

SQUAWK SQUAD

Our Squawk Squad session is a basic navigation exercise around the village that requires participants to work in teams to find the clues (markers) which will lead them to one of our native birds. Along the way, they will learn some of the threats of Whio and eating habits of the Roaroa along the way.

OBJECTIVES

- Learn basic principles of orienteering through participating in activity
- Learn about group and team work required to complete course
- Develop team work and co-ordination through planning and implementation of activity
- Learn how to use different maps and geographic feature identification to navigate
- Have a fun and safe active experience in Arthur's Pass village
- Learn about the Whio, Roaroa and Kea

ORGANISATION

- Prepare activity by deciding the number of courses to complete (1, 2 or 3)
- Get one adult per course to go and set up (they will supervise a group during the activity)
- Prepare the maps, answer sheets and markers for the groups
- Arrange into desired groups

STUDENT BRIEFING

- Split the students into groups – one group per course (1 adult: 6 student ratio) and give them a map (Team Whio go the furthest; Team Kea travel the least distance)
- Explain that using a map each team must find the markers which are laminated papers with YMCA and a “clue” on them (Keas – morse code; Roaroa – food; Whio – threats)
- Participants must collect each of the clues as they go and write down the letters on the clue
- They will then “crack the code” using the letters to determine where their native bird is
- It's important to highlight that even though they are in small teams, they are all working together and the task is not complete until ALL groups return with their birds therefore groups must use the UHF radios to keep in communication with the other teams
- They should report when they have found markers (so we can keep track of where everyone is and how they are going)

- Run through: how to orientate the map, features of the map using the key, boundaries and rules

Important Points to Mention:

- They can find the markers in any order they want to
- If they need to cross the main road (SH73), they **MUST** be guided by the adult(s) that is accompanying them
- They **MUST** stay together in their team at all times
- Teams must only use the paths and tracks marked on the map (there are now some “well-formed tracks” leading to private properties)
- They must stay off private land
- Explain what to do if someone gets hurt (adult to call in to a “floating adult” with first aid kit)
- Explain adult supervision (1 with each group who must have their mobile phone on them)

YOUR ROLE

- Ideally after briefing, you should be the person “floating” with a first aid kit. You will have access to a vehicle (in case you need to pick anyone up) and will be using a radio so you can keep track of all groups
- Before the teams leave, ensure everyone has their daypacks with all appropriate clothing and gear
- Ensure all adults have their cell phones with your phone number and/or know how to use the radios if you are using these
- Write down who is in each group and which course they are completing so you know roughly where to locate them if they do not return
- Once all teams return, you can use debrief notes to talk through some of the key learning points of the exercise regarding the native birds

DEBRIEF

A debrief is a crucial tool for any session, particularly for Squawk Squad. It is important to highlight how their group processing played a part in their result and what they can learn from it. After talking through the native birds debrief notes, here are some questions you can ask:

- What did you do well as a group?
- If you were to do it again what would you do differently?
- Was it hard if someone had a different idea than you?
- How did the map serve to aid you today? Do you think it is an important skill to know?

PACKDOWN

Ensure all maps, marker cards and answer sheets are clean and dry before putting away in correct places.