Lesson Plans are designed to accompany the related Helps documents for each Step. Please refer to the resources in the appropriate Helps document found in the Leader Pages while you prepare your lesson.

The six “F”s are presented in a suggested order, but you are not required to complete them in that order. You may rearrange them as fits your troop’s particular needs.

**Necessary Resources**

- Paper Airplanes
- Maps
- Floorplan of Meeting Place
- Globe
- Road Map of Your Area
- State Map with Distance Chart
- USGS Map
FUN

Airport
This is a game for two or more players and should be played outside or in an open area.

To play, you need two big piles of paper airplanes and a taped 5' X 4' rectangle on the floor.

Players divide up into equal teams. Each team lines up by its stack of paper airplanes. Each team should be ten feet away from the “runway.”

The object of the game is to be the first team to land three paper airplanes inside the box.
FOCUS

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**My State**
What are some basic features of a road map or a world map? Locate your home state or meeting place on a map. What is a globe? Why are globes useful? Find your home state on a globe.

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**Maps**
Review the features of maps. Why are maps useful? Learn about road maps. Find your meeting place on a map. What is it in? Find a nearby city and trace your finger from your city to the next one on the roads.

Learn about climate maps. Find out what climate you live in. What is the benefit of a climate map?

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**Map Basics**
Discuss why a Trailman learns how to read a map. Teach the Trailmen how to use a map (see resource above for more information). Address the following:

- Orienting a map (read a compass rose) and finding landmarks
- Reading a map key
- Measuring distance using a map scale
- Identifying roads and determining how many miles are between major cities
- Deciphering any color coding of the map and its importance
- Reading latitude and longitude
- Determining what type of map he is reading and what the differences are between types of maps (terrain, elevations, topographical, etc.)
- Determining distance on a map without knowing the scale.
FINGERS

Floorplan
Obtain a floorplan of the building where you are meeting. Have the boys walk around the building using the floorplan. See how everything in the building is on the floorplan.

Distance
Use a distance chart to find the distance between two points on a state map. Instructions are outlined in the Helps document.

USGS Map
Learn what a USGS Map is. Why are they good for hiking? Learn to find elevation using the contours on the map. Choose two different places and calculate the elevation difference between them.
FAITH (TRAIL GUIDE THOUGHTS)

Direction
Without a map, it is easy for us to go in a direction that we think is right, but we can easily get turned around. Proverbs 3:5-6 says, “Trust in the LORD with all your heart, And do not lean on your own understanding. In all your ways acknowledge him, And he will make your paths straight.”

When we trust in God, He can help us through any of life’s problems. He never changes, and we can always trust Him. Maps help us not only to see where we are going, but help us figure out where we are. Likewise, the Bible helps us to see where we are going and where we are in life.

Pray with the Trailmen.
FAMILY

Plan a Route
Get a really good map of your neighborhood and practice your map-reading skills. Chart a planned route and determine the total distance. Travel your route (walk, drive, bike, etc.), and see how close your calculation was!

Escape Route
Look at a floorplan of your house with your family. Learn what route you should take to get out of the house during an emergency. Practice evacuation the house by this route.
FOREST BADGE

By actively participating in this meeting, each Trailman earned the Map Skills Step on the Life Skills Branch.

*Note: It is up to the Trail Guide to determine whether or not a Trailman was an active in the meeting. Even if he attended the meeting, you are not required to award him the Step if he did not participate.