**LOST IN THE WOODS**

It is not at all probable that you will lose your way while on the trail, but if you should find yourself lost in the woods or in the open, the first thing to do is to remember that a brave girl does not get into a panic and so rob herself of judgment and the power to think clearly and act quickly. Believe firmly that you are *safe*, then sit down quietly and think out a plan of finding your way. Try to remember from which direction you have come and to recall landmarks. If you cannot do this, do not be frightened and do not allow any thought of possible harm to get a foothold in your mind. If there is a hill near, from which you can see any distance, climb that and get an outlook. You may be able to see the smoke of your camp-fire, which, after all, cannot be so far away. You may find a landmark that you do remember. If you see nothing which you can recognise, make a signal flag of your handkerchief and put it up high, as high as you can. Your friends will be looking for that. Then give the lost signal, one long blast with your whistle, and after a short pause follow with two more blasts in quick succession. If you have no whistle shout, loud and long, then wait a while, keeping eyes and ears open to see and hear answering signals. If there is none, again shout the lost signal and continue the calls every little while for quite a time. Another call for help is the ascending smoke of three fires. This, of course, is for daylight. Build your fires some distance apart, twenty-five feet or more, that the smoke from each may be clearly seen alone, not mingled with the rest. Aim to create *smoke* rather than flame; a slender column of smoke can be seen a long distance, therefore the fire need not be large. Choose for your fires as clear a space and as high an elevation as can be found, and in the relief and excitement of rescue *do not forget to extinguish every spark* before leaving the ground.

If you decide to keep moving, blaze your trail as you go, so that it may be followed and also that you may know if you cross it again yourself. You can blaze the trail by breaking or bending small branches on trees and bushes, or by small strips torn from your handkerchief and tied conspicuously on twigs. If you are where there are no trees or undergrowth, build small piles of stones or little hills of earth at intervals to mark your trail.

If night overtakes you, look for the *North Star*. That will help if you know at what point of the compass your camp lies, and if you remember whether your course in leaving camp was to the north, south, east, or west, you can calculate pretty accurately whether the camp is to the north, south, east, or west of you.

In case the night must be spent where you are, go about making a shelter, prepare as comfortable a bed as possible, and do *not* be afraid. You will probably be found before morning, and you must be found in good physical condition.

If you can kindle a fire, do it; that will help to guide your friends and will ward off wild creatures that might startle you. Keep your fire going all night and take care that it does not spread.

It is better to remain quietly in one spot all night than to wander about in the dark and perhaps stumble upon dangerous places. If, when you find the points of the compass by the *North Star*, you mark them plainly on a stone or fallen log, they will be a ready guide for you as soon as daylight breaks.

The last word on this subject is: *Do not be afraid*.

## MCQ Questions

| **#** | **Type** | **Question** | **Results** |
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| 1 |  | Why does the writer say, *“do not forget to extinguish every spark* before leaving the ground”?   1. It will fall you in danger 2. The sparks may grow into a fire in the wood 3. Many other people will reach to that place 4. You will get lost at some point |  |
| 2 |  | How likely does the author think it is that the reader will get lost while on a trail?   1. Very likely 2. **Not probable** 3. Definitely will happen 4. Will never happen |  |
| 3 |  | What does the author suggest takes away one’s ability to think clearly?   1. Being lost 2. Panicking 3. Being a girl 4. Pretending to be brave |  |
| 4 |  | What is not to be done if you get lost in a wood?   1. Think about a time when you were not lost 2. Remind yourself that someone will find you 3. Wait restfully until the teammates find you 4. Make a signal from your handkerchief |  |
| 5 |  | Why is the word ‘smoke’ being in italics?   1. To emphasize that the smoke can be seen from a distance 2. To show that smoke is better than a flame 3. To highlight that a smoke is crucial when lost in a wood 4. It is the most important word in the text |  |
| 6 |  | Which group of people will find this text concerned?   1. Younger generation who loves camping 2. Scouts 3. Girls who are not interested in camping 4. Amateur girls who are interested in camping |  |
| 7 |  | Find the most suitable synonym for the word ‘**douse**’ from the text. Use a dictionary if you need.   1. blaze 2. extinguish 3. signal   d)trail |  |
| 8 |  | 1. Find the most suitable antonym for the word ‘***stumble****’* 2. a) bumble 3. b) stagger 4. c) continue 5. d) entice |  |
| 9 |  | If you get lost in a jungle what should be done immediately?   1. Think clearly and act write your plan on a fallen log 2. Make a signal using your handkerchief 3. Walk for help from dusk to dawn 4. Do not get afraid |  |
| 10 |  | How do you find the direction of the campsite at night?   1. By looking at the North star 2. By checking the point of the compass 3. By looking at the North star and checking the point of the compass 4. By looking at the North star and creating a large fire. |  |
| 11 |  | Work out the following sentences and find the false statement.   1. It is not wise to keep moving during the daytime 2. Make a signal using your handkerchief 3. You must be found in good physical condition in the morning 4. Mark your trail using piles of stones |  |
| 12 |  | If you are a fearful girl what will you feel when you lost in a gloomy wood?   1. A panic and security 2. Extreme fright and contentment 3. Gay and exultant 4. Dread and confusion |  |
| 13 |  | What is most appropriate if you do not have a whistle?   1. Climb onto a hill 2. Check the point of the compass and North star 3. Remember the landmarks and direction where you came 4. Be alert on answering signals |  |
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