

Harford District
2016 Cub Scout Day Camp
June 27 - July 1

Into the Woods II Tree & Plant ID



Station Volunteer's Guide

Thank you for being a station volunteer! The stations are the heart of camp and truly provide our scouts with an opportunity to try out a new skill (or build on one they know) while having a great time. Our volunteers' knowledge and enthusiasm is what makes our camp great!

To make running the station easier, please take some time to read through the station guide. While what is being covered at the station needs to remain as outlined, how it is covered is only one of many methods. If you find a better way to accomplish the requirements or if the method we have outlined doesn't seem to be working...please feel free to change it! This is only a guide...do what works best for you and the scouts coming to your station.

One other thing to keep in mind - some stations will be visited by all ranks. That means you may have 6 year olds through 11 year olds and may have to simplify or intensify the methods to meet the skills and knowledge of all the scouts.

Thanks again - we are glad to have you as part of Harford Day Camp!

Station Procedures

- The first station begins at 10:15 on Monday and 9:15 other days...so you have some time! We've tried to only schedule 2 dens at a time (max. 24 boys) but, there may be times when you have 3. Consult your station schedule so you will know who to expect and when.
- Greet dens as they arrive. Many will have a den cheer, ask to hear it!
- Once all the dens arrive or the start time has come, begin going through the procedures for the station. It is very important that you start and end on time! Each time slot lasts 45 minutes. If a den arrives 10 minutes late, they CANNOT stay 10 minutes past the end of the station...that would make you and then late for the next station. If a den doesn't get finished, suggest they come back during a break or take the remaining activity with them to work on at the den.
- Execute the station with energy and enthusiasm! Let the scouts do as much for themselves as possible. It doesn't need to be perfect, they just need to Do Their Best!
- Don't forget the beads. Each scout earns a bead at every station for participating. Beads can be given to the den leader for distribution.
- Once the den is finished, begin resetting for the next group.
- Close the station at the end of the day by packing/organizing the supplies and cleaning and disposing of all trash. Let the Program Director responsible for the station (either Tiger/Wolf/Bear or Webelos) know if supplies are running short!

Station Overview MA and PA TRAIL and TREE ID

Scouts will learn how to identify various trees and plants that live in this area.

These are the requirements that will be covered for Forester Activity Badge:

1. Identify six forest trees common to the area where you live. Tell how both wildlife and humans use them. (If you don't live in a region that has forests, read about one type of forest and name six of its trees and their uses.)
2. Identify six forest plants (other than trees) that are useful to wildlife. Tell which animals use them and for what purposes.
3. Draw a picture to show the plant and tree layers of a forest in your area. Label the different layers. (If you don't live in an area that has forests, choose an area that does and draw a picture of that forest.)

Core Values:

Cooperation: Being helpful and working together with others toward a common goal.

Respect: Showing regard for the worth of something or someone.

Set-up:

Open bins and verify that you have the following supplies:

Checklist for each scout to identify the trees on the walk.

Pictures of leaves

Poster of plant and layers in the forest.

Pencils

Break-Down

Check supplies for tomorrow and request extra as needed. Return all materials to the bins and store inside the tag building for the night.

Station Objectives:

1. Explain to the scouts that they will be going on a hike to identify several trees and plants that live in MD.

Have you ever examined the different leaves? How would describe them?

Botanists have categorized leaves by size, shape, arrangement (way leaves are arranged on the stem), and by the margin (edges)

Here are some examples of the shape of the leaves:

Hold up the various pictures and point out the shapes

Round, heart-shaped, Ovoid (egg shaped), Palmate (palm shaped), and lobed

Here are some examples of arrangements:

Opposite, Alternate, Spiral

Here are examples of different margins on the leaves

Smooth, Dentate, Serrate

Ask: How do wild animals use trees/plants? Take answers from the scouts.

Ask: How do humans use trees and plants? Take answers from the scouts.

2. In addition to learning about the trees, they will be learning about how a forest is made up of various layers.

Show the poster with the various layers.

Three forest layers:

Canopy: The forest canopy is the uppermost layer of a forest, characterized by the crowns of the trees and a handful of emergent specimens with heights that shoot above the canopy. The canopy is critical to a forest's well-being, and it provides habitat to a wide range of plants and animals. In fact, the canopy is so unique that some organisms spend their entire lives there, never venturing down to the ground.

Understory: Understory - Immediately above the forest floor is the understory. The understory consists of tree trunks, saplings, small ground plants (such as dwarf palms), and vines. Residents here include bees, snakes, frogs, a

Groundcover is made up of shorter plants or fungi that grow close to the ground.

The amount of ground cover depends on the type of forest it grows in. An open forest lets in more light and usually has more ground cover. A dense forest has a thick canopy with less light reaching the forest floor for ground cover to grow. Ground cover could include young trees, shrubs, ferns, wildflowers, weeds, mosses, and even mushrooms and other fungi. Ground cover is essential to many types of wildlife.

On the back of the checklist paper, have the scouts draw the layers of the forest.

3. Now that the scouts have learned about the various plants and trees, tell them that they will be going on a hike. On that hike, they should be looking for the trees and plants on their checklists. They should bring a pencil and the checklist with them. The station leader could bring the printouts that have pictures of the leaves and plants if thought necessary.
4. Remind the scouts of the general safety rules for hiking: staying with a buddy, no wandering off by themselves, leave no trace etc.