



## Discovery Curriculum Record Book

This is the official core-curriculum guide for Camp Fire's Discovery group program. All three levels of Discovery share one Record Book. The book is designed for members and leaders to use as a planning guide, a tool to use while working on activities, and information resource, and as a final record of all your Discovery accomplishments.

The overall Discovery Program is made up of several key components, members are encouraged to look through them and choose what they want to work on throughout the years, and tailor each option to their own interests, strengths, and sparks.

- Discovery Levels & Awards (Pathfinder, Trail Blazer, and Navigator) --- page 19 / 37 / 55
- Trail Projects and Activities (Earn Trail Emblems and Studs) --- page 9, Curriculum & Activity Guides
- Classic Discovery (historical emblem progression) --- independent resource download
- Torch Bearers (independent project emblems) --- independent resource download
- Building Blocks (earn Building Block emblems) --- page 7, Curriculum & Activity Guides

### [Download the Discovery Curriculum: Record Book](#)

## Discovery Levels & Awards – Pathfinder / Trail Blazer / Navigator

Going into Discovery, members are entering “Level 6” and can continue to progress through each level per year. You start the year as a candidate for the Pathfinder award. Much like the Adventure levels, you will earn these awards by completing fun and interesting projects, working on community service, participating in your council’s product sale, and doing something out-of-doors – while taking on a growing leadership role in creating and pursuing opportunities with parents, leaders, and guides supporting you along the way.

Each level has been developed for their designated grade/level, but can be used with any grade level, as appropriate to the youth’s abilities and interests. Discovery activities and projects at each level (sixth, seventh and eighth) can be used interchangeably, especially with youth groups of mixed ages. As the levels increase, the projects become more elaborate and youth are given increased leadership opportunities.

**Discovery Year 1 / Level 6 / Pathfinder Curriculum & Activity Guide --- [Download](#)**

**Discovery Year 2 / Level 7 / Trail Blazer Curriculum & Activity Guide --- [Download](#)**

**Discovery Year 3 / Level 8 / Navigator Curriculum & Activity Guide --- [Download](#)**

## Trail Projects & Activities

Earn your Discovery Level Trail Emblems and Studs by completing Trail Activities. Trail Studs can be earned for completing a meeting plan for a Trail Activity as selected by you and your leader. Trail Emblems are earned by choosing the number of activities you need to complete a project (must include at least four activities or earn at least four Discovery Points) and completing that project.

Trail Activities can be found across all Discovery Curriculum & Activity Guides. Members are encouraged to reflect, research, and create their own activity plan for each trail, either completing it independently or collaboratively with other club members, in line with their current Discovery level.

## Building Blocks

In Discovery members have the opportunity to increase knowledge and skills in five areas by completing Building Block activities: (1) Communication, (2) People, Parents and Peers, (3) Planning, Goal Setting, and Decision Making, (4) Problem Solving, and (5) Safety. There are three levels of Building Blocks that can be earned: Level 6, Level 7, and Level 8.

Each level can be earned by completing one activity in each of the five areas at the corresponding level. Activities are listed on page 7-9 of the Discovery Curriculum Guide & Record Book and corresponding level activities are also listed in the Curriculum & Activity Guides.

## Classic Discovery – A Rainbow of Discovery

Capturing the core elements and values of the Camp Fire Discovery program, the Classic Discovery emblem progression is a progression that can be added alongside any Discovery group goals and experience.

Hand-in-hand with the Torch Bearers and Teens-in-Action, the Classic Discovery Progression guides teens through personal development, leadership and influence, decision making, planning, community exploration, and more, with added opportunities for outdoor exploration and community service leadership – culminating in the final emblem of the progressions: Discovery Star (formerly known as the **Service To Another Reward**).

[Classic Discovery Progression Overview & Curriculum Download](#)

## Project Torch Bearers

Torch Bearer projects are independent projects designed specifically with Discovery, Horizon, and Teens in Action members in mind and provide countless opportunities to explore new interests, developing passions, future careers, and more. Whatever your interests are, there are Torch Bearer projects for you! With each Torch Bearer project, there are a number of activities that you can complete to become a Torch Bearer and earn emblems. Requirements for each level are below:

**Beginning Level** --- do five activities of your choice, including one Extreme Activity

**Intermediate Level** --- do six activities of your choice, including two Extreme Activities

**Advanced Level** --- do seven activities of your choice, including two or more Extreme Activities

## Project List

### Trail to Knowing Me

Torch Bearer in Cooking  
Torch Bearer in Healthy Living  
Torch Bearer in Literary Skills  
Torch Bearer in Spiritual Growth

### Trail to Family & Community

Torch Bearer in Community Government  
Torch Bearer in Community Awareness  
Torch Bearer in Cultural Understanding  
Torch Bearer in Practical Living  
Torch Bearer in Special Service

### Trail to Creativity

Torch Bearer in Creative Arts  
Torch Bearer in Creative Arts Careers  
Torch Bearer in Style  
Torch Bearer in Performing Arts

### Trail to the Environment

Torch Bearer in Camping  
Torch Bearer in Environmental Issues  
Torch Bearer in Horsemanship  
Torch Bearer in Water Sports

### Trail to the Future

Torch Bearer in Business  
Torch Bearer in Money Management  
Torch Bearer in Communication  
Torch Bearer in Computer Technology  
Torch Bearer in Sports & Games  
Torch Bearer in Travel

### All Trails

Torch Bearer in Special Interest

## [Torch Bearer Project Book](#)

*NOTE: Current emblems shown are the Historical Emblems. Updated emblems are now available for all Torch Bearer and Discovery emblems. Read the Camp Fire blog for more detail.*