

SHELTER Box

Objectives

Students will learn the following:

- > Survival priorities and why shelter first
- > Different types of shelters
- > Best places to build a shelter and a cat hole
- > Threats and prevention of exposure to the elements
- > Hands-on activities (build a debris shelter, UV bead challenge, sawing, etc.)
- > Global Feature & National Park Spotlight
- > Empathy around third world housing

Materials

The materials included in the box are:

- > Shelter building cards
- > 2 person emergency shelter
- > Wire saw
- > Backpacking shovel
- > Foldable lantern
- > Activity supplies (UV beads, pipe cleaners)

Discussion

You may want to use the following as a discussion guide with your child:

- > Why is it important to understand the survival priorities? Why does the sequence of priorities make sense?
- > Why does it matter where you build your shelter? What are some of the dangers to avoid?
- > Why is it important to get off the ground?
- > What are some of the problems associated with loss of body heat?
- > What is a cat hole? Why does it matter where you dig?

Evaluation

Test your child's newfound knowledge with the following questions:

- > What are at least two types of shelters?
- > Where and how should you make your bed? Why is it important to get off the ground?
- > What are the survival priorities?
- > Why is it important to keep a shelter small? Why is it important to have air flow?
- > How does cold exposure cause hypothermia?
- > What are some of the dangers to sun exposure?
- > What is the best type of shelter?
- > How many feet (or meters) away from camp should you dig a cat hole?
- > Where do you place a fire and why?

Vocabulary*

*provided by the Merriam-Webster Dictionary

Debris – The remains of something broken down or destroyed. CONTEXT: Debris can include fallen leaves, broken branches, rocks, or other ground cover.

Exposure – The condition of being unprotected especially from severe weather. CONTEXT: Exposure to various weather conditions can have a severe effect on your body.

Hypothermia – A subnormal temperature of the body. CONTEXT: Exposure to wind, rain, or cold could cause hypothermia.

Micro-Climate - The essentially uniform local climate of a usually small site or habitat. CONTEXT: A warmer micro-climate than the surrounding air can be created in a small shelter.

Shelter – Something that covers or affords protection. CONTEXT: A shelter could be anything from a tree or cave to your tent or house.

Tarp – A piece of material (such as durable plastic or waterproofed canvas) used especially for protecting exposed objects or areas. CONTEXT: Tarps can be very useful for shelter, water collection, and many other uses outside.

Tent – A collapsible shelter of fabric (such as nylon or canvas) stretched and sustained by poles and used for camping outdoors or as a temporary building. CONTEXT: When sleeping outdoors, the best shelter is the one you bring with you!

Wind chill – A still-air temperature that would have the same cooling effect on exposed human skin as a given combination of temperature and wind speed. CONTEXT: It is cold outside but can feel even colder due to the wind chill.
