



Camp Fire



NAME

GROUP NAME

*Adventure*  
RECORD BOOK



# WELCOME TO ADVENTURE

Are you ready for an adventure?

Welcome to Camp Fire! During this adventure, you will be joining other young people in learning new things about yourself, your community and the environment. You will have the opportunity to gain new skills, work as a team, try new things and share your talents.

Are you new to Camp Fire? If you are, we are glad you are going along the adventure trail with us.

This book is your guide to the fun and excitement ahead as you enjoy many Camp Fire adventures. Start your journey here. Write your name, the date, where you live and what Camp Fire council your group is in.



NAME:

DATE:

CITY:

CAMP FIRE COUNCIL:

Take care of this book. It is your guide to the Camp Fire Trails. You will use it at meetings and on your own at home. It is a good place to keep track of your accomplishments and write down your experiences and memories. This record book has 3 sections:



1. YOUR EQUIPMENT
2. THE TRAIL AHEAD
3. REFLECTING ON YOUR ADVENTURE



# YOUR EQUIPMENT

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Before starting on your adventure, it's important to check your equipment and figure out what you're bringing with you. What skills, talents, passions and interests are you bringing to your group? Write or draw them below:

These passions and interests are called **Sparks**. Everyone has at least one Spark – from your teacher to your family members to your dog, there is *something* in everyone's life that gets them out of bed and motivated to act. Odds are, one of the things you drew or wrote about above is one of your Sparks. Finish the sentence below:

HI, MY NAME IS \_\_\_\_\_ AND ONE OF MY SPARKS IS \_\_\_\_\_.

During this adventure, you and your group will be working on current Sparks, learning about someone else's Sparks, and developing new Sparks. By the end, your list of skills and talents will be longer than when you started.

At Camp Fire, we recognize that one of the most important things we all need to succeed is to have others cheering us on. These cheerleaders, known as **Spark Champions**, are people in our lives that support us on our journeys. Spark Champions can be adults or peers. They can be family or teachers. They can be people you've known your whole life or people you just met. The only requirement for being a Spark Champion is that they have to encourage you to grow, learn, and be the best version of yourself.

Who are the Spark Champions in your life?



# MY GROUP

GROUP NAME: \_\_\_\_\_

MEMBERS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

MEETING PLACE: \_\_\_\_\_

MEMORIES: Write or draw what makes your group special.



# THE TRAIL AHEAD

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On this adventure, you will be taking 5 Camp Fire Trails, each with its own types of activities and games. These trails are:

## TRAIL TO KNOWING ME

Learn more about yourself, your relationships and how you communicate with others

## TRAIL TO FAMILY AND COMMUNITY

Focus on your place in your family and all the communities you belong to

## TRAIL TO CREATIVITY

Practice creative skills through art, music, drama, dance, creative writing and more

## TRAIL TO THE ENVIRONMENT

Understand and appreciate the natural world and your place in it

## TRAIL TO THE FUTURE

Develop new skills in a variety of subjects, including sports, cooking and hands-on activities.

# VOICE AND CHOICE

This is *your* adventure. That means you have the opportunity to decide the paths you will take. In each Trail, there are several Programs for you and your group to choose from. Each Program has 3 activities included. To successfully complete a Trail, you and your group must complete all 3 activities from a Program. Sound easy enough?

The exciting part is that you get to pick what skills you want to learn. Your voice matters in deciding the direction your group wants to go. All group members have the ability to choose certain activities and will decide together where your adventure takes you.



# PLANNING FOR THE ADVENTURE

Before we get started, it's important to jot down your hopes and wishes for the trail ahead. It takes planning to make things happen. If you want to meet up with your friends, it takes planning. You decide when and where you want to meet. You decide how you're going to get there. And you decide what you are going to do together.

It takes a lot of planning to get things done in your adventure group. Your leader plans some of the things to do at each meeting, but they need your help. To make this group your own, you have to take ownership and responsibility in the direction your group takes.

Use this space to write or draw the things you would like to accomplish during your adventure. List projects you would like to do, skills you'd like to work on, things you'd like to learn and more. The more you jot down, the better! After you've completed your adventure, refer back to this list and reflect on what you've accomplished.

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## READY TO GET STARTED?



# TRAIL TO KNOWING ME



PROGRAM:

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ACTIVITIES:

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DATES:

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**MEMORIES:** Write or draw your experience. Include what you did, what you learned, who you worked with, challenges and successes, and moments you don't want to forget.

SKILLS:

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# TRAIL TO FAMILY AND COMMUNITY

PROGRAM:

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ACTIVITIES:

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DATES:

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**MEMORIES:** Write or draw your experience. Include what you did, what you learned, who you worked with, challenges and successes, and moments you don't want to forget.

SKILLS:

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# TRAIL TO CREATIVITY



PROGRAM:

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ACTIVITIES:

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DATES:

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**MEMORIES:** Write or draw your experience. Include what you did, what you learned, who you worked with, challenges and successes, and moments you don't want to forget.

SKILLS:

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# TRAIL TO THE ENVIRONMENT

PROGRAM:

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ACTIVITIES:

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DATES:

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**MEMORIES:** Write or draw your experience. Include what you did, what you learned, who you worked with, challenges and successes, and moments you don't want to forget.

SKILLS:

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# TRAIL TO THE FUTURE



PROGRAM: \_\_\_\_\_

ACTIVITIES: \_\_\_\_\_

DATES: \_\_\_\_\_

**MEMORIES:** Write or draw your experience. Include what you did, what you learned, who you worked with, challenges and successes, and moments you don't want to forget.

SKILLS: \_\_\_\_\_

\_\_\_\_\_



# REFLECTING ON YOUR ADVENTURE

At each meeting, you will be learning new skills, sharpening your talents, and exploring exciting new topics as you explore the Camp Fire Trails. This record book is the place to reflect on these meetings, jot down your experiences, and record memories so you can look back at them whenever you want.

## PROGRAMS

List the Programs you and your group chose for each Trail.

TRAIL TO KNOWING ME

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TRAIL TO FAMILY AND COMMUNITY

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TRAIL TO CREATIVITY

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TRAIL TO THE ENVIRONMENT

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TRAIL TO THE FUTURE

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FAVORITE TRAIL

LEAST FAVORITE TRAIL

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# SKILLS

List or draw the skills you gained or sharpened during your adventure.

# SPARKS

List or draw the Sparks you developed during your adventure.



# SPARK CHAMPIONS

List or draw the Spark Champions you gained during your adventure.

# THE TRAIL AHEAD

List or draw how you can use the skills and knowledge you learned in your Adventure in other areas of your life.



# SPACE TO WRITE, DRAW, AND DOODLE

Use

