

# welcome TO THE ACHIEVERY

The Achievery is a resource bank of activities you can use during programming as either individual lessons or self-guided supplements for youth participants. The activities are all accessible via the Achievery website. They include videos and printable lesson plans. Some of the activities include...



## Social Emotional Learning

Youth develop life skills to be kind, face their fears, practice self love, set goals, deal with stress, and more.



## Digital Literacy

Youth learn how to act responsibly on the internet, deal with cyberbullying, manage screen time, and communicate well with others online.



## Environmental Education

Youth learn more about how the environment functions and how to care for it and protect it.



Set up an account using the QR code to get started!



# ADVENTURE

## SUPPLEMENTAL PROJECT ACTIVITIES:

Complete these Achievery activities, as well as the other Trail activities in the Adventure curriculum, to earn an emblem!  
These can be done at home or during program.

### TRAIL TO THE ENVIRONMENT

#### Project: Our Changing Climate

##### Waste: Ways to Reduce and Manage

Learn about the three most common methods of waste disposal around the world and its impacts: landfills, dumps, and incineration. A more sustainable option is practicing zero waste, which is creating the least amount of waste possible. You will participate in an experiment to learn which type of waste lasts longer in a landfill: organic or inorganic.



##### Waste: Ways to Reduce and Manage

Waste, writing, experiment

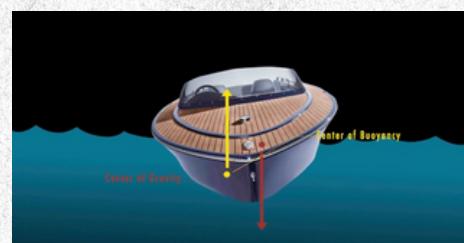
[Download Lesson Plan](#)

### TRAIL TO THE ENVIRONMENT

#### Project: Extreme Experiments

##### Make A Stable Boat

Experiment to see how buoyancy and gravity affect how stable a boat is in water.



##### Making Boats Stay Upright in Water

Boats, waves, floating

[Download Lesson Plan](#)

