

BAKER NEAR-WILDERNESS SETTLEMENT

Scout Programs

Professional BNWS naturalists will teach a program designed to help scouts earn badges. We strive to cover as much of the scout badge requirements as possible, but can not guarantee we will cover every requirement. They typically last 1 ½ hours. The maximum number of participants allowed in each program is listed in parentheses. Those with asterisks (*) can have more than one class being conducted at the same time. For day groups, the fee is \$4.25/participant per program. For overnight groups, the fee is \$3.25 per participant per program. (Exception: Campfires - \$50 for whole group). Adults are only charged if actively participating in such activities as canoeing or snowshoeing. Review this list, decide which programs meet your needs, and call 763-694-7856 to set your schedule.

All Scouts – Daytime Programs

Introduction to G.P.S (max. #: 20) – Discover the fun and power of Global Positioning System (G.P.S.) technology! Through hands-on instruction learn to operate the buttons and perform basic G.P.S. functions. Use the G.P.S. to find hidden treasures throughout the park. Ages 10+.

Fishing (max. #: 15, mid-April to mid-Oct) – Fishing basics taught (and used!) off the pier at Lake Independence. We provide the gear, you provide the transportation. Participants under 16 do not need a license. Ages 8+.

Minnesota Animals* (max #: 20) - During this program, we typically meet a live snake and examine skulls, furs, and other natural objects. We will also become “animal detectives” as we hike looking for animal signs.

Archery (max #: 20) - Learn the basics of shooting a bow and the elements of safety. Spend time on the archery range shooting our compound bows. Equipment fits all sizes. Ages 8+

Canoeing (max #: 20) **or Kayaking** (max #: 10) – Begin with a basic paddling/safety lesson then get out on the water! Kayakers need some previous boating experience. All paddlers must be ages 10+ (younger kids can ride with adults). Must select a back-up program if choosing canoeing.

Finding your Way with a Compass (max #: 25) – Begin with an introduction to how and why a compass works. Then put your new skills to work to find your way around our compass course.

Orienteering (max. #: 25) – Learn how and why compasses work and how to read a topographical map. Put the compass and map skills together to navigate your way through our compass course. Ages 11+

Maple Syruping* (max #: 20 - March only) A series of activities teach all about the making of maple syrup first hand: the history of maple syrup making, “tapping” a tree, seeing sap being down into syrup, and tasting REAL maple syrup.

Native Americans* (max. #: 20) – A first hand experience of various aspects of Native American culture: bow drills (fire by friction), atlatls (prehistoric spear-type weapon), a few active games and (if time allows) either the basics of Native American sign language or a take-home project such as twine making or “buffalo-hide stories”.

Pond Study (max #: 15) – The wonderful world of water is always fun to explore! Use nets, strainers, bowls and buckets to explore the pond. We’ll bring some pond critters back to the lodge and magnify them up on a screen.

Survival Challenge* (max #: 25) – Review basic survival needs and concepts, then the group is set in a hypothetical survival situation, and given tasks to see how well they can survive.

Snowshoeing* (max #: 25) – Snowshoes are a great way to explore nature in the winter. A brief introduction to the history of snowshoes and how they work will prepare us for the hike. No experience required. Must select a back-up program if choosing snowshoeing.

Team Challenge Games* (max #: 15) – Have fun and challenge your group at the same time with a few problem solving activities. Work on communication skills and problem solving in a very hands-on way.

Climbing Wall (max. #: 20, April – Oct) – Attempt to scale the 25-foot wall and sound the buzzer at the top! Availability not guaranteed, please inquire well in advance. All equipment and trained instructors provided. Waivers for each climber must be signed by parents or guardians ahead of time and brought with you when you arrive.

Wilderness Skills* (max #: 20) – Whether you're camping or stranded in the wilderness, knowledge and skills of how to survive (and thrive) can be invaluable. Choose 2 – 3 topics: fire-building, temporary shelters, backpacking basics, wood-fire cooking, low impact camping, and knots and lashings.

Evening Activities – One Hour Each

Night Hike* (max. #: 40, two groups of 20) – Explore the natural world at night on a quiet, slow hike - without flashlights. Subjects may include stargazing, nocturnal animals, night sounds, games, myths, legends and the science of the human eye.

Campfire (max. #: unlimited) - Gather around the fire for camp songs, a story or two and perhaps a skit. Outdoors if weather permits. (If making smores, please do this AFTER, not during the campfire.) Fee: \$50.

Owls (Indoors; max #: unlimited) - Learn about owl adaptations, food webs and dissect a sterilized owl pellet!

Bear Cub Scouts

Sharing the World with Wildlife (max #: 20) - Learn about the job of a Naturalist. Then with the naturalist, explore the animal world through our touch and see items from mammals, birds, reptiles, and amphibians. Also, find out about extinct and endangered species.

Brownie Girl Scouts

Animals (max #: 20) - Explore the animal world through our touch and see items from mammals, birds, reptiles, and amphibians. Then take an animal signs hike.

Eco-explorer (max #: 20) - Explore various natural habitats while playing games and constructing a craft.

Water Everywhere (max #: 15) - Find out about the water world! We will explore the pond by catching aquatic critters and do water quality tests.

Junior Girl Scouts

Hiker (max #: 25) - Discover planning and packing basics for short and long hiking trips. Put together some essentials for a practice hike to the Baker Park Trumpeter Swan Refuge (2.5 mile hike.)

Earth Connections (max #: 20) - Discover connections to the Earth by exploring the plants and animals found all around us.

Finding your Way (max #: 25) – Begin with an introduction to how and why a compass works. Then put your new skills to work to find your way around our compass course.

Frosty Fun (max #: 20) - Got the winter blues? Learn how to snowshoe and have fun outside during the winter while earning your Frosty Fun badge.

Wildlife (max #: 20) - Hike with a naturalist to find some common wildlife found in Minnesota. Explore the animal world through touch and see items from mammals, birds, reptiles, & amphibians.

Tiger Cub Scouts

Learn About Animals & Feed the Birds Elective (max #: 20) – Explore the animal world through our touch and see items from mammals, birds, reptiles, and amphibians. Then make a “natural” bird feeder.

Let's Go Outdoors Achievement (max #: 20) – Take a hike with a naturalist and examine the weather conditions, watch for wildlife, and collect leaves for a leaf rubbing art project.

Webelos

Outdoorsman (max #: 20) – Complete some components of the Outdoorsman Badge. Practice fire-making, learn about Leave No Trace philosophy, and how to tie a few camping knots.

Forester Badge (max #: 20) – Take a discovery through the Baker forest, identifying plants, examining tree rings, etc.

Naturalist Badge (max #: 20) - Discover the world of wildlife by hiking with a naturalist. Learn about poisonous plants, food webs, birds, and much more.

Wolf Cub Scouts

Birds Elective (max #: 20) - Learn how to use binoculars then take a bird watching hike with a naturalist. Along the way, we will look at nesting materials and fill our bird feeders.