

ADVENTURER ENVIRONMENT



To achieve the Adventurer Environment Target, the Scout must complete all the requirements for No's 1 to 3.

1. Nature

- a) Identify where a waterway, or wetland, or river system in a local / national region has been environmentally effected by such as salinity, soil erosion, pollution, introduced species animal, fish or plant, and
 - i) discuss causes and suggest future actions
 - ii) suggest an action plan for improvement.
- b) OR Participate in a study of a local, national or international:
 - i) conservation area and discover the habitat and/or fauna species being protected
 - ii) prepare a report on your findings to the Troop.

2. Recycling

- a) With your Patrol plan and take a leading role in a recycling project.
- b) OR Lead a group of Scouts in designing and producing an environmental educational presentation (such as poster, demonstration, activity).
 - i) The presentation should show how humans have had an impact on the wetlands or waterways.
 - ii) What can be done to improve the present situation.
 - iii) Present your findings to your chosen audience.

3. Visit

- a) Plan and visit the origin of the local water supply and learn what purification measures are taken. Make notes on evidence of water pollution, and measures to protect the watershed.
- b) OR Plan and visit an organisation devoted to protecting the local, national or international environment.
 - i) Find out what aspects they cover (such as flora, fauna, vegetation, waterways), and
 - ii) Help out on a service activity for a total of twelve hours.