

# Lost and Find Me

## RED FLOWER CAMP Outdoors



### The Adventure:

Take your next game of Hide-and-Go-Seek to the next level!

As a Lair, decide on a time and place to have this Adventure. You'll need a map, too. You might want to try this out in the neighbourhood around your meeting hall, or at your Scout Camp.

Choose a place to hide, and then come up with a clue for the other Lair. It's important that the other Lair needs to read its map to find you.

For example, if your Lair wants to hide out by the beach at your Scout camp, you can provide a fun

and challenging hint to the other Lair: "One hundred metres west of the parking lot, and four hundred metres north of the railway bridge. Don't get your feet wet!"

If the Cubs in the other Lair can find the railway bridge and the parking lot on the map, then they shouldn't have too much trouble finding your Lair's hiding place. Once they find you, it can be their turn to give your Lair a clue and hide themselves!



### Safety note:

- What will you need to do to make sure this is a safe Adventure?
- What guidelines will you need about where it is safe to hide and where it is safe to look?

### Plan:

- Where and when do you want to have this Adventure?
- Do you have maps of the area? How can you get some?
- What are the rules for this Adventure?

### Do:

- When you're trying to find the other Lair, make use of all your senses. Keep your eyes peeled and listen for the other Lair, and keep an open mind when puzzling out the clues.

### Review:

- What do you know now that you did not know before?
- How did your Lair work together on this Adventure?
- Who was the best seeker? Who was the best hider? What made them the best? What would you do differently next time?

### Online Resources:

- How to read a map
- Learn to camp: How to read a map
- Learn About Maps

Canadianpath.ca



It starts with Scouts.