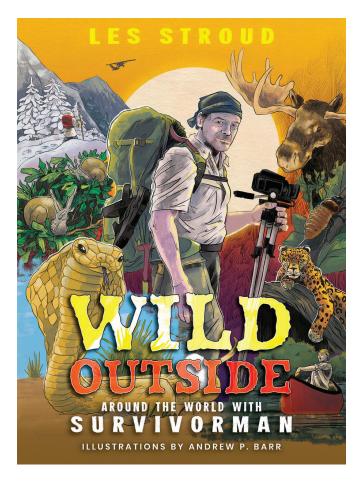
# GET VILD OUTSIDE! ACTIVITIES FOR OUTDOOR ADVENTURERS



## INSPIRED BY WILD OUTSIDE AROUND THE WORLD WITH SURVIVORMAN



# FIND YOUR NEXT ADVENTURE

YOU CAN HAVE AN ADVENTURE ANYWHERE YOU GO,

but first you need to know the lingo. Find the words that you would use as an explorer—just like Les Stroud!

Μ	Μ	L	F	V	Т	Т	Μ	L	F	Ο	R	А	G	Е
А	R	Е	R	S	G	Κ	Τ	Е	Е	W	С	Μ	Ν	Е
Т	L	Х	W	Н	W	Ρ	S	Κ	С	Ι	W	Μ	U	Т
Μ	Х	Ρ	Ρ	Е	Е	R	S	W	F	L	Т	А	С	J
V	V	L	А	L	Н	Е	Ι	С	Ο	D	F	А	Q	W
W	W	Ο	Е	Т	G	Ρ	Ο	Ο	F	Е	Е	Ζ	Υ	Q
Ι	Т	R	Т	Е	W	А	Ν	Μ	Т	R	Ζ	Н	R	В
J	Ι	Е	V	R	Μ	R	С	Ρ	L	Ν	J	Ι	В	D
F	Е	С	В	J	S	Е	А	А	Ρ	Е	L	S	А	Ρ
Ν	G	R	J	Η	Μ	D	V	S	Ο	S	Ο	S	Е	В
F	Е	Ι	Ζ	J	А	I	V	S	А	S	Н	G	Κ	G
S	Ι	Κ	А	D	V	Е	Ν	Т	U	R	Е	L	W	F
Ο	Е	Н	L	R	Υ	G	Q	Q	Ρ	Ρ	Ζ	V	Ρ	Ζ
J	Ζ	L	U	L	Ι	J	С	R	Х	Н	D	С	W	Х
Ο	В	S	Е	R	V	Е	С	L	G	Ζ	Y	Μ	В	Ι

words: REACT OBSERVE ADAPT PREPARE ADVENTURE COMPASS WILDERNESS MISSION SHELTER FORAGE SURVIVAL





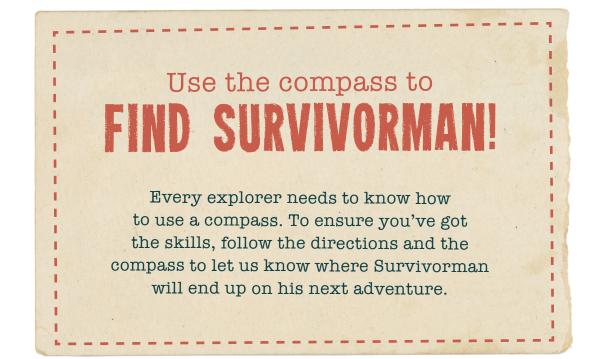
What do you need on an adventure? Here are some of the essential pieces of equipment you might pack. Answer the questions below with the correct tool for each situation.



- 1. You're in the forest and you hear a sound, but it's pitch black outside. If only you had a \_\_\_\_\_\_ to help identify the source of the noise!
- You decide to go for a hike in the woods. After walking for a while in the hot sun, you start to get thirsty. It's a good thing you brought your \_\_\_\_\_\_ so you don't become dehydrated.
- 3. Your socks get wet so you string up some \_\_\_\_\_\_ as a clothesline to help them dry while you take a snack break.
- 4. On your hike, you get to a fork in the trail and aren't sure where to go next. You pull out your \_\_\_\_\_\_ to help you see which path you should take.
- 5. The directions for your hike say you need to go south-west, but you can't tell where that is so you check your \_\_\_\_\_.
- 6. You start to feel really sleepy. Luckily you brought a \_\_\_\_\_\_ so you have somewhere comfortable to rest.

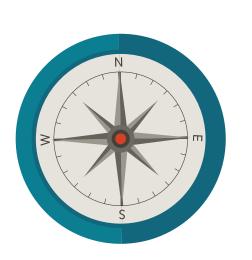
annickpress.com

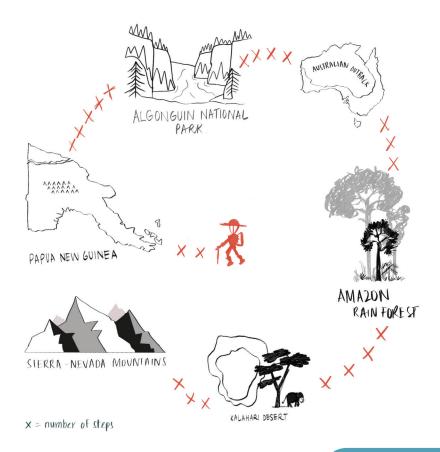
Wild Outside: Around the World with Survivorman written by Les Stroud, illustrated by Andrew P. Barr



- 1. Survivorman walked west for two steps and north for five steps. He made it to \_\_\_\_\_\_.
- 2. Survivroman continued from \_\_\_\_\_\_ and took four steps east to explore \_\_\_\_\_\_
- 3. Survirorman left the \_\_\_\_\_\_ and took three steps east toward \_\_\_\_\_\_.
- 4. Survirorman went from \_\_\_\_\_\_ and took four steps down south toward \_\_\_\_\_\_.
- 5. He took three steps south-west towards \_\_\_\_\_\_.

### Good job! You're right on track!









### **ADVENTURE IN YOUR HOME, YOUR BACKYARD, OR A LOCAL PARK. HERE'S AN ADVENTURE LOG** TO GET YOU STARTED.

### PREPARE

Fill out your pre-adventure checklist. Take the time to prepare properly so you eliminate problems before they happen.

\_\_\_\_\_



### OBSERVE

While you're adventuring, take time to check out your surroundings. What do you hear? Smell? Is it hot? Cold? Observations help you make the best decisions, so take another look around!



### SOUNDS \_\_\_\_\_

SMELLS

OTHER OBSERVATIONS	



### REACT

Did anything unexpected happen on your adventure? What did you do? What options did you consider before you made your decision?

### ADAPT

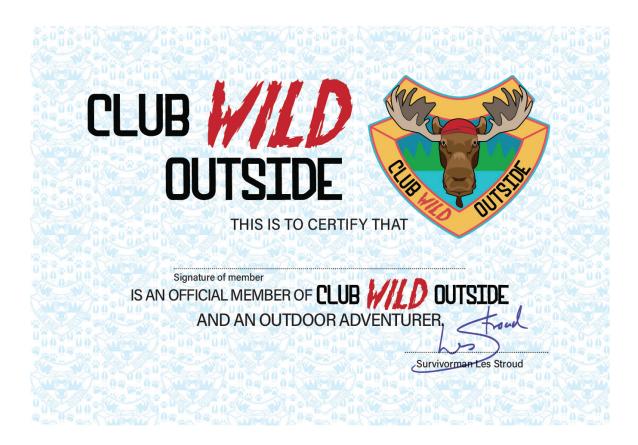
What did you do when something unexpected happened? What did you learn?





### **CONGRATULATIONS!**

Here's your official outdoor adventurer membership card. Print it out and **get adventuring!**"



"NATURE IS EVERYWHERE AROUND YOU. IT IS RIGHT OUTSIDE YOUR DOOR." GET ADVENTURING!

