

1. Key Principles

Aim

To provide an outdoor learning activity which is also suitable for family days such as fetes, fun days and other events.

Description

Three stations are set up which represent the three key principles of the Scottish Outdoor Access Code. Games are played that involve moving to a chosen station.

Resources

- Three large sheets of paper

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Suggested Method

Write the three key principles onto 3 large sheets of paper and arrange them in a large triangle around your room/space: Respect the interests of other people, Care for the environment and Take responsibility for your own actions.

Discuss examples of responsible behaviour, using local issues and the group's own experiences. You could use the poster notes, photo cards or [Enjoying Scotlands Outdoors](#) leaflet for help.

From the discussion, state a responsible behaviour in the outdoors and **challenge** the group to go and stand by the key principle they think it most relates to. For example, 'walking around the margins of a field of potatoes and not across the field through the crops' could be 'Respect the interests of other people'.

People may think that some examples could fit under more than one key principle and may wish to stand midway between two or even three. The key with this activity is the discussion that arises; therefore, it is not vital that the participants get the 'right' answer.

Alternatively (or as well), get the group to move around between the three key principles. When you say 'stop' each person chooses a key principle and can be challenged to think of an example that relates to it. For example, if they stand at 'Care for the environment', they could say 'I'll clear up and leave no trace of my picnic site'.

2. Obstacle Course

Aim

An outdoor learning activity - also suitable for fetes, fun days and other family events.

Description

The group invents and tests out an obstacle course where all the 'obstacles' involve some aspect of the Scottish Outdoor Access Code.

Resources (suggestions)

- Something to represent a gate (e.g. skittles and a cane)
- Long rope to mark out a field boundary
- A toy dog and lead
- Model farm animals or waterproof pictures of animals
- A bag and clean litter
- Plastic dog poo
- Triangular prism to represent a tent
- Soft toys or pictures of wildlife
- Recycling bins (cardboard boxes with labels)
- Stopwatch (optional)



Suggested Method

Invent

Make up your own obstacle course using the props suggested. Alternatively discuss with the group the outdoor situations where you might need to think about the Scottish Outdoor Access Code.

Discuss how these could be represented in an obstacle course.

Have a series of props ready to help with their suggestions, such as the ones suggested.

If the group is large divide into sub-groups to design and make different courses.

See the 'Suggested Course' on page 2 for guidance.

Test

When the courses are finished, walk them with the group and discuss the issues raised at each obstacle, ensuring that they know the responsible behaviour in each case.

Play

Each participant completes the obstacle course(s) in turn.

You may wish to time them, adding a 5 second penalty if a 'responsibility' is missed.

Suggested Course

Open and close a gate

Go around the margin of the 'field'

Put the dog on the lead and take it past the animals (this dog cannot be trusted!)

Pick up the litter and put it in a bag

Pick up the dog poo with a doggie bag

Decide on the best place to camp

Sneak (e.g. tiptoe, crawl) past some wildlife

Sort litter into recycling bins.

This activity is based on one devised by Ann McKillop (South Lanarkshire Council, Ranger Service)



Be a Cool Camper:

- Use a stove, rather than light a fire
- Use campsites when possible
- Leave nothing behind

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3. Doggy Doo

Aim

To provide games that are suitable for fetes, fun days and other events as well as for general outdoor learning.

Description

A blindfold game that reinforces an important aspect of the Code (cleaning up after you dog) through fun repetition.

Resources

- Stopwatch
- Imitation dog poo
- Large floor mat
- Plastic bag
- Bin
- Blindfold

This activity is based on one devised by Duncan Monteith (City of Edinburgh Council Ranger Service).



Suggested Method

Discussion

Discuss places in the outdoors where it would be unpleasant to come across dog mess. Discuss particularly vulnerable groups such as young children and wheel chair users. Ask the group who is responsible for cleaning up dog mess and how they should do it.

Play

Set up a distinct area to play the game (to keep the blindfolded children safe), e.g. use a large mat or make a circle with the children. Demonstrate how to pick up dog faeces and stress that they should not use bare hands!

Ask for a volunteer to see how quickly they can pick up the mess and put it in the bin. Repeat with another volunteer, this time using a blindfold and taking off the blindfold to find the bin. Repeat with a further volunteer, who has to find both the dog mess and the bin blindfolded.

Repeat with all willing volunteers, whichever way they want to try. Time them and write up the best times on a flip chart.

Health Note: You may wish to tell the group that contact with dog faeces can result in worm infections. The Toxocara worm particularly affects children and can cause blindness.

4. Code Quest

Aim

To provide outdoor learning games that are also suitable for family oriented days such as fetes, fun days and other events.

Description

Code questions are incorporated into (for example) a guided trail, sponsored walk/cycle or 'treasure hunt' around your site.

Resources

- Question cards: use the questions provided on pages 2 and 3 or make up your own
- [Photo Cards](#)



Suggested Method

This activity can be carried out within a specific area (such as the school grounds or a country park) or along a pre-planned route.

Place question cards at intervals along the route or around your area, particularly where an aspect of the Scottish Outdoor Access Code can be discussed or illustrated.

Alternatively, discuss with the group the places along the route/around the site where the Code can be illustrated and help them to devise questions for their peers. Use the photocards to aid discussion and understanding.

If you feel that your site or route needs to be enhanced, in terms of places where the Code can be discussed or illustrated, you could use props such as those suggested for the Obstacle Course game. You may also wish to provide a map of the site, indicating where the questions can be found to make it more like a treasure hunt.

If this is a sponsored event or fun day, you may wish to provide the participants with question sheets, which they must complete to win a prize.

Code Quest Example Questions & Answers

1. Give two things you would have to do in order to behave responsibly in a public open space with a dog?
 - a. Keep your dog under close control or on a short lead; pick up and remove your dog's faeces; prevent your dog from scaring wildlife. (See Photo Card A)
2. When can you paddle, swim or skim stones in a river that you know is used by anglers and canoeists?
 - a. At any time, providing you act responsibly and it is safe to do so. Take special care when you encounter anglers, canoeists or any other river users. (See Photo Card B)
3. If you are cycling on a forest track and see a rider on a horse in front who you want to overtake, is it best to: (a) be as quiet as possible as you approach (b) say something, such as 'hello', loudly enough to warn the rider?
 - a. Say something loudly enough to warn the rider such as 'hello'. Often horses do not hear a bike until it is very close, which may startle them (b). (See Photo Card C)
4. How would you know if slurry, lime or pesticides had recently been applied to a field and it was dangerous to enter?
 - a. There would be a sign telling you what chemicals had been used and how long you should keep out of the field. (see Photo Card D)
5. If you are cycling along a forest track and come across an area cordoned off with safety tape and timber harvesting in progress, what should you do?
 - a. Go around the cordoned off area to avoid hindering the operations and ensure your safety. (see Photo Card E)
6. Heather clad open hill ground can be a place of work as well as recreation. What economic activities can take place here, which hill walkers need to be aware about?
 - a. Deer stalking (stag stalking for sport and deer reduction culls to reduce environmental damage through overgrazing) and grouse shoots. (see Photo Card F)
7. You come across a sign suggesting an alternative route for walkers around a field of cows with calves - why do you think the landowner has put up this sign?
 - a. Cows with calves can be dangerous; maybe because many walkers that use this route have dogs – the dogs may either frighten the calves or be attacked by the cows. (see Photo Card G)
8. You and your friends are looking for somewhere to play football and find a field of long grass and no animals. Do you have the right to play in the field?
 - a. No, the grass is a crop for hay or silage, which can be damaged by trampling. You would only have rights to go around the margin of the field or along an existing track. (see Photo Card H)
9. Can you take your dog into an enclosed field with lambs, calves or other young livestock if (a) your dog is on a lead (b) the young animals are at the far end of the field (c) under no circumstances?
 - a. Do not take your dog into fields where there are lambs, calves or other young animals (c) (see Photo Card I)
10. You come to an open gate between two fields of sheep, which has been left open. Do you close it or leave it open?
 - a. Leave it open – always leave gates as you find them (see Photo Card I)

11. Give three activities that are excluded from access rights and would need the Landowner's permission.
 - a. Any activity that is not carried out responsibly; shooting; hunting; fishing; motorised activities; being responsible for a dog that is not under close control; removing anything from the land for profit. (see Photo Card J)
12. Can you take a short cut through someone's garden?
 - a. No, unless I have the owner's permission, or it is a public right of way. (see Photo Card K)
13. Can you pick some wild berries or mushrooms to sell to your local hotel?
 - a. No, access rights do not apply if you are taking anything from land or water for profit. You may pick a small quantity of berries to eat yourself. However, we recommend that you do not eat anything growing in the wild unless you are with someone who knows it's safe – many mushrooms and berries are poisonous! (see Photo Card L)
14. Can you take a short cut across a golf course when there is a game in play?
 - a. Yes, but you must not affect any game in play. Allow players to play their shot before crossing, be still when close to a player about to play, avoid the greens, bunkers and tees and look out for your own safety. (see Photo Card M)
15. Give two ways that you should behave in order to be responsible in a cultural heritage site? (a stone circle, monument or ancient building for example)
 - a. Leave the site as you find it; do not light fires; do not remove anything from it; do not move, disturb or damage stones or walls. (see Photo Card N)
16. Give two reasons why you should pick up any litter you drop and take your rubbish home with you?
 - a. Litter can damage machinery; if eaten by a farm animal or wild animal it can cause injury or death; it can spread disease; it is unpleasant to see, it may encourage others to drop litter if they see litter there already. (see Photo Card O)
17. Give two places where it would be irresponsible to light a small fire?
 - a. It would be irresponsible to light a fire during prolonged dry periods or in areas such as forests, woods, farmland, on peaty ground or near to buildings or cultural heritage sites. If you want to light a fire you should keep it small, under control and supervised. You should remove all traces before you leave. (see Photo Card O)
18. Give two examples of responsible behaviour in an area where there are ground-nesting birds?
 - a. Keep a dog on a short lead or under close control; do not linger if it is clear that your presence is disturbing the birds; take your litter away with you. (see Photo Card P)
19. If you go camping and you need to go to the toilet (but there is no toilet!) what do you do?
 - a. Make sure that you are as far away as possible (at least 30m) from water before going to the toilet. Bury poo in a shallow hole and replace the turf. (see Photo Card Q)
20. You spot a flower or plant you have never seen before and want to take it home to find out what it is. Suggest three ways of making a record of it without picking it.
 - a. Take a photograph; make a detailed drawing; remember where it is and come back with an identification book or camera. (see Photo Card R)

5. Do You Know the Code?

Aim

To provide games that are suitable for fetes, fun days and other events as well as for general outdoor learning.

Description

The leader shouts out an item (e.g. “open gate”) and the participants have to race to find the picture card of this item and also the card with the matching responsible behaviour (e.g. “leave the gate as you find it – in this case open”).

Resources

- Leaders Game Card List (see page 2)
- Do you know the Code? Game Cards (20) (see pages 3-7)
 - photocopy and cut out a set for each team
 - laminate the cards if using them more than once.



Suggested Method

If you have already completed other activities in the pack and your group know a little about their rights and responsibilities go straight to the game. Otherwise, you may wish to show each picture card and discuss the issues, ensuring that you cover the ‘answer’ that the group will need when playing the game later.

Divide the group into equal teams and place the sets of game cards a good distance away from them. **For a younger group**, you may wish to select a smaller number of cards or **for an older group** you could put the cards face down to make it more difficult.

Team Play

- Call out an item from the leader’s Games Card List.
- The first person in each team runs forward, picks up the correct picture card and the matching text card then runs back to their team with both cards.
- Ask the first back to show the picture card and read out their text card.
- The teams decide if the answer is correct.
- Give the first team back with the correct answer 2 points and give 1 point for the second team back, providing they got it right. Continue until all cards have been collected.

Leaders Game Card List

Use this list to call out the pictures you want the teams to collect and to check that they have matched it with the correct text.

Call Out	Matching Text Card
Closed gate	Leave gates as you find them – in this case CLOSED
Children passing sheep with their dog	Keep your dog close at heel or on a short lead
Field of crops	Keep to field edges or paths
Wild flowers	Do not destroy plants
Forest operations sign	Pay attention to the sign – do not go under the tape
Children on bikes passing people	Let people know you are coming so you do not alarm them. You might need to slow down, stop or stand aside to allow others to pass
Camping	Leave no trace of your campsite. Avoid causing problems for local people and land managers
Fire	It is usually best to use a camping stove rather than lighting a fire. If you do have a fire leave absolutely no trace
Locked gate	If you need to climb a gate, climb it at the hinge end
Golf course	Do not cross the golf course if people are playing. Wait for them to move on then cross

Call Out	Matching Text Card
Bird leaving its nest	Stay away from wildlife - respect their privacy
Children leaving litter	Put all litter in a bin or take it home with you, even food scraps
Children paddling	Do not disturb other water users or wildlife
Open gate	Leave gates as you find them – in this case OPEN
Log pile and machine	Keep away from log piles and machinery
Children passing a garden	Rights of access do not usually apply to gardens
Children on bikes passing a horse	Try to call out a warning if you approach a horse from behind, like 'hello horse'
Children climbing a wall	If there is no other way, climb a wall – but take care not to damage it
Monument	Take care of historic places, stones, monuments and buildings
Farmyard	Access rights do not usually apply to farmyards. Follow any signposted route

Do you know the Code? Game Cards Sheet 1

Photocopy and cut out one set per team.



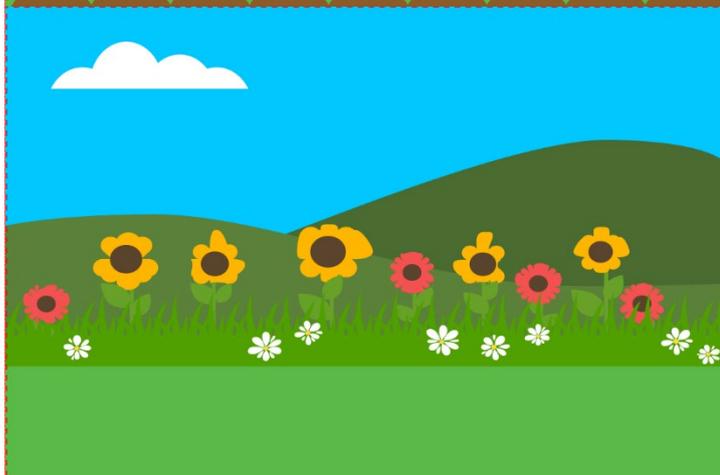
Leave gates as you find them – in this case
CLOSED



Keep your dog close at heel or on a short lead



Keep to field edges or paths



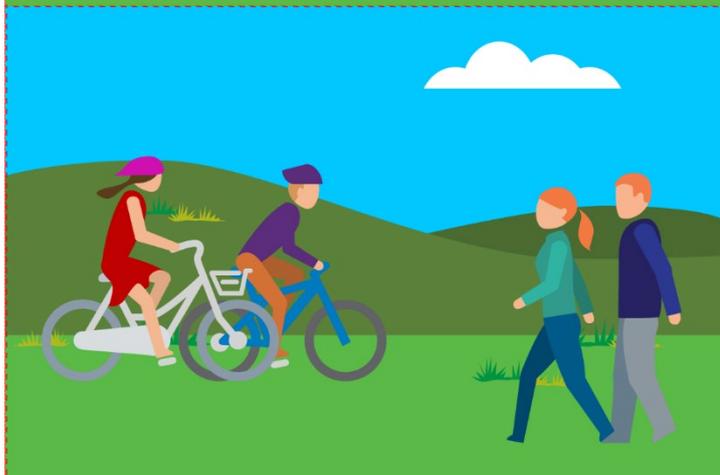
Do not destroy plants

Do you know the Code? Game Cards Sheet 2

Photocopy and cut out one set per team.



Pay attention to the sign – do not go under the tape



Let people know you are coming so you do not alarm them. You might need to slow down, stop or stand aside to allow others to pass



Leave no trace of your campsite. Avoid causing problems for local people and land managers



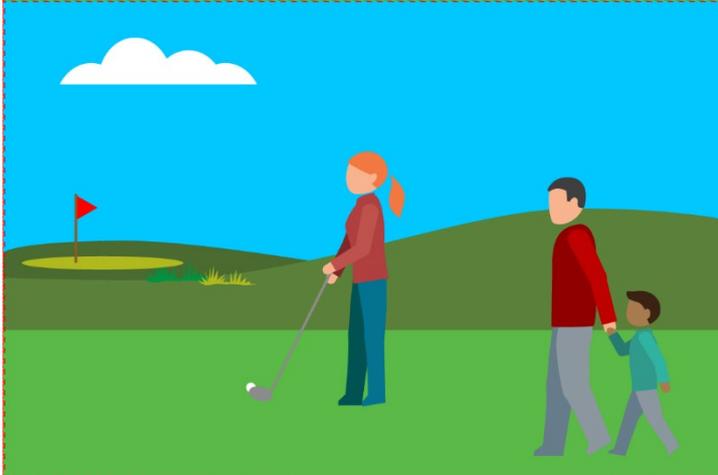
It is usually best to use a camping stove rather than lighting a fire. If you do have a fire leave absolutely no trace

Do you know the Code? Game Cards Sheet 3

Photocopy and cut out one set per team.



If you need to climb a gate, climb it at the hinge end



Do not cross the golf course if people are playing. Wait for them to move on then cross



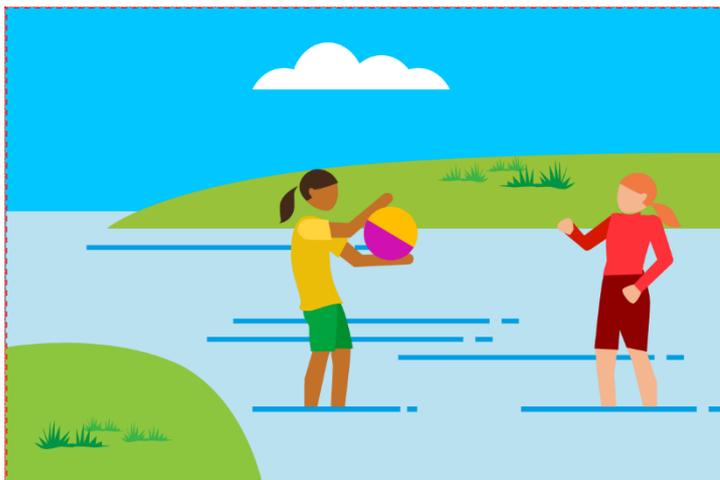
Stay away from wildlife - respect their privacy



Put all litter in a bin or take it home with you, even food scraps

Do you know the Code? Game Cards Sheet 4

Photocopy and cut out one set per team.



Do not disturb other water users or wildlife



Leave gates as you find them – in this case
OPEN



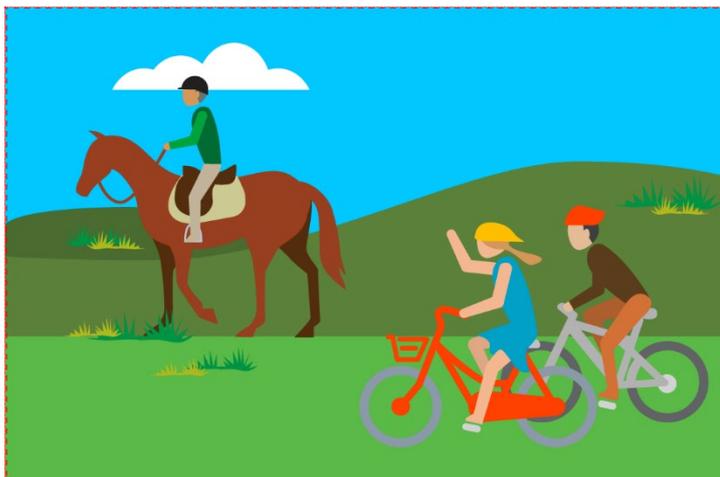
Keep away from log piles and machinery



Rights of access do not usually apply to gardens

Do you know the Code? Game Cards Sheet 5

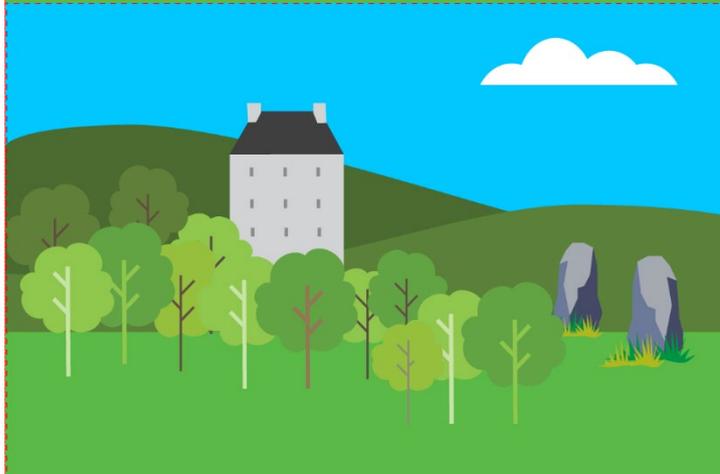
Photocopy and cut out one set per team.



Try to call out a warning if you approach a horse from behind, like 'hello horse'



If there is no other way, climb a wall – but take care not to damage it



Take care of historic places, stones, monuments and buildings



Access rights do not usually apply to farmyards. Follow any signposted route