



Emblem DESIGN GUIDE



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Introduction

Recognition is an important part of all Camp Fire programs. It helps youth build self-esteem and feel proud in their accomplishments. Some recognition is intangible, like a smile or a compliment. The tangible recognition, though, is a visual record of the projects and activities in which members have participated. Some awards recognize outstanding achievement or the number of years a participant has been a Camp Fire member.

Historically, Camp Fire has created symbols and emblems using Native and Indigenous cultures as primary influences. In 2019, Camp Fire National began work to acknowledge, address, and end our use of Native and Indigenous inspired language, symbols, and traditions. We understand that our historic use and creation of items that were meant to mimic Native and Indigenous cultures, particularly through our rewards, recognitions, and ceremonies, have caused harm to Native and Indigenous communities by contributing to the homogenization, stereotyping, and erasure of these cultures.

In 2021, Camp Fire National Headquarters hosted a group of young people from Camp Fire affiliates across the nation to reimagine our national rewards and recognition items. This initiative was known as the Make Your Mark youth design process, which resulted in the emblems you will see in the guide. The Make Your Mark youth design process allowed young people to discuss the implications of cultural appropriation and to design new emblems for youth rewards and recognition items. New designs were intentionally created to avoid culturally appropriative symbols and iconography.

As we reworked the emblem designs during the design process, youth expressed a desire for additional display options. To that end, we're happy to share a sticker version of each emblem! You will find some example photos, but for example, young people might want to put the stickers on a water bottle or computer.

For those familiar with Camp Fire's Brand Guide, typically the Spark Mark is not supposed to be used apart from the primary Camp Fire logo. The only exception is with these official national emblems and stickers. Please see the Brand Guide for more information or reach out to the marketing team. Thanks for your continued efforts to preserve and protect the Camp Fire brand and legacy.

Sticker Example



Iron-on Patch Example



Progress & Recognition

It is important for youth to see their progress toward a goal. It is also important that their achievements be recognized over time.

After each activity, youth can receive something to let them know that they are one step closer to completing a project (e.g. a bead, a certificate, a bracelet). Once a project is complete, youth should receive a Camp Fire emblem. This is a recognition of the work and time they put into the activities, and should be a celebration of their efforts.

To order recognition items please visit the Camp Fire online store at shopcampfire.org/ and select "Camp Fire Recognition Items." Please be aware that each emblem is available in high-quality vinyl sticker or embroidered patch form, so be mindful when making your selections.

If it is the first time you are ordering recognition items, a member of the store will contact your affiliate to verify that you are authorized to purchase recognition items before fulfilling your order.

Camp Fire National has created this guide for affiliates for use in training leaders, assisting award committees and promoting projects. Your program participants can continue to pursue emblems using the traditional Camp fire club model or select specific projects for use in afterschool and other out-of-school-time programs where youth may only be involved for a limited amount of time. Each emblem has associated aligned activities.



Starflight

The Starflight curriculum is developed for youth in grades K-2 to explore their Sparks, learn new skills, and build strong relationships. Through a mixture of games, art, discussions and service-learning projects, youth build relationships and tap into their passions and potential – so they can thrive and contribute to their communities. Youth get a Starflight emblem to identify the number of years a youth has been a member in the Starflight program.



**STARFLIGHT
IDENTIFICATION EMBLEM**



**STARFLIGHT 2ND YEAR
TENURE BAR**



**STARFLIGHT 3RD YEAR
TENURE BAR**

Starflight

TRAIL TO KNOWING ME

Trail to Knowing Me is designed to help youth learn about relationship and communication skills to focus on increasing self-knowledge. After completing the Trail, young people should have developed a better awareness of themselves and learned to be more confident and self-assured. Each emblem has associated aligned activities.



MY BEST SELF

- That's My Name
- Petals of Personality
- Unique Self Portrait
- Who's in My Nest



THE WAY I FEEL

- Emotional Balloons
- Emotional Scavenger Hunt
- Emotional Situations



HELPFUL WORDS

- Gratitude Boxes
- Kindness Paper Chains
- Catch a Feeling

Starflight

TRAIL TO FAMILY AND COMMUNITY

Trail to Family and Community is designed to help youth strengthen their place in their family and communities by focusing on leadership, service-learning, and citizenship. After completing the Trail, young people should have developed a better awareness of their place in the social structures they belong to. Each emblem has associated aligned activities.



MY INNER CIRCLE

- Hopes & Dreams
- Five Promises
- Give a High Five



WHERE I LIVE

- Guardians of the Community
- Four Square
- Sidewalk Mural



TAKING PART

- The Tree of Us
- My Helping Invention
- Community Adventure Challenge

Starflight

TRAIL TO CREATIVITY

Trail to Creativity is designed to help youth stimulate creativity and imagination through activities that involve visual arts, performing arts, creative writing and more. After completing the Trail, young people should have developed new skills and a better awareness of their own creative skills. Each emblem has associated aligned activities.



BRIGHT & BOLD

- Create Our Portfolios
- Fantastic Fireworks
- Making Mosaics



JUST IMAGINE

- Let's Make Music
- Puppet Creations
- Storytellers



LET'S IMPROVISE

- Yes, Let's!
- Improve our Improv
- Lose Big

Starflight

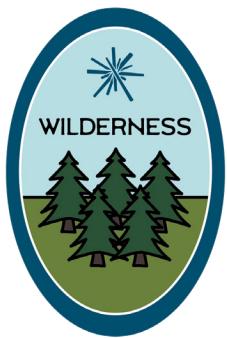
TRAIL TO THE ENVIRONMENT

Trail to the Environment is designed to help youth understand and appreciate the natural world by providing activities on nature, environmental stewardship, geography, and more. After completing the Trail, young people should have developed a better awareness of the natural world and how they can care for the environment. Each emblem has associated aligned activities.



LET'S EXPLORE

- Nature Hunt
- Fingerprint Bugs
- Pot Plant a Seed



WILDERNESS

- 4 Habitats
- Build Your Own Bird Feeder
- What's That Animal Sound



HIDDEN WONDERS

- Suncatchers
- Wildlife Photo
- Bug Archaeology
- Nature Collage
- Sense Hike

Starflight

TRAIL TO THE FUTURE

Trail to the Future is designed to encourage young people to learn new and unique skills, such as cooking, science experiments, STEM and more. After completing the trail, young people should have developed a better awareness of their physical and mental skills. Each emblem has associated aligned activities.



MOVING & GROOVING

- Ball Relay
- Jump Around!



WHAT HAPPENS WHEN

- Rain in a Jar
- Lightning and Thunder



PREPARE TO COOK

- Parfait Cooking
- Play Store
- Community Shopping Part One
- Community Shopping Part Two

Adventure

The Adventure curriculum is designed for youth in grades 3-5 to explore their Sparks, learn new skills, and build strong relationships. Through a mixture of games, art, discussions and service-learning projects, youth build relationships, and tap into their passions and potential – so they can thrive and contribute to their communities. Youth get an Adventure emblem to identify the number of years a youth has been a member in the Adventure program.



**ADVENTURE
IDENTIFICATION EMBLEM**



**ADVENTURE 2ND YEAR
TENURE BAR**



**ADVENTURE 3RD YEAR
TENURE BAR**

For the Adventure curriculum, after youth complete multiple projects within a Trail, they can receive a specific Trail emblem. (Example: After doing projects under Trail to Knowing Me, an Adventure participant should get the Trail to Knowing Me emblem.) The Trail emblem is shown out to the right of the trail title in this guide.

Adventure

TRAIL TO KNOWING ME

Trail to Knowing Me is designed to help youth learn about relationship and communication skills to focus on increasing self-knowledge. After completing the Trail, young people should have developed a better awareness of themselves and learned to be more confident and self-assured. Each emblem has associated aligned activities. For Adventure, there are also trail emblems that can be earned by completing multiple activities and projects.



MY GROUP AND I

- Discovering Sparks
- Spark to Spark Champion
- Time Capsule



COMMUNICATION STATION

- Happy Talk
- Mimes
- Communication Challenge



GETTING TO KNOW ME

- Who am I?
- Real Feel Wheel
- Identify Selfie



SELF-CARE

- What's on Your Plate?
- Emotions All Over
- Coping with It



WHAT I NEED

- Affirmation Paper Beads
- Conversation Cubes
- Self-care Kit

Adventure

TRAIL TO FAMILY AND COMMUNITY

Trail to Family and Community is designed to help youth strengthen their place in their family and communities by focusing on leadership, service-learning, and citizenship. After completing the Trail, young people should have developed a better awareness of their place in the social structures they belong to. Each emblem has associated aligned activities. For Adventure, there are also trail emblems that can be earned by completing multiple activities and projects.



BELONGING

- Defining Family
- Camp Fire Community
- Our Global Community



WORKING AS A TEAM

- Group Game
- Games Galore
- Group Challenge



LEARNING TO LEAD

- Voice and Choice
- Lead with Style
- Our Meeting



CARING FOR OTHERS

- Planning
- Do, Celebrate, Reflect



HOW WE RISE

- Friendship Weave
- Share Our Stories
- Leadership Expedition
- Community Explorers

Adventure

TRAIL TO CREATIVITY

Trail to Creativity is designed to help youth stimulate creativity and imagination through activities that involve visual arts, performing arts, creative writing and more. After completing the Trail, young people should have developed new skills and a better awareness of their own creative skills. Each emblem has associated aligned activities. For Adventure, there are also trail emblems that can be earned by completing multiple activities and projects.



MY CREATIVE SELF

- Creative Compliments
- "I Am" Collage
- You-Portrait



ART WITH THE MASTERS

- Kandinsky
- Frida Kahlo
- Michelangelo



CREATIVE GAMES

- The Scribble Game
- What are you Doing?
- Our Game



CREATIVE SKILLS BUILDING

- Create Your Own Project Plan



CREATIVE WORLD

- It's Our World
- Creative Creatures
- These are the Current Events
- My Character Creation



AROUND THE GLOBE

- Geoglyphs
- Iceland Water Colors
- Painting with Dots
- Glyph Writing
- Marbled Paper

Adventure

TRAIL TO THE ENVIRONMENT

Trail to the Environment is designed to help youth understand and appreciate the natural world by providing activities on nature, environmental stewardship, geography, and more. After completing the Trail, young people should have developed a better awareness of the natural world and how they can care for the environment. Each emblem has associated aligned activities. For Adventure, there are also trail emblems that can be earned by completing multiple activities and projects.



CONNECTING TO NATURE

- Nature Pledge
- Sparks in Nature
- Give Back

OUR CHANGING CLIMATE

- Go Fish!
- Trial and Error
- I Can Do Something

AMAZING ANIMALS

- Predator and Prey
- Me vs. Mammals
- My Amazing Animal



EXTREME EXPERIMENTS

- Coral Science
- Eruptions
- Quicksand

FIRE & ICE

- Fire-building and Hiking
- How Many Colors?
- Scavenger Hunt
- Mini Shelter Building
- Ice in Antarctica

Adventure

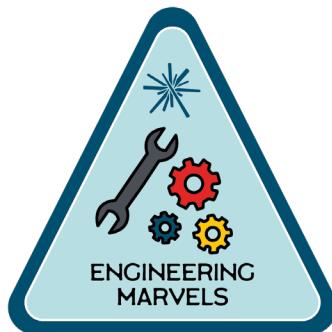
TRAIL TO THE FUTURE

Trail to the Future is designed to encourage young people to learn new skills, such as cooking, science experiments, STEM and more. After completing the trail, young people should have developed a better awareness of their physical and mental skills. Each emblem has associated aligned activities. For Adventure, there are also trail emblems that can be earned by completing multiple activities and projects.



GETTIN' GRITTY

- Famous Failures
- Cool Inventions
- Celebrate, Share, Grow



ENGINEERING MARVELS

- Paper Plane Cargo Challenge
- Float Your Boat
- Let's Build



LEARNING SOMETHING NEW

- Create Your Own Activity



ENERGY

- Solar Power
- Wind Power
- Water Power

Discovery



DISCOVERY IDENTIFICATION EMBLEM

Description: Target with arrow in the center.

Why: To identify members of *Discovery* program level.

Aligned Activities: Register as a Camp Fire USA *Discovery* member.

Who: New members in sixth through eighth grade.



DISCOVERY 2ND YEAR TENURE BAR

Description: Number 2 with banner underneath that says 'years'.

Why: To identify the number of years a youth has been a member in the *Discovery* program.

Aligned Activities: Register for second year in the *Discovery* program.

Who: Seventh and eighth grade levels.



DISCOVERY 3RD YEAR TENURE BAR

Description: Number 3 with banner underneath that says 'years'.

Why: To identify the number of years a youth has been a member in the *Discovery* program.

Aligned Activities: Register for third year in the *Discovery* program.

Who: Eighth grade level.

Discovery



PATH FINDER AWARD

Description: Map with cabins, bodies of water, trees and various paths/trails.

Why: To help *Discovery* youth approach the future with their eyes open.

Aligned Activities: Complete the requirements for *Discovery Path Finder Award* as outlined in *Discovery Path Finder: Level Six* program guide.

Who: Members in the sixth grade level of the *Discovery* program.



TRAIL BLAZER AWARD

Description: Wind swirl, leaf, water drop and flames.

Why: To help *Discovery* youth gather information taking all things into account as they make life decisions.

Aligned Activities: Complete the requirements for *Discovery Trail Blazer Award* as outlined in *Discovery Trail Blazer: Level Seven* (anticipated publication in 2004).

Who: Members in the seventh grade level of the *Discovery* program.



NAVIGATOR AWARD

Description: Compass.

Why: To help *Discovery* youth prepare for new paths and navigate the changes that lie ahead.

Aligned Activities: Complete the requirements for *Discovery Navigator Award* as outlined in *Discovery Navigator: Level Eight* (anticipated publication in 2004).

Who: Members in the eighth grade level of the *Discovery* program.

Discovery



TRAIL TO KNOWING ME

Description: Silhouette of person with a profile view, magnifying glass on top.

Why: To teach youth about their unique personalities, interests and skills to pursue happiness.

Aligned Activities: Beads are earned for completing each meeting plan as outlined in the *Camp Fire USA Activity Bead Book*; emblems or certificates are earned for completing four activities in the trail.

Who: Members participating in the *Discovery* program.



TRAIL TO FAMILY & COMMUNITY

Description: Three homes with bushes outside in front.

Why: To encourage youth to participate in the work of family and community life.

Aligned Activities: Beads are earned for completing each meeting plan as outlined in the *Camp Fire USA Activity Bead Book*; emblems or certificates are earned for completing four activities in the trail.

Who: Members participating in the *Discovery* program.



TRAIL TO CREATIVITY

Description: Hand clutching pencil, paintbrush, pen.

Why: To encourage youth to create and look for beauty in the area of performing and creative arts.

Aligned Activities: Beads are earned for completing each meeting plan as outlined in the *Camp Fire USA Activity Bead Book*; emblems or certificates are earned for completing four activities in the trail.

Who: Members participating in the *Discovery* program.

Discovery



TRAIL TO THE ENVIRONMENT

Description: Sun behind the mountains.

Why: To teach youth to respect and care for the environment and natural resources.

Aligned Activities: Beads are earned for completing each meeting plan as outlined in the *Camp Fire USA Activity Bead Book*; emblems or certificates are earned for completing four activities in the trail.

Who: Members participating in the *Discovery* program.



TRAIL TO THE FUTURE

Description: Telescope with sparkles around it.

Why: To teach youth new skills and gain an understanding of how things work.

Aligned Activities: Beads are earned for completing each meeting plan as outlined in the *Camp Fire USA Activity Bead Book*; emblems or certificates are earned for completing four activities in the trail.

Who: Members participating in the *Discovery* program.



BUILDING BLOCKS LEVEL 6

Description: Light bulb with 6 lines around it to symbolize the bulb being lit.

Why: To teach youth more about themselves and others and to develop relationship and leadership skills.

Aligned Activities: Complete one activity from each category.

Who: Members participating in the sixth grade level of the *Discovery* program.

Discovery



BUILDING BLOCKS LEVEL 7

Description: Light bulb with 7 lines around it to symbolize the bulb being lit.

Why: To teach youth more about themselves and others and to develop relationship and leadership skills.

Aligned Activities: Complete one activity from each category.

Who: Members participating in the seventh grade level of the *Discovery* program.



BUILDING BLOCKS LEVEL 8

Description: Light bulb with 8 lines around it to symbolize the bulb being lit.

Why: To teach youth more about themselves and others and to develop relationship and leadership skills.

Aligned Activities: Complete one activity from each category.

Who: Members participating in the eighth-grade level of the *Discovery* program.

Classic Discovery

CLASSIC DISCOVERY IDENTIFICATION EMBLEM



Description: Four rainbow stripes bending across the emblem horizontally.

Why: To identify members of *Discovery* program level.

Aligned Activities: Register as a Camp Fire USA *Discovery* member.

Who: New members in sixth through eighth grade.

EXPLORER



Description: Four rainbow stripes bending across the emblem diagonally.

Why: To gain an understanding of personal development; to participate in some of the activities offered through Camp Fire USA and to explore how communities function.

Aligned Activities: Follow the guidelines in Chapter 3, The Discovery Rainbow, in *World of Discovery*.

Who: Recommended for sixth-grade level; may be achieved by older youth.

LEADER



Description: Four rainbow stripes stretching straight across the top of the emblem.

Why: To continue to learn about the importance of one's self in interacting within groups and the need for leadership skills in decisions that will impact who you are and the influences on others.

Aligned Activities: Follow the guidelines in Chapter 3, The Discovery Rainbow, in *World of Discovery*.

Who: Recommended for seventh-grade level; may be achieved by older youth.

Classic Discovery

MASTER



Description: Four rainbow strips bending across the emblem diagonally.

Why: To broaden the scope of understanding of one's self, others and how to improve social conditions.

Aligned Activities: Follow the guidelines in Chapter 3, The Discovery Rainbow, in *World of Discovery*.

Who: Recommended for eighth-grade level; may be achieved by older youth.

STAR



Description: Four rainbow strips bending across the emblem diagonally with a star at the end.

Why: To challenge members to develop their decision-making skills through creating and carrying out a service experience of their own design.

Aligned Activities: Follow the guidelines in *World of Discovery*.

Who: Recommended for sixth-grade level; may be achieved by older youth.

Horizon



HORIZON IDENTIFICATION EMBLEM

Description: Horizon line above greenery with sun rays shining down from the sky.

Why: To identify members of Horizon program level.

Aligned Activities: Register as a Camp Fire USA *Horizon* member.

Who: New members in ninth through 12th grade.



CELEBRATE ME REFLECTION

Description: Confetti cone.

Why: To explore self-worth by giving service and learning leadership skills; requirement for earning the Wohelo Award.

Aligned Activities: Information on how to complete this project is included in *New Horizons*.

Who: Recommended for ninth- through 12th-grade levels.



CHOICES & DECISIONS REFLECTION

Description: Brain.

Why: To help members make choices and mature decisions within a broad range of relationships; requirement for earning the Wohelo Award.

Aligned Activities: Information on how to complete this project is included in *New Horizons*.

Who: Recommended for ninth- through 12th-grade levels.

Horizon



MAPPING MY WAY REFLECTION

Description: Briefcase.

Why: To give members direction in planning for both immediate and long-term work experiences; requirement for earning the Work Health Love Award.

Aligned Activities: Information on how to complete this project is included in *New Horizons*.

Who: Recommended for ninth- through 12th-grade levels.



MAKING IT ON MY OWN REFLECTION

Description: Teens jumping over water, sun in background.

Why: To help members sort out ideas about money, alternative lifestyles and potential risk-taking behaviors; requirement for earning the Work Health Love Award.

Aligned Activities: Information on how to complete this project is included in *New Horizons*.

Who: Recommended for ninth- through 12th-grade levels.



WORK HEALTH LOVE AWARD

Description: Fire flames.

Why: To culminate learning through Camp Fire USA; Work Health Love Award is the highest award a young person can earn in Camp Fire.

Aligned Activities: Complete details on how to earn the Work Health Love Award are included in *New Horizons*.

Who: Recommended for ninth-grade level and older; generally started in 10th or 11th grade.

HISTORICAL SIGNIFICANCE

Work, Health, and Love were the three founding principles of Camp Fire. Charlotte Gulick explained: the threefold meaning —of the glory of work well done, of the health they all had come to the outdoors for, and of the love for others that was fundamental to all life. The triangle was chosen in 1910 to represent these three values work, health, and love.

Torch Bearer



BLUE TORCH BEARER BAR

Description: Blue torch with flames.

Why: To provide recognition for progressive approach (intermediate level) in greater understanding of the Torch Bearer Project.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



RED TORCH BEARER BAR

Description: Red torch with flames.

Why: To provide recognition for a progressive approach (advanced level) in greater understanding of the Torch Bearer Project.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



BUSINESS

Description: Commerce symbol.

Why: To understand what it takes to start a business and explore the possibilities of starting a business.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

HISTORICAL TIE

Torch Bearer: Did you know Torch Bearer was one of the original ranks for youth in Camp Fire in 1910?

Torch Bearer

CAMPING



Description: Tent with mountains and trees behind it.

Why: To explore camping topics and discover the adventure and risks of living in the outdoors; to develop appreciation for the natural beauty of our environment.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

COMMUNICATIONS



Description: Two speech bubbles.

Why: To explore the media field and broaden awareness of various communication options.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

COMMUNITY AWARENESS

Description: Megaphone with lightning coming from it to symbolize sound.

Why: To broaden awareness of community services; to find what can be done for the community.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

Torch Bearer



COMMUNITY GOVERNMENT

Description: Government building.

Why: To broaden awareness of politics, law, careers and community government; to discover that good community government begins with each person.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



COMPUTER TECHNOLOGY

Description: Laptop and gears.

Why: To explore the roles of computers — now and in the future; to broaden awareness of computer careers, uses and terminology.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



COOKING

Description: Plate with heart at the center with fork, knife on spoon on the sides.

Why: To broaden awareness of preparing and eating foods for good health and nutritional needs; to become aware of the needs of the hungry.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

HISTORICAL TIE

Cooking: Life skills such as cooking have been part of Camp Fire programming for over 110 years!

Torch Bearer



CREATIVE ARTS APPRECIATION

Description: Ballet shoes, microphone and camera.

Why: To explore the world of the creative arts; to become aware of art interests as a hobby or leisure activity.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



CREATIVE ARTS CAREERS

Description: Paint stroke and a paintbrush.

Why: To broaden awareness of careers in the arts.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



CULTURAL UNDERSTANDING

Description: Map with continents.

Why: To explore one's culture and the cultures of others in the community and beyond; to broaden awareness and understanding of differences in people.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

Torch Bearer



ENVIRONMENTAL ISSUES

Description: Sprouting seed.

Why: To explore environmental issues and how they affect today and the future; to develop insightful ways to preserve the environment.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



HEALTHY LIVING

Description: Drop of water, heart and brain.

Why: To develop good health habits, as a lifetime goal, that strengthen the body and mind.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



HORSEMANSHIP

Description: Horseshoe.

Why: To explore horsemanship topics and discover the adventure and risks of horsemanship.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

Torch Bearer



LITERARY SKILLS

Description: Open book.

Why: To explore the world through the printed word; to develop an awareness of and identify the importance of reading.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



MONEY MANAGEMENT

Description: Piggy bank and coin.

Why: To explore money management and develop insightful ways to save money.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



PERFORMING ARTS

Description: Stage with spotlights overhead and platform in the center.

Why: To explore and broaden awareness and appreciation of the performing arts.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

Torch Bearer



PRACTICAL LIVING

Description: Sofa with plant next to it.

Why: To broaden awareness of practical living skills; to explore and demonstrate skills in household management, auto maintenance, home repair and decorating.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



SPECIAL INTEREST

Description: Person climbing ladder into clouds and stars.

Why: To develop insightful ways to spend leisure time; to explore hobbies and special interests.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



SPECIAL SERVICE

Description: ASL symbol, braille reading and wheelchair.

Why: To explore disabilities that affect people; to develop insightful ways to help others with special needs.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

HISTORICAL TIE

Special Service: Did you know the very first Camp Fire overnight camp in 1909 included young people with disabilities?

Torch Bearer



SPIRITUAL GROWTH

Description: Two hands held up with sparkles inside.

Why: To broaden awareness of spirituality as a part of world cultures; to explore the depth of spiritual values.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



SPORTS & GAMES

Description: Sports jersey.

Why: To explore interests in sports and games.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.



STYLE

Description: Dress form.

Why: To explore fashion and develop awareness and appreciation of creating beauty in pattern, color and design.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

HISTORICAL TIE

Spiritual growth has been an aspect of Camp Fire since our founding, though not limited to any one religion or belief system. Camp Fire was America's first non-sectarian organization for young women!

Style: Did you know that Camp Fire played a role in popularizing pants and bloomers in women's fashion in the early 1900s?

Torch Bearer

TRAVEL



Description: Passport and plane ticket.

Why: To broaden awareness in planning a trip; to explore activities and helpful organizations available during a trip.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

WATER SPORTS



Description: Windsurfing.

Why: To explore water sports and related activities.

Aligned Activities: Follow guidelines as outlined in *Project Torch Bearer* (publication anticipated in 2004).

Who: Recommended for sixth-grade level; may be achieved by older members.

Teens in Action

PERSONAL CHALLENGE



Description: Silhouette of person with a profile view, magnifying glass on top.

Why: To increase the member's knowledge of self and to develop interpersonal communication skills.

Aligned Activities: Members can earn either an emblem or a certificate for the successful completion of each Group Trail Challenge. Each year the group can earn one award for each trail.

Who: Recommended for members in ninth through twelfth grade.

FAMILY & COMMUNITY CHALLENGE



Description: Three homes with bushes outside in front.

Why: To develop appreciation for diversity within the family and community and to strengthen the member's role as positive family and community member.

Aligned Activities: Members can earn either an emblem or a certificate for the successful completion of each Group Trail Challenge. Each year the group can earn one award for each trail.

Who: Recommended for members in ninth through twelfth grade.

CREATIVE CHALLENGE



Description: Hand clutching pencil, paintbrush, pen.

Why: To stimulate creativity and imagination through involvement in activities that use the arts and creative skills.

Aligned Activities: Members can earn either an emblem or a certificate for the successful completion of each Group Trail Challenge. Each year the group can earn one award for each trail.

Who: Recommended for members in ninth through twelfth grade.

Teens in Action



ENVIRONMENTAL CHALLENGE

Description: Sun behind the mountains.

Why: To understand and appreciate the natural world.

Aligned Activities: Members can earn either an emblem or a certificate for the successful completion of each Group Trail Challenge. Each year the group can earn one award for each trail.

Who: Recommended for members in ninth through twelfth grade.



PREPARING FOR THE FUTURE CHALLENGE

Description: Telescope with sparkles around it.

Why: To assist in developing leadership and advocacy skills, balanced and responsible lifestyles; and to prepare for future careers.

Aligned Activities: Members can earn either an emblem or a certificate for the successful completion of each Group Trail Challenge. Each year the group can earn one award for each trail.

Who: Recommended for members in ninth through twelfth grade.



LEADERSHIP ACHIEVEMENT

Description: Conference podium.

Why: To develop leadership skills.

Aligned Activities: Members can earn either an emblem or a certificate for successfully serving in five leadership roles.

Who: Recommended for members in ninth through twelfth grade.

Teens in Action

PERSONAL QUEST



Description: Silhouette of two people talking to each other, with a speech bubbles coming from each person's mouth.

Why: To increase knowledge of self and to develop interpersonal communication skills.

Aligned Activities: Members can earn either an emblem or a certificate for the successful completion of an Individual Quest. Each year a participant can earn only one Quest Award for each trail.

Who: Recommended for members in ninth through twelfth grade.

FAMILY & COMMUNITY QUEST



Description: Five hands raised up to show participation.

Why: To develop appreciation for diversity within the family and community and to strengthen the teen's role as positive family and community member.

Aligned Activities: Members can earn either an emblem or a certificate for the successful completion of an Individual Quest. Each year a participant can earn only one Quest Award for each trail.

Who: Recommended for members in ninth through twelfth grade.

CREATIVE QUEST



Description: Light bulb and three gears.

Why: To stimulate creativity and imagination through involvement in activities that use the arts and creative skills.

Aligned Activities: Members can earn either an emblem or a certificate for the successful completion of an Individual Quest. Each year a participant can earn only one Quest Award for each trail.

Who: Recommended for members in ninth through twelfth grade.

Teens in Action

ENVIRONMENTAL QUEST



Description: Two hand holding up two leaves.

Why: To understand and appreciate the natural world.

Aligned Activities: Members can earn either an emblem or a certificate for the successful completion of an Individual Quest. Each year a participant can earn only one Quest Award for each trail.

Who: Recommended for members in ninth through twelfth grade.

PREPARING FOR THE FUTURE QUEST



Description: Checklist with three boxes checked off.

Why: To assist in developing leadership and advocacy skills and balanced and responsible lifestyles; to prepare teens for future careers.

Aligned Activities: Members can earn either an emblem or a certificate for the successful completion of an Individual Quest. Each year a participant can earn only one Quest Award for each trail.

Who: Recommended for members in ninth through twelfth grade.

Mementos

CAMP FIRE CELEBRATION



Description: Campfire with two logs.

Why: The Camp Fire Celebration emblem is typically used to celebrate the end of a program year or session. Camp Fire Celebration (formerly called Grand Council Fire) is a ceremonial celebration to recognize participants for their achievements and distribute awards.

Aligned Activities: There are no specific national requirements to be met to earn a memento. Individual councils may develop their own criteria for members to earn each memento.

Who: Anyone in a Camp Fire Program.

Progression in Outdoor Action

FIRE TENDER



Description: Person tending to a campfire.

Why: To develop basic skills in hiking, fire building, knots, knife safety and compass reading.

Aligned Activities: Complete all seven steps as outlined in *The Outdoor Book*.

Who: Recommended for third grade; may be achieved by older members.

HIGH ADVENTURE



Description: Person cheering at the top of a mountain with a flag.

Why: To further develop outdoor skills in conservation, knots, compass reading, pocket knife use, outdoor cooking, camping equipment and overnight camping.

Aligned Activities: Prerequisite is Fire Tender; complete all seven steps outlined in *World of Discovery* or *The Outdoor Book*.

Who: Recommended for fourth grade; may be achieved by older members.

TRAIL MAKER



Description: Silhouette of a person hiking a trail.

Why: To strengthen skills in conservation, compass use, camping, outdoor cooking and backpacking.

Aligned Activities: Prerequisites are Fire Tender and High Adventure; complete all seven steps outlined in *World of Discovery* or *The Outdoor Book*.

Who: Recommended for fifth grade; may be achieved by older members.

Progression in Outdoor Action

EXPLORER



Description: Person exploring atop a rocky terrain.

Why: To increase knowledge of nature, ecology, compass use, outdoor cooking, camp craft and fire safety.

Aligned Activities: Prerequisites are Fire Tender, High Adventure and Trail Maker; complete all seven steps outlined in *World of Discovery* or *The Outdoor Book*.

Who: Recommended for sixth grade; may be achieved by older members.

VOYAGER



Description: Boat on the water with the sun on the horizon.

Why: To select an outdoor specialization skill and learn the basic components of the skill; to learn to plan and carry out an extended camping trip.

Aligned Activities: Prerequisites are Fire Tender, High Adventure, Trail Maker and Gypsy; complete all seven steps as outlined in *World of Discovery* or *The Outdoor Book*.

Who: Recommended for sixth grade; may be achieved by older members.

Swimming Progression

TADPOLE



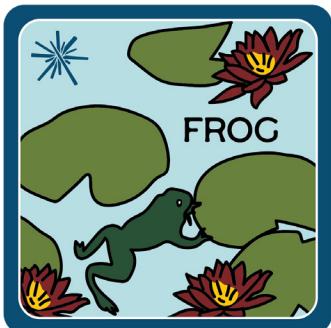
Description: Tadpole swimming amidst sea kelp.

Why: To develop beginning swimming skills.

How: Complete the Red Cross Beginner or YMCA Polliwog Skill Test.

Who: Members of appropriate age.

FROG



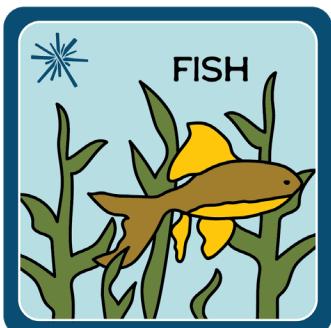
Description: Frog swimming with lily pads around it.

Why: To further develop beginning swimming skills.

Aligned Activities: Complete the Red Cross Advanced Beginner or YMCA Minnow Skill Test.

Who: Members of appropriate age.

FISH



Description: Fish swimming amidst sea kelp.

Why: To develop intermediate swimming skills.

Aligned Activities: Complete the Red Cross Intermediate or YMCA Fish Skill Test.

Who: Members of appropriate age.

Swimming Progression

FLYING FISH



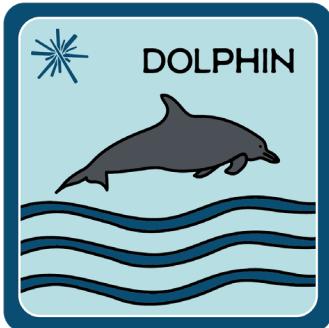
Description: Flying fish jumping out of water.

Why: To further develop diving and swimming skills.

Aligned Activities: Complete the Red Cross Swimmers or YMCA Flying Fish Skill Test.

Who: Members of appropriate age.

DOLPHIN



Description: Dolphin either swimming in water or jumping out of water.

Why: To develop water safety and rescue skills.

Aligned Activities: Complete the Red Cross Basic Rescue and Water Safety Course or Advanced Lifesaving or Advanced Swimmer or YMCA Shark Skill Test.

Who: Members of appropriate age; suggested for 12 years or older.

National Projects

SPECIAL PROJECTS



Description: Two hands holding up a bluebird.

Why: To provide extended service to protect the bluebird population, an endangered species.

Aligned Activities: Details are included in *The Outdoor Book* and council handouts.

Who: Recommended for first grade and older.

SALUTE TO VETERANS



Description: A waving U.S. flag with a heart in place of the stars.

Why: To pay tribute to veterans; to learn about patriotism, citizenship, veterans, freedom and compassion.

Aligned Activities: Project requirements are included in council handouts.

Who: Members of appropriate age.

NATIONAL ART EXPERIENCE



Description: Head silhouette with multi-color gears inside.

Why: To encourage members to explore their own creativity; to give opportunities to learn to appreciate art.

Aligned Activities: A different medium is announced each year; project requirements are included in council handouts.

Who: Members of appropriate age.

HISTORICAL TIE

Special Projects: This emblem includes hands holding up a bluebird as a way of commemorating Camp Fire's national 1960's project called "Save The Bluebirds." This brought about at least 25 new public park spaces and more than 15,000 birdhouses were made by Camp Fire youth to provide bluebirds with shelter.

National Projects

PROJECT CONTACT



Description: Two paths joining into one and leading towards the sun on the horizon.

Why: To encourage friendship by correspondence.

Aligned Activities: Project requirements are included in council handouts.

Who: Recommended for first grade and older.

PROJECT HANDCLASP



Description: Handshake.

Why: To develop international service projects.

Aligned Activities: Project requirements are included in council handouts.

Who: Recommended for third grade and older.

A GIFT OF PEACE



Description: Two hands holding up the peace symbol.

Why: To help members understand the importance of dealing with personal conflict in a peaceful manner.

Aligned Activities: Activities are described in "A Gift of Peace" brochure.

Who: Recommended for first through sixth grade.

National Projects

WORLDWISE



Description: Earth.

Why: To teach the basic concepts of ecology, with the goal of helping learners reconnect with the natural processes that govern life on earth.

Aligned Activities: Consult council for instruction.

Who: Members of appropriate age.

Youth Projects for all Ages

SALES & SENSE



Description: A full money bag with dollar sign on it and two gears behind it.

Why: To encourage safe, productive involvement in council product sales.

Aligned Activities: Complete requirements are described in the *Trail to Candy Sale Success*.

Who: All ages.

HISTORICAL TIE

Sales & Sense: Did you know that before Camp Fire sold candy and mints, participants sold donuts?

Future Emblem Guidelines

DOCUMENT YOUR CREATIONS!

Histories need to be told, but in today's fast paced world they need to be recorded! Be sure to document new creations at your local Camp Fire so that future leaders know where your designs came from and why.

If you are designing a badge/emblem/sticker for your local Camp Fire, be sure to document the process so that it can be referenced in the future.

We ask that any emblems or symbols you design locally avoid appropriative imagery that could cause harm. If you are unsure if your design may be appropriative, please reference the Camp Fire Self-Assessment tool for Cultural Appropriation and/or contact the Camp Fire National office for guidance.

For questions or comments about emblems, email programming@campfire.org.

WHAT WAS THE DESIGN CREATED FOR?

HOW WILL IT BE USED?

WHO WAS INVOLVED IN CREATING THE DESIGN?

WHAT DOES THE IMAGERY REPRESENT AND WHAT WAS THE INSPIRATION?
