

LEARNING EXPLORATION ADVANCEMENT & FUN  
**2018 PROJECT LEAF GUIDE & KEY**

Providing an strong foundation in Scouting essentials  
for the first time Boy Scout campers in your Troop.





# Introduction to Project LEAF

The all new first year camper program for Ten Mile River

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## **Program Philosophy**

The Project LEAF program is designed for the new Scout who just crossed over from Cub Scouting or the 11 year old who is coming to camp for the first time and is not yet First Class. The program is designed to complete the majority of the requirements for Tenderfoot and Second Class and many of the requirements for First Class. Additionally, the program can be tailored to fit the needs of the individual unit and patrol. Project LEAF is meant to be the transitional program to help your youth understand the patrol method, learn basis scout skills, and experience the many of the other programs of summer camp.

## **Project LEAF Goals**

1. To provide a well-organized program based on the patrol method led by Senior Scout patrol guides
2. To maintain a ratio of 1 instructor to 12 boys
3. To teach the basic skills necessary to succeed in Scouting and the outdoor program
4. To instill the respect for Scouting methods found in the Scout Oath, Law, and Outdoor Code
5. To provide an exciting and memorable summer camp experience

## **Before sending Scouts to Project LEAF**

1. Work with your Scouts to earn the Scout rank prior to arrival at camp
2. Teach your Scouts to use the scout handbook
3. We encourage you to send an adult with your Scouts if you have more than three Scouts in Project LEAF. (hint: Send your new adults so that they can learn about Scouting as well!) Troops may rotate leadership throughout the week if needed.
4. Make sure your Scouts have the right equipment for the week of camp

## **What to Bring to Project LEAF (in addition to personal items for camp)**

Required items	Items needed daily	Optional items
<ul style="list-style-type: none"> <li>• Rain gear</li> <li>• Flashlight</li> <li>• Small day pack or bookbag</li> </ul>	<ul style="list-style-type: none"> <li>• Water bottle</li> <li>• Pen and paper</li> <li>• Project LEAF passport (will be handed out on Monday of camp)</li> </ul>	<ul style="list-style-type: none"> <li>• Compass</li> <li>• Pocket knife (Totin' Chip will be offered at camp)</li> <li>• Camera</li> </ul>

## **Project LEAF at a Glance**

The program will kick off each day after breakfast with an opening ceremony. During this ceremony on Monday, Scouts will meet their troop guide who will serve with the patrol for the week. This guide will be an experienced Scout staff member who will guide the patrol through several modules throughout the week. Scouts are kept in patrols by troop when possible, but may be combined with other troops to fill patrols. This allows your Scouts to make friends with other Scouts from around the area and other parts of the country. Each Scout will be given a passport to keep track of modules that they have completed each day and a walking stave to show off their accomplishment for the week.

## **Sample Schedule**

(NOTE: schedule may vary from day to day based on the camp, and Project LEAF director)

- 9:15-9:30:** Opening ceremony – This will take place and the gathering place for Project LEAF in each camp
- 9:30-12:00:** Patrol time – this is time with the troop guide learning new skills and preparing for the daily patrol competition
- 12:00-1:45:** Lunch and free time – lunch is with the home troop
- 2:00-3:30:** Patrol Time – continue learning skills
- 3:30-5:00:** Troop Competition – Daily competition by Project LEAF patrol to show off skills learned that day. Competitions may include: knot tying, orienteering, fire building, first aid, and team games.

Merit badges are not a primary focus or goal of Project LEAF. Each camp at Ten Mile River has its own program schedule which may allow for Scouts to pursue merit badges outside of Project LEAF. See your camp's Program Director for info regarding the specific camp schedule.

In addition, a day may be scheduled for a 5 mile hike as a Project LEAF troop. Scouts will be told when and how this hike will happen at each camp and will be given instruction as to what is needed. The hike will be on well-established trails and show off more of camp. One evening may be spent with the Project LEAF troop cooking a meal and having a campfire. We do ask that a leader from your troop (if possible) attend the hike with your Scouts.

## **The Best Part**

Each patrol guide is given certain flexibility to structure the week with the specific patrol's needs in mind in order to maximize the patrol's learning and enjoyment. This is critical for us to help support your troop program. We encourage you to work closely with the Project LEAF director to make sure your Scouts learn the skills that you need.

## Project LEAF: The Troop's Responsibilities

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In order to get the most out of the program, we encourage you to have a leader work with the Troop's Project LEAF Scouts throughout the week. Project LEAF will provide exciting, thorough and quality instruction in the various rank requirements, however, signing off that each Scout has demonstrated this knowledge is the time-honored responsibility of the Troop leadership. As such, this leader should ask to see the passport daily and test them on what they have learned. As the leader is comfortable with the Scout's knowledge, he/she should sign off in the boy's handbook. We encourage you to seek out the Project LEAF director or the program director with any questions that you may have when on site at camp.

### **This leader's responsibilities should include:**

- If your Troop has 3 or more boys in LEAF the leader should check in on the patrol meetings throughout the day.
- Please assist the Scouts in demonstrations and activities, BUT PLEASE DO NOT INTERRUPT THE GUIDE during a module to add information or comment unless he asks you to. He may have planned to cover that information later in the module or you can teach it back at the Troop campsite.
- Communicate with the Guide any skills that you are highly proficient at and could teach to the group as a whole in advance!
- Throughout the week, quiz the Scouts on the modules they have completed and sign off in the Scout handbook accordingly.
- Come prepared to learn and have fun!

This is an excellent opportunity for newer leaders in your Troop! They will learn basic Scout skills with the patrol and have a chance to develop as a leader in the Scout program with the new boys. Please have them communicate with their Patrol Guide and the camp's Project LEAF Program Director to make this an enjoyable week for themselves and the Scouts.



Thank you,  
Ten Mile River  
Project LEAF Staff

## **Project LEAF: Scoutmaster's Key**

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In Project LEAF, when a Scout masters the skills in a lesson (or module), they are presented with a bead and the Patrol Guide initials the Scout's "passport". The Scoutmaster or his assistant can then recognize what the Scout has been taught in the program and quiz them for comprehension. The Troop always has the final determination if the Scout has learned the skills and will sign off in the Scout's handbook. The following list is all the possible modules and the requirements they correspond to in the Scout handbook:

### **SCOUT SPIRIT:**

**My Buddy-** Tenderfoot #5a – Explain the buddy system

**Who am I-** Tenderfoot #9 – repeat the Scout Oath, Law, Motto, Slogan

**To the Colors-** Tenderfoot #7a – flag etiquette

### **CAMPING & HIKING:**

**Topo the World-** 2<sup>nd</sup> Class #3a - understanding maps and symbols

**True North-** 2<sup>nd</sup> Class #3a - understanding how a compass works

**Nocturnal-** 2<sup>nd</sup> Class #1a - finding directions day or night

Partial 1<sup>st</sup> Class #4a - measuring height and width

**Hit the Road-** Tenderfoot #5c - rules of safe hiking and what to do if lost

**Shake Down-** Tenderfoot #1a, 1b & #1c - overnight camping

2<sup>nd</sup> Class #1b & 1c- overnight camping

**The Aluminum Chef-** Tenderfoot #2a-c - prepare one meal

2<sup>nd</sup> Class #2e-d- cooking and nutrition

1<sup>st</sup> Class #2d- procedures for safe handling of food

### **FIRST AID:**

**You're Outta Here-** 1<sup>st</sup> Class #7b - transporting an injured person

**What's the # for 911-** Partial Tenderfoot #4a - Heimlich maneuver

2<sup>nd</sup> Class #6b- hurry cases

**Surviving the Elements-** Partial Tenderfoot 4a - frostbite & sunburn

Partial 2<sup>nd</sup> Class #6a- temp. related first aid & dehydration

**Play with Fire...**- Partial Tenderfoot 4a - minor burns

Partial 2<sup>nd</sup> Class #6a- serious burns

**Strains and Sprains-** 1<sup>st</sup> Class #7a - bandaging injuries

**Once Bitten** - Partial Tenderfoot 4a - bites and stings of insects or ticks

Partial 2<sup>nd</sup> Class #6a - bites of a warm-blooded animal

**It's Just a Flesh Wound** - Partial Tenderfoot 4a - simple cuts and blisters

Partial 2<sup>nd</sup> Class #6a - object in the eye and puncture wounds

**SWIMMING:**

**Reach, Throw, Row, Go-** 2<sup>nd</sup> Class #5c-d - reaching water rescue  
1<sup>st</sup> Class #6e - line rescue

**H2O Survival-Swimming MB #4 - Rescues**

**Water IQ-** 2<sup>nd</sup> Class #5b – passing the Beginner’s swim test  
1<sup>st</sup> Class #6a - passing Swimmers test  
Swimming MB #3 - 5 basic strokes

**Rubber Ducky-** Swimming MB #5 - floating

**Blue Dog Standby-** Swimming MB #6 & #7 - basic and surface dives

**KNOTS:**

**Don’t Lash Out-** 1<sup>st</sup> Class #3d - make a useful camp gadget

**All Tied Up-** 1<sup>st</sup> Class #3a-b - timber and clove hitch + lashings  
Tenderfoot #3b-c - two half and taut-line hitch

Tend #3a - Square Knot teaching

**Why Knot-** 2<sup>nd</sup> Class #2f-2g – bowline & sheetbend knots and use

**NATURE:**

**Can’t Touch This-** Tenderfoot #4b - local poisonous plants

**Wild Thing-** 2<sup>nd</sup> Class #4 - identify 10 kinds of animals

**Can’t See the Forest for the Trees-** 1<sup>st</sup> Class #5a - identify 10 plants

Guides will also award beads from completing Totin’ Chip and Firem’n Chit on the LEAF overnighter.






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SCOUT NAME \_\_\_\_\_ TROOP \_\_\_\_\_

TROOP GUIDE \_\_\_\_\_ WEEK \_\_\_\_\_

The following is a complete listing of all the requirements that have been completed this week by the above Scout in Project LEAF. A goal of the program is to have boys advance, but more importantly we hope he has enjoyed the experience and is excited about continuing in Scouting with your Troop. This is the true goal of the Project LEAF Program. Each Scout was expected to complete a minimum of 15 beads to 'graduate' the program. Any amount above 20 means the Scout applied himself this week and worked extra hard to achieve more requirements.

Module Name	Requirement	Description	Completed
<b>SCOUT SPIRIT (Brown Beads)</b>			
My Buddy	Tenderfoot #5a	Explain the buddy system	
Who am I	Tenderfoot #9	Repeat from memory Scout Oath, Law, Motto, Slogan	
To the Colors	Tenderfoot #7a	Flag etiquette	
<b>CAMPING &amp; HIKING (Black Beads)</b>			
Topo the World	2 <sup>nd</sup> Class #3a	Understanding maps and symbols	
True North	2 <sup>nd</sup> Class #3a	Understanding how a compass works	
Nocturnal	2 <sup>nd</sup> Class #1a Partial 1 <sup>st</sup> C #4a	Finding directions day or night Measuring heights and widths	
Hit the Road	Tenderfoot #5c	Rules of safe hiking	
Shake Down	Tenderfoot #1a-c 2 <sup>nd</sup> Class #1b-c	Overnight camping	
The Aluminum Chef	Tenderfoot #2a-c 2 <sup>nd</sup> Class #2d-e 1 <sup>st</sup> Class #2d	Prepare one meal Cooking and nutrition Procedures for safe handling of food	
<b>FIRST AID (Red Beads)</b>			
You're Outta Here	1 <sup>st</sup> Class #7b	Transporting an injured person	
What's the # for 911	Tenderfoot #4a 2 <sup>nd</sup> Class #6b	Heimlich Maneuver Hurry cases	

<b>FIRST AID (Red Beads) Cont.</b>			
Surviving the Elements	Partial Tend 4a Partial 2 <sup>nd</sup> C #6a	Frostbite and sunburn Temperature related first aid & dehydration	
Play with Fire	Partial Tend 4a Partial 2 <sup>nd</sup> C #6a	Minor burns Serious burns	
Strains and Sprains	1 <sup>st</sup> Class #7a	Bandaging injuries	
Once Bitten	Partial Tend 4a Partial 2 <sup>nd</sup> C #6a	Bites and stings of insects and ticks Bites of a rabid animal	
It's Just a Flesh Wound	Partial Tend 4a Partial 2 <sup>nd</sup> C #6a	Simple cuts and blisters Object in the eye and puncture wounds	
<b>SWIMMING (Blue Beads)</b>			
Reach, Throw, Row, Go	2 <sup>nd</sup> Class #5c-d 1st Class #6e Swimming MB #4	Reaching water rescue Line rescue	
Water IQ	2 <sup>nd</sup> Class #5b 1 <sup>st</sup> Class #6a Swimming MB #3	Passing BSA "beginners" swim test Passing BSA "swimmers" swim test 5 basic strokes	
Rubber Ducky	Swimming MB #5	Floating	
Blue Dog Standby	Swimming MB #6 Swimming MB #7	Basic and surface dives	
Safe Swim Defense	2 <sup>nd</sup> Class 5a	Tell what precautions must be taken for a safe swim.	
Safety Afloat	1 <sup>st</sup> Class 6b	Tell what precautions must be taken for a safe trip afloat	
<b>KNOTS (Yellow Beads)</b>			
Don't Lash Out	1 <sup>st</sup> Class #3d	Make a useful camp gadget + lashings	
All Tied Up	1 <sup>st</sup> Class #3a-b Tenderfoot #3b-c Tenderfoot #3a	Timber and clove hitch Two half and taut-line hitch Square Knot	
Why Knot	2 <sup>nd</sup> Class #2f-g	Bowline knot and its uses	
<b>NATURE (Green Beads)</b>			
Can't Touch This	Tenderfoot #4b	Local poisonous plants	
Wild Thing	2 <sup>nd</sup> Class #4	Identify 10 animals	
Can't See the Forest	1 <sup>st</sup> Class #5a	Identify 10 local plants and trees	

<b>TOTIN CHIP' (Purple Bead)</b>	Scouts learned all the skills to receive their card	
<b>FIREM'N CHIT (Purple Bead)</b>	Scouts learned all the skills to receive their card	
<b>1 HOUR SERVICE TIME (Orange Bead)</b>	Scouts completed 1 hour of meaningful service	

## Project LEAF: Sample Lesson Module

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### Play With Fire...



#### **As a result of this experience, participants will:**

- Be able to differentiate between and treat First, Second, and Third Degree Burns.
- Understand the underlying dangers associated with burns.

#### **Reference:**

Boy Scouts of America. The Boy Scout Handbook. Irving, Texas: Boy Scouts of America, 2009. 148-9.

**Rank Advancement:** (these are partials as the other portions of the requirements are covered in other modules)

T12b (Partial)—Show first aid for the following: simple cuts and scratches, blisters on the hand and foot, minor (thermal/heat) burns or scalds (superficial, or first degree), bites or stings of insects and ticks, venomous snakebite, nosebleed, frostbite and sunburn.

S7c (Partial)—Demonstrate first aid for the following: object in the eye, bite of a suspected rabid animal, puncture wounds from a splinter, nail, and fishhook, serious burns (partial thickness, or second degree), heat exhaustion, shock, heatstroke, dehydration, hypothermia, and hyperventilation

**Patrol Guide Note:** This module should be the taught last in your basic first aid block that includes: “It’s Just a Flesh Wound,” “Once bitten,” and “Surviving the Elements.” You construct the “skin” model by covering a piece of cardboard with Vaseline and covering the Vaseline with plastic wrap. The plastic wrap represents the epidermis and the cardboard represents the deep tissue. If you are careful with the matches, the burns should appear fairly realistic.

**Equipment Needs:** Vaseline, cardboard and plastic wrap, matches, note cards for application

**Problem Exposure:** Let’s talk about burns. Who here has been burned before? How did the adults around you suggest treating the burn? (Hopefully you will hear all types of folk remedies like mustard, lard, butter, toothpaste, buttermilk, egg whites, and so on) Explain that some of the answers are correct and some actually make the problem worse. For example, butter offers temporary relief because it is cool and prevents air from hitting the burn, but the pain quickly returns because the heat is trapped).

**Teaching/Learning:** There are three types of burns. Lets look together on page 306 in your book. Ask the boys to read out loud. After each section, summarize the important information and use a match to burn your “skin” model to illustrate your point.

- First Degree—Epidermis only burned, skin red and painful.
- Second Degree—Epidermis and Dermis burned, skin is blistered (may take 24 hours), red, mottled, wet, and painful.
- Third Degree—Epidermis, Dermis, and Subcutaneous Tissue burned, skin is leathery, dry, charred, and pearly gray in color.

General Treatment:

1. Remove from the source of the burn:
  - For thermal burns, stop, drop, and roll
  - For dry chemical burns, brush off dry chemicals
  - For wet chemical burns, flush with water for 20 minutes
  - Remove clothing and jewelry which can hold heat in and further the burn
2. Assess the airway (for inhalation burns, consider carbon monoxide poisoning)
3. Cool the burn
4. Assess the depth and extent of the burn (use the “rule of palms” your palm represents roughly 1% body)
5. Clean the burn
6. Apply a cool, moist dressing

What are the two major life-threatening risks of burns?

- Infection—there is a hole in your body’s first line of defense against pathogens
- Environmental Injuries—Placing ice directly on a burn can cause frost bite, cooling over 10% of the body at a time can cause hypothermia, there is a high risk of dehydration, and the loss of body fluids means that there is a greater risk of hypothermia or hyperthermia.

**Application:** Once you are finished with all of the basic first aid modules:

First Aid Baseball—Divide the patrol in half and create a baseball diamond. Give each team a chance to create several questions about burns or environmental injuries. Use these cards to augment those attached to this sheet. Line up the first team behind home plate. The umpire (troop guide) holds the cards in his hands. In turn, each scout tries to answer a question given to him by the umpire. If the Scout gives the correct answer, he draws a card. He scores whatever hit is indicated on the card and becomes a base runner as in regular baseball. If he does not answer correctly, he is out. Three outs and the next half of the patrol comes to bat.

**Evaluation:** Review if necessary; award a red bead to each participant.

