Day - To - Day Plans

~~Sat~~ Fish and Wildlife Management

Day 1 - Greet Scouts
- Work on Requirements 1-4
  1. Wildlife management is the science and art of managing all types of wildlife with which we share our planet.
  2. Three major problems:
     1. Forest fires
     2. Pollution
     3. Deforestation
  3. Practical Ways the public can help:
     - Beachcombing
     - Prevent littering in natural environments
     - Limit our hunting and fishing as much as possible.
  4. 5 major fish & wildlife management practices in the state
     1. Legally protected reserves
     2. Prescribed fires
     3. Fisheries managements
     4. Conservation Departments

Req 4?

Day 2 - Work on Requirement 5c

Jobs: Tree Farm Manager, Park Ranger, Ma
Need: Introductory courses of wildl
zoology, math, statistics, or f

~~5c~~. Design and implement a backyard wildlife improvement project and report the results (Build bird houses)

IV research

Day 3 - Work on Requirement 6b. - Wildlife species in the state.

Day 4 - Work on Requirement 7c - Report findings after examining the contents in the stomachs of three fish.

go fishing

Geology

Day 1 - Greet Scouts
- Work on Requirements 1-2 (3 if there is time)
  1. Geology: The Study of Earth
     - Geologists use geological maps, well information,

reflections, and reflection seismology to learn about rock formations.

2. Three mined resources:
   1. Coal is mined and burned for heat and electricity.
   2. Oil is migrated through pores in the earth and mined. Used for electricity.
   3. Geothermal Energy discovered using geographical maps; water is pumped down to magma, steam travels through pipe and powers a turbine, generating electricity.

3 Review geological map and discuss different rock types.

Day 2 - Work on Requirement 4b - List three career opportunities related to geology.

Day 3 - Requirements 1, 2, and 4 in 5C.

1. Rock - Naturally occurring, solid substance composed of a mineral or a mixture of minerals that form an essential part of Earth's crust;
   Igneous - magma cools and solidifies
   Sedimentary - formed from sediments, broken and weathered products of other rock
   Metamorphic - Minerals in rocks are exposed to heat and pressure.
2. Mineral - Substances formed by combined chemical elements.
   Hardness - Scratch two minerals together. The harder one will leave a mark on the softer one.
   Specific Gravity - weight of a substance compared to the weight of an equal amount of water.
   Color - Most common but least reliable test usually used as a first-pass comparison.
   Streak - Powdery residue left when a mineral is dragged across a rough piece of porcelain.
   Cleavage - A mineral is said to cleave if it breaks along smooth surfaces and in regular directions.
   Luster - The appearance of a mineral in normal lite.
   Crystal Form - The shape of crystal a mineral takes when it is allowed to grow without constraint.

4. Three common Road building materials:
   1. Asphalt
   2. Limestone
   3. Concrete

Day 4 Work on Requirement 3 b of 5C.
- Identify 15 different rocks and minerals. List the name of each specimen and tell whether it's a rock or a mineral.

~~Fish and Wildlife Man~~ Wilderness Survival

Day 1 - Greet Scouts
- Review Requirements 1, 2, and 3.
  1. List Firstaid for Hypothermia, Frost-Bite, blisters, insect stings, tick bites, and snake bites.
  2. 7 priorities of survival in the Wilderness.
  3. Why it is important to keep the morale high when surviving in the wilderness.

~~Day 2~~
- Talk of overnight experience on Day 4.
- Demonstrate requirements 11 and 12

11.

Hot weather	Cold weather
- Sun hat	- Dark, warm clothing
- Light clothing	- Warm hat
- Nylon sleeping bag	- Gloves

12. It is unsafe to ingest wild plants ~~because~~ and creatures because they may be dangerous and deadly.
- Discuss 5
  5. Kit Items should include a knife, rope, a hat, water, matches, extra clothes, a flashlight, a whistle, a mirror, and a blanket.

Day 2 - Discuss Items in 7 a.
  7a. Whistle, reflecting mirror, fire, noise, color/motion
  c. X = Require medi. assistance, N = no, Y = yes, V = require assistance
  ↑ = proceed in this direction.

Demonstrate 4a-e

Day 3 - "We are Lost" Problem (3, 4, and 7)

Review plans for overnight trip

Day 4 - Go on overnight trip

- Build shelters (requirement 8), fires (requirement 6), and use emergency kit (requirement 5)
- Explain Requirements 9 and 10.

9. Insects - Wear insect repellent and long clothes
Reptiles - Carry a hiking stick and wear heavy clothing and be careful where you walk.
Bears - Set up camp at least 200 feet away from where you will be cooking and eating. Alert bears so they know you are in the area and use a bear bag for food.