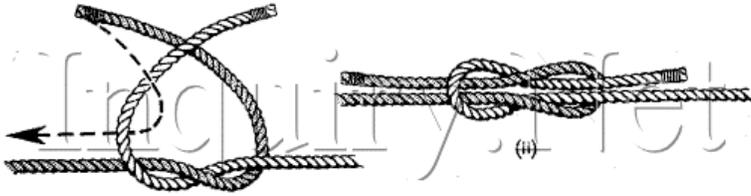


5th Grade Rainbow Skills

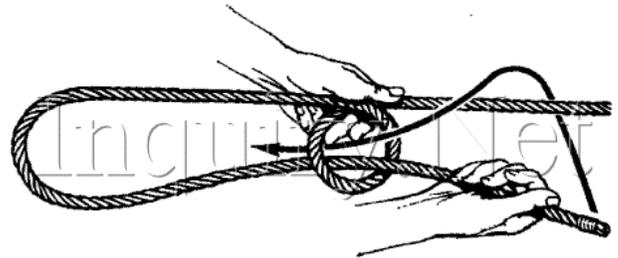
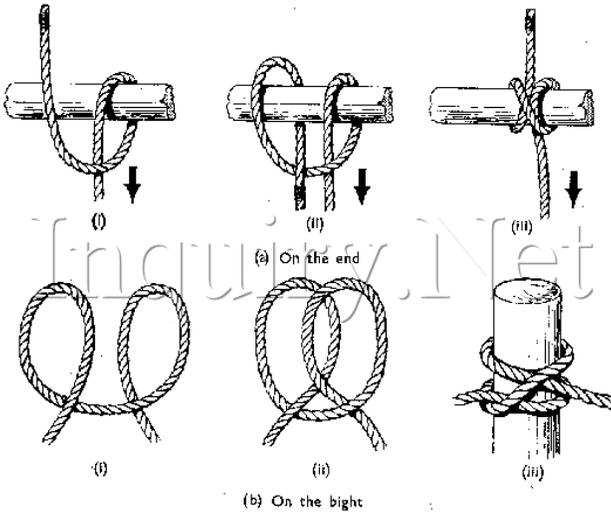


- 5 different knots taped onto paper plate to go home
- Water purification – taught at Rainbow Tent
- Compass Orientation – if not taught at Resource
- Cadettes and Senior Scouting – if not taught by Resource
- Teach game to 1st graders



Square Knot: Used for joining ropes of equal thickness. It is also the knot used for tying bandages, as it lies flat. This knot is also known as a "Reef Knot". The working end is tied over the standing end, "right over left, left over right."

Clove Hitch. Used for securing a rope to a spar as a starter knot for lashings, and for securing a line to a fixed object.

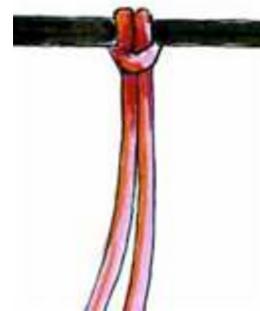


Bowline: One of the most useful knots that you can know how to tie. It has many uses such as a rescue knot for hauling people up a cliff. You should practice tying this knot in the dark, and with only one hand.

Round Turn and 2 Half Hitches : Used for tying a rope to a tree, securing a boat or making a rope fast to a spar.



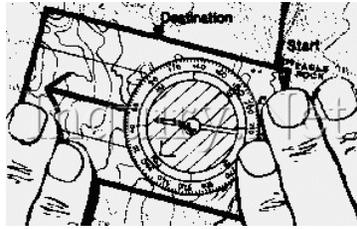
Lark's Head Knot



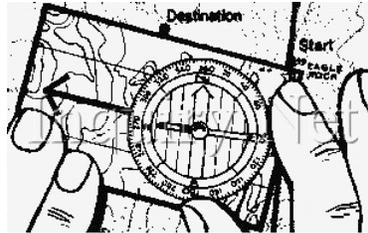
Setting a Map

A map is set or "oriented" when it is made to correspond with the ground it represents. In North American, north is always the top part of the map.

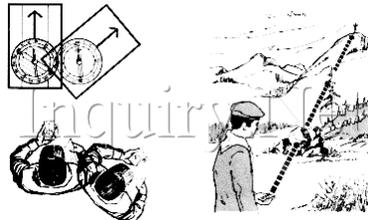
There are three simple steps in using the compass and map together:



Step 1: Place the compass on the map and join together the "start" and "destination" with the long edge of the compass base-plate. Check that the direction of travel ("D.O.T.") arrow points the way you are to go.



Step 2: Turn the compass dial until the orienting lines on the compass housing are parallel to the meridian lines on the map. Check that north on the dial is towards map north. You now have your bearing. It is the number opposite the end of the direction of travel arrow.



Step 3: Take the compass off the map. Without touching the housing, hold it flat and turn your whole body around until the north (usually red) end of the needle points to "north" on your dial. Your bearing is now the way that the direction of travel arrow points. Look for the furthest two objects you can see along your bearing (like the rocks and tree in the illustration above), and keep them lined up as you walk toward them. Pick a third distant object as you get closer to the first two.

Check Your Position Regularly

Keep your map and compass handy and refer to them every half hour or so to locate your position (more often in low visibility). Keep track of your starting time, rest breaks, lunch stops, and general hiking pace. This will also give you an idea of how far you have traveled and whether you've planned your time accurately