



Create Your Own Adventure Year 1-2

NAME:

Lesson 1. Adventure Ingredients

What ingredients make a good adventure? Draw a large mixing bowl below and add (write/draw) the ingredients inside the bowl. Leave some space for a few more.

Lesson 2. Creating Risky Creations

| My risky creation is: |
|--|
| |
| |
| |
| |
| |
| |
| Stick a picture of your risky creation that you created below. |

Lesson 3. Dream adventure idea

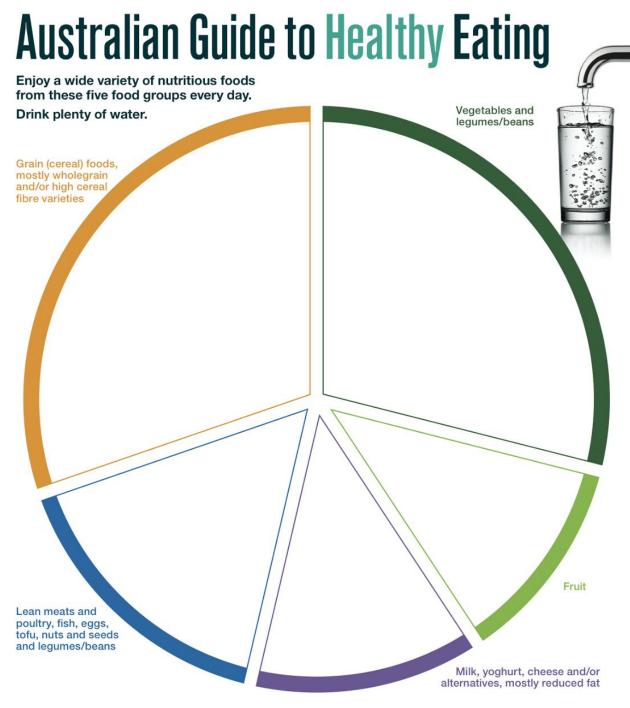
Over the next couple of weeks you are going to be planning your dream adventure. You can go anywhere in the world, or your local area - as long as you have a purpose... and it's adventurous!

"Only those who **risk** going too far can possibly find out how far they can go." - T.S. Eliot

| WHAT Dream adventure idea | |
|--|--|
| | |
| WHY Purpose of adventure | |
| WHERE Location of adventure | |
| TIME Length of time | |
| WHO Adventure team members (skills needed) | |
| ном | Walk Ride Sail Kayak Fly Drive Swim Climb Other: |
| Transport during adventure | |
| Risks | 1. |
| | 2. |
| | 3. |

Lesson 4. My Adventure Map





Use small amounts

Only sometimes and in small amounts

Adventure Food

Lesson 6. Survival Items

You can only choose 5 items - which are the MOST important to help you survive on your adventure? Write them below and draw a picture of them in the box.

| Matches | Water | Sleeping bag | Tarpaulin | Food |
|-------------|-------|--------------|-----------|-------|
| Strong tape | Book | Tooth brush | Bandaids | Torch |

| 1. | |
|----|--|
| | |
| | |
| | |
| 2. | |
| | |
| | |
| | |
| | |
| 3. | |
| | |
| | |
| | |
| 4. | |
| | |
| | |
| | |
| 5. | |
| | |
| | |
| | |
| | |

Lesson 7. Adventure Rules

Adventures can have unintended impacts if they're not thought through. Thinking about *your* adventure, what rules should you have so you Leave No Trace. RULE 1. RULE 2.

RULE 3.



LEAVE NO TRACE



Source: Tasmanian Parks and Wildlife Service

Lesson 8. Swag Family Logo

Patrick Badger, on how and why he created the Swag Family logo.

For the Swag Family project, I looked at Australian Aboriginal symbols, map making, and Australiana iconography to develop a range of simple but evocative illustrations. I also used cycling and camping references that related to adventure, exploration and discovery. I further developed the design by creating a range of textures and patterns that represented the outback including: sand patterns, creeks, rock formations, plants and animal tracks. These elements were used to create a rich counterpoint to the simple illustrations, adding detail and interest to the design. Colours were selected to reference natural elements and be the starting point for an extended palette that could be used to differentiate website topics and create hierarchies of information. While the logo is generally the starting point



for most of my projects, I try to keep in mind the broader scope of any project and imagine the designs functioning in their final applications, and being used by the intended audience.

Other logo ideas from Patrick



















| Which is your favourite (circle it) and explain why? | | | | | |
|--|--|--|--|--|--|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Lesson 8. Design your own Adventure Logo

| How will you represent yow words, and how you fit it in | | your colours, the symbo | ls you use, |
|---|--|-------------------------|-------------|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

Lesson 9. Challenge

| The Swag Family are undertaking a big physical challenge riding tandem bikes around Australia. What challenge will you undertake? |
|---|
| Date I will undertake my physical challenge: |
| My physical challenge is: |
| |
| Why I think this will be challenging (hard) because: |
| |
| What I can do if it gets hard so I keep going:: |
| |
| |
| |
| |
| Picture of me undertaking my challenge |
| How did you go? (e.g. Best things, hardest things, surprises). |
| |
| |

Lesson 10. Self assessment of adventure brief

| √ | Did you complete all areas of your a | adventure brief: | <u>.</u> | | |
|----------|--------------------------------------|------------------|----------|---------|----------------------------|
| | Title | | | Advent | ture menu |
| | Adventure brief (summary of adver | nture) | | Equipn | nent |
| | Adventure team members (+ roles) | | | Manag | ing impacts (environmental |
| | Map of adventure | | | / cultu | ral) |
| | Other: | | | | |
| | Other: | | | | |
| | Other: | | | | |
| | | | | | |
| | | Disagree 📭 | Ag | ree 👍 | Strongly agree 👍 👍 👍 |
| I fe | ound this work interesting. | | | | |
| l a | m proud of my work. | | | | |
| l n | nade a strong effort. | | | | |
| Stre | ngths of your adventure brief (what | did you do well? | ?) | | |
| | | | | | |
| How | o could you improve your adventure l | orief? | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Lesson 11. Peer assessment of adventure brief

| √ | ✓ Did you complete all areas of your adventure brief: | | | | |
|----------|---|-----------------|--------|--------------------------|----------------------------|
| | Title | | | Adventure menu Equipment | |
| | Adventure brief (summary of adventure) | | | | |
| | Adventure team members (+ roles) | | | Manag | ing impacts (environmental |
| | Map of adventure | | | / cultu | ral) |
| | Other: | | | | |
| | Other: | | | | |
| | Other: | | | | |
| | | | | | |
| | | Disagree 📭 | Ag | ree 👍 | Strongly agree 👍 👍 👍 |
| Th | ey found this work interesting. | | | | |
| Th | ey should be proud of their work. | | | | |
| Th | ey made an effort. | | | | |
| Stre | ngths of their adventure brief (what | did they did we | II?) _ | | |
| | | | | | |
| How | could they improve their adventure | brief? | | | |
| | | | | | |

Swag Family Student Workbooks and Teacher Guides
Published by Adventure Learning Australia and the Bookend Trust, 2019 ©.

Content created by Adventure Learning Australia and Kara Spence Consulting. Front and rear cover design by Patrick Badger Creative.

Other layout and design by Andrew McRae.

This workbook is best used by following the Swag Family expedition in 2019.

www.swagfamily.com.au

Where no credit is attributed to a photo or image it is sourced from Wikimedia Commons and is used as their license specifies, or it is uncredited and published with permission.

Fair copying of this publication is permitted for the purposes of teaching, review or research. Inquiries: Andrew Hughes, family@swagfamily.com.au

Special thanks to Kara Spence who has brought in ideas from her Nature. Be In It. program for our benefit. Also a big thanks to Rebecca Skeers at Webmistress and Patrick Badger Creative for generous support with design and website wonders. And high fives to teachers Sam Judd and Clare Stewart who donated their time to proofread and make suggestions.

This resource is made freely available to all Tasmanian Government schools thanks to the Tasmanian Department of Education. Find out more about the other organisations and individuals that have generously helped us make this adventure possible on the Swag Family website. We've worked hard to make this resource accurate and user friendly, but for the inevitable mistakes that remain we apologise in advance. To the teachers who introduce this adventure to their students, and to the students who take up the challenge, a very big thank you.











SWAG FAMILY

© Expedition Class PO Box 68, Woodbridge TAS 7162 Australia family@swagfamily.com.au Tel. 0488 046 353





