



Travel and Camp on Durable Surfaces

“Surface Hopscotch”

Audience: Ages 8 and up. Groups of any size.

Time: 20-30 minutes

Materials: 25+ index cards, each with a single durable or non-durable surface listed on the back. You may repeat surfaces. Examples: sand, snow, concrete, water, moss, cryptobiotic soil, grass, etc.

Leave No Trace Objective: To introduce the concept of the Leave No Trace principle; *Travel and Camp on Durable Surfaces.*

Directions: Lay out the cards, blank side up in rows and columns, at least 5' x 5'. Make sure that each row has several durable surfaces listed. The participants start at one end of the row. One by one, they step onto a blank card and turn it over. If it is a durable surface, they may stay there until the next turn when they will either move forward, sideways or diagonal one card then turn it over. If it is not a durable surface, they must re-start. Once they have moved to a new card and read the bottom, they must read it aloud to the group and turn it back over with the blank side up. Participants take turns moving one block at a time. The object is to cross over to the other side on all durable surfaces. This is a memory game mixed with learning and recognizing durable and non-durable surfaces.

Debrief: Discuss what are durable surfaces and what makes them such. At times, players may get surrounded and unable to move because other players are on a durable card and the others are non-durable. Take this time to talk about ethics and what you would do in the wilderness if your forward progress was limited by nondurable surfaces.