big moose!
He liked to drink a lot of juice.
There was a great big moose!
He liked to drink a lot of juice.
Singin' oh wa oh

Way, oh way oh way oh way oh
Way oh way oh
Way oh way oh way oh way oh

The moose's name was Fred.
He liked to drink his juice in bed.
The moose's name was Fred.
He liked to drink his juice in bed.
Singin' oh way oh

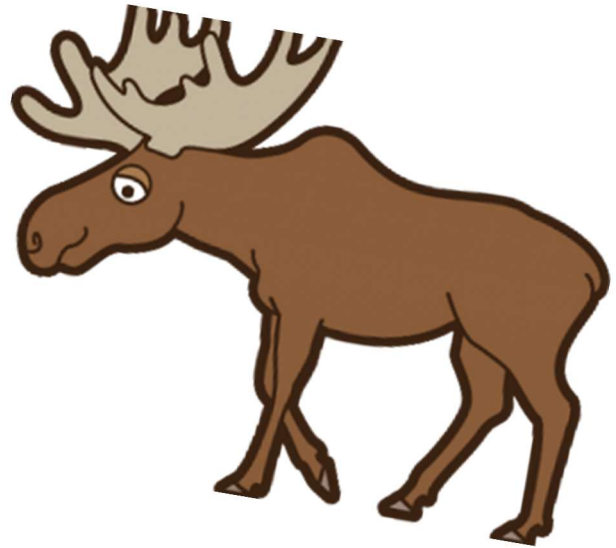
Way oh way oh way oh way oh
Way oh way oh
Way oh way oh way oh way oh

He drank his juice with care,
but he spilled some in his hair.
He drank his juice with care,
but he spilled some in his hair.
Singin' oh way oh

Way oh way oh way oh way oh
Way oh way oh
Way oh way oh way oh way oh

Now he's a sticky moose
Because he's all covered in juice!
Singin' oh way oh

Way oh way oh way oh way oh
Way oh way oh
Way oh way oh way oh way oh



Green Trees

Green trees around us, Bright stars above, Friends all around us
In a world filled with love. Taps sounding softly, Hearts beating true,
As we are saying, Good night to you.

Taps

Day is done,
Gone the sun,
From the lake,
From the hills,
From the sky,
All is well,
Safely rest,
God is nigh.

Flag Ceremony

The flagpole at Camp Mu-Sha-Ni is located in the middle of the large encampment field near the main shelter. There is a mailbox next to the pool with a flag and sashes. Flag ceremonies are a wonderful way to incorporate a long-held tradition in your camping trip to signify the start and close of the day.

There is no one way to do a flag ceremony.

Some things that can be included are:

- Pledge of Allegiance
- Girl Scout Promise
- Girl Scout Law
- A Girl Scout Song or Poem

Flag Ceremony Etiquette:

- Red sashes can be used but are not required. If used, tied on the left side with a square knot.
- Remove items from your hands
- It is not required to remove hats or other headwear
- Participants should make a horseshoe around the flagpole
- Flag ceremonies are quiet, solemn occasions
- Take down the flag before sunset
- No disrespect of any kind should be shown to the flag of the United States. It should be kept clean.

Flag Trivia:

- How many stripes are on the American flag? (answer: 13)
- When grouped with other flags, where should the American Flag be placed? (answer: at the center and at the highest point of the group)
- When the American Flag is posted in a stand it is always posted before other flags? True or False (Answer: False. it is posted last and is taken out first during the closing ceremony to make sure it is always at the highest point)
- When the American Flag is displayed in a public auditorium what side of the speaker is it placed on? (Answer: to the speaker's right as he faces the audience. Any other flag should be placed on the left of the speaker)
- The flag should be lowered and brought in at dusk if not illuminated. True or False? (Answer: True)
- At what pace should the flag be raised? (Answer: briskly/quickly and lowered slowly)
- When a flag is old and tattered and needs replacement, what should be done with it? (Answer: the flag should be retired in a dignified manner, burned)

Bonus Question: How many American Flags have been placed on the moon? (Answer: 6)

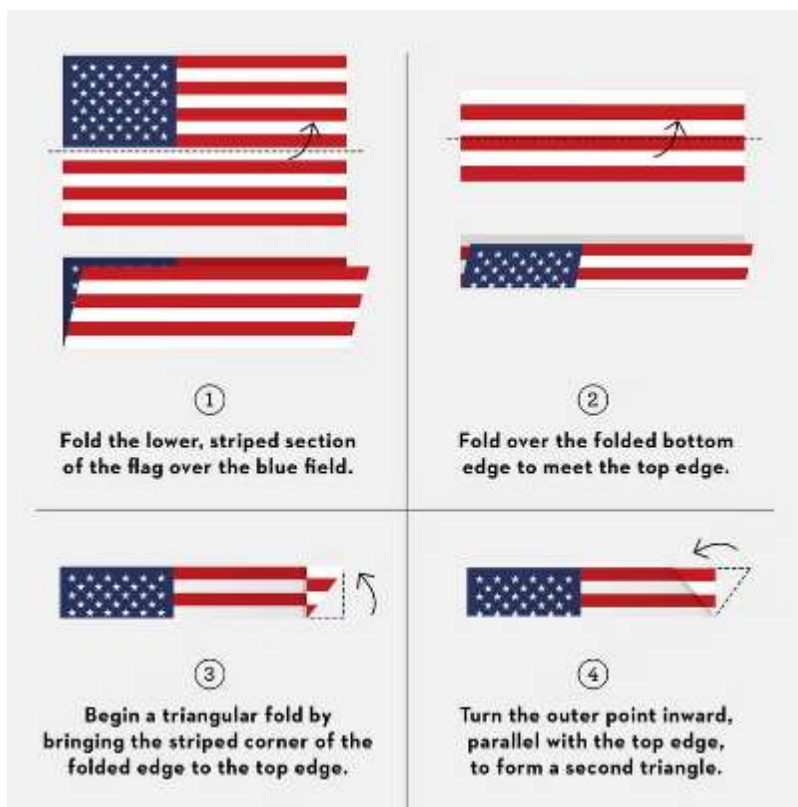
Terms Used in Flag Ceremonies

- The **color bearer (or flag bearer)** is the person who carries the flag. There is one color bearer for each flag used in the ceremony.
- The **color guard** is a team that guards the flags. Any even number of guards may be used, but usually four or six girls are sufficient.
- The **Girl Scout in charge (or caller)** is a designated Girl Scout who announces or calls each part of the ceremony.

Possible Commands for a Flag Ceremony:

- **"Girl Scouts, attention."** Used to announce that the flag ceremony is to begin.
- **"Color guard, advance."** Signals the color guard to advance with the flags, or advance to pick up the flags.
- **"Color guard, post the colors."** Directs the color guard to place the flag in flag standards or to attach the grommets to a flagpole rope.
- **"Color guard, honor your flag."** or **"Color guard, salute your colors."** Signals the color guard to salute the American flag.
- **"Please join us in saying the Pledge of Allegiance."** (Followed by an appropriate song, quotation, or poem, if so desired.)
- **"Color guard, retire the colors."** Prompts the color guard to remove the flag from the standards or to lower the flag, detach it from the rope, and fold it prior to being dismissed.
- **"Color guard, dismissed."** Prompts the color guard to leave in formation, with or without the flag.
- **"Girl Scouts, dismissed."** Indicates girls may leave in formation or be at ease were they have been standing.

How to Fold a Flag



Flag Ceremony Calls

Flag Raising Script



- **Caller:** “Girl Scouts, attention.”
- **Caller:** “Color guard, attention.”
- **Caller:** “Color guard, advance.” Color guard starts forward at a uniform pace with their left foot walking in a straight line to the pole. Pace should be moderate, but dignified. At the pole the leader of the guard (if there is no leader, the person to the left) will say quietly so only the guard can hear: “Color guard, halt”. This is on the right foot. They should step with their left foot, then stop.
- **Caller:** “Color guard, post the colors.” The color guard raises the flag. Again, the pace should be moderate but dignified.
- When the flag reaches the top and the rope is secured:
- **Caller:** “Color guard, honor the flag.” The guard salutes for three seconds.
- **Caller:** “Please join us in saying the Pledge of Allegiance and the Girl Scout Promise.” Troop and audience repeat the pledge and promise. Color guard stands at attention but does not say the pledge or promise.
- **Caller:** “Color guard, retreat.” They walk slower than before back to base (where they started from).

Once there:

- **Caller:** “Color guard, dismissed.”
- **Caller:** “Girl Scouts, dismissed.” This signals to the attendees that the ceremony is over and they may now exit.

Flag Lowering Script

- **Caller:** “Girl Scouts, attention!” Everyone comes to an attention stance.
- **Caller:** “Color guard, attention!”
- **Caller:** “Color guard, advance!” Color guard marches forward at a uniform pace with uniform steps, starting with the left foot in a straight line to the pole. Do not halt until you are given command.
- **Caller:** “Color guard, salute the colors!” The guard salutes for three seconds.
- **Caller:** “Color guard, retire the colors.” The color guard lowers the flag. If the flag is at half-staff, the pole runner should quickly raise the flag to full staff before lowering. Pole runner then slowly lowers the flag. When the flag is in reach, one person in the color guard steps out of line to grab the striped end of the flag to ensure that it does not touch the ground. When the flag is completely lowered, the third person unclips the flag from the bottom up, and they move to the side to fold the flag properly while the pole runner secures the flagpole. When the pole runner is finished securing the flagpole, they move over to support the middle of the flag to ensure that it does not touch the ground and to ensure that the flag is folded as tightly as possible. After the flag is folded, the color guard returns to line, facing the flagpole, with the flag bearer in the center.
- **Caller:** “Please join us in singing Taps.” Troop and audience sing Taps. Color guard stands at attention but does not sing.
- **Caller:** “Color guard, dismissed!” Color guard turns in a clockwise rotation to face the caller in one swift movement color guard once again marches forward at a uniform pace with uniform steps, starting with the left foot until they are given the next command.
- **Caller:** “Girl Scouts, dismissed.” Everyone is dismissed.

Wish Boat Ceremony

A traditional way to end campfires at Camp Graham is with a wish boat ceremony. Wish boats are vessels that float your wishes to the water fairies for them to grant your request. They are a simple construction, a piece of tree bark with a candle that is attached with playdough or clay. When the candle flame is extinguished, the fairies have your wish. This is usually done down at the waterfront, but can also be done in a unit around a fire circle.



Materials Needed:

- A piece of tree bark for each girl (from off the ground and not the tree)
- Small stick candles
- Play-Doh or clay
- Lighter

Instructions:

- Begin the ceremony by explaining how the water fairies receive wishes and/or singing the Wish Boat song
- Release the girls in smaller groups to come to the water's edge; instruct them to bring their piece of tree bark
- If you chose to do your campfire in your unit, have girls come up to the fire ring
- Give each girl a small piece of playdough/clay and a candle. Have girls press into the smooth side of her bark and insert the candle into the play dough/clay and light the wick
- Have girls make a silent wish and float their wish boats into the water. Be sure that the girls do not enter the water and that boats are floated into the shallow end of the H Dock so that they can be collected later.
- If you are using the fire circle in your unit, have the girls place their boats inside of the fire ring
- Once everyone has had the opportunity to make a wish, close out the campfire with a final song like Green Trees or Taps.

WISHBOAT SONG

Who can sail when there is no wind, With no oars to be rowing?
Who can sail far away from a friend, With no tears a flowing?

I can sail when there is no wind, With no oars to be rowing.
But I can't sail far away from a friend, With no tears a flowing.

We'll send out our wishes out o'er the sea, In little boats all a glowing,
We'll make a wish for you and me, With our love a flowing.

And as our wishboats drift away A wish I am making for you,
I hope to see you again some day, And may your wish come true.

Arts and Crafts Projects

Nature Wind Chimes

Time: 45 minutes-1 hour

Materials:

- Pinecones
- Sticks
- Rocks
- Twine
- Hot glue gun and glue sticks
- Any other natural materials that you would like to add. Remember to only gather what was already on the ground.
- Optional Materials: wooden beads and metal shapes or chime tubes

Instructions:

- Take the girls for a short walk to collect the natural items for their chimes.
- To get started, take two sticks and tie them with the twine in the center (or just use one long stick).
- Have the girls arrange their items in the order they want them on their wind chimes. The chime in the picture has nine different wind chime strands. Two on each of the four spokes and one in the middle
- To create the strands, take a piece of twine, making sure each strand is about the same length and a little longer than you want them to hang, because as you tie the items to the twine, it gets shorter
- For the beads, string ahead through the twine and then back through again so that it stays in a specific spot rather than just falling toward the bottom.
- For rocks, tie the twine around it and tie a knot. Add a little glue at the knot and under the twine on the opposite side to secure the rocks.
- To attach the pinecones, tie them on with another piece of twine.
- Attach optional items using these methods as well.
- Make sure that whatever is on the bottom of each strand is tied with a knot. After each strand is finished, tie it to the stick. Add a dab of hot glue on the knot and tie it again to secure it.



Duct Tape Sit-Upons

Time: 20-45 minutes

Materials:

- Cloth shopping bag
- Plastic shopping bags or polyester fiberfill
- Duct Tape in various colors and patterns



Instructions:

- Take one plastic bag and stuff it with 75-20 other plastic bags. Try sitting on it. Need more stuffing? Add more bags. An alternative is to fill the plastic bag with polyester fiberfill. Once you have the thickness you prefer, tie your plastic bag in a knot and stuff it into your cloth shopping bag.
- You can choose to keep the handles on your cloth bag to make it easier to carry when hiking. Not interested in toting it with you? You can cut the handles off or tuck them inside the bag.
- Now it's time to start with the decorating! Start by covering the seams of the cloth bag with duct tape, folding the tape over the edges to help waterproof it. When taping the top of the bag, cut pieces of tape to fit around the bag's handles.
- Once the edges are sealed, use strips of duct tape to decorate the outside of your sit-upon.
- You can use all one color, make a pattern, or get as creative as you wish!

Twig Boat Craft

Time: 20-30 minutes

Materials:

- Twigs and small branches, approx. 70
- Yarn
- Glue gun
- Paper or leaf for sail



Instructions:

- Start by picking out twigs that are straight, more or less. Cut them to be about the same length. The example uses 70 but use as many as you would like to make your boat look nice. Take one twig and tie yarn on one end. Tie another string of yarn on the other end.
- Now take another twig and wrap the yarn around both twigs - doing an 8 - going around the first twig, making a loop around the second one, going around the first one again, and the second one. Do the same on the other side. If there's leftover yarn sticking out, leave it there, you'll need it (but no worries if it's not, you can always tie in new string) Now it's time to reinforce the boat with two new twigs. "Stitch" them onto the boat along the yarn. Heat up the glue gun. Place a twig in the middle of the boat and apply a generous amount of hot glue.
- Once the glue dries, add sail you cut out of paper (or leaf). Finally, it's time to put your boat to the test. See if you can get your boat to float in the lake. Who knows, if the wind is right, it just might set sail!

Activities

Scavenger Hunt

Created as a Silver Award Project

Get ready for exciting scavenger hunts made just for Camp Graham! Perfect for troops who want to explore the camp while having a blast outdoors.

No stress, no prep, no certifications required! Whether led by the troop leader or done independently, these hunts are a ready-to-go activity for everyone to enjoy together.

Physical Copies can be found in the Dining Hall and Staff House.



~BROWNIE~

SCAVENGER HUNT

B-Buoy



R-Rock Camp
Graham

O-Owl Statue

W-Whippoorwill
Cabin



N-Nest

I-Insect Hotel

E-Emergency
Kit



Created by Lindsay Wrenn as part of her Silver Award Project - 2025

♣ Junior ♣

SCAVENGER HUNT



J-Jacket

U-Utensils

N-Nest

I-Infirmary

O-Oar

R-Rock Camp
Graham



Created by Lindsay Wrenn as part of her Silver Award Project - 2025

-Cadette-

SCAVENGER HUNT



C -Canoe

A -Archery

D -Duck Sign



E -Emblem



T -Treehouses

T -Tent



E -Embers from a fire ring

Created by Lindsay Wrenn as part of her Silver Award Project - 2025

Map of Camp Graham

