



FINAL REPORT Go Wild

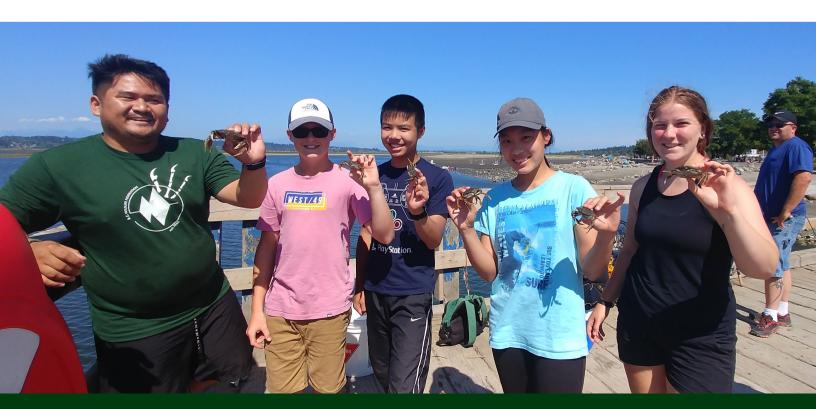
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B.C. WILDLIFE FEDERATION

The B.C. Wildlife Federation (BCWF) is B.C.'s oldest and longest lasting conservation group. Representing 43,000 members province-wide, including over a hundred hunting and angling clubs, BCWF members are on the front lines of B.C.'s wilderness. Education is a critical value for the BCWF. The BCWF aims to develop and support comprehensive educational programs to make all British Columbians aware of the value of fish, wildlife, park, and outdoor recreational resources, and to arouse in the public conscience a recognition of, and a respect for, the place of fish, wildlife and outdoor recreation in the wise, integrated use of the province's natural resources. By providing scientific and fact-based information through presentations, games, and activities, Go Wild prepares its youth participants to not only understand but also to share and use the information they receive with their local communities. Go Wild is part of the BCWF's long-term mission to protect, enhance, and promote the wise use of the environment for the benefit of present and future generations.

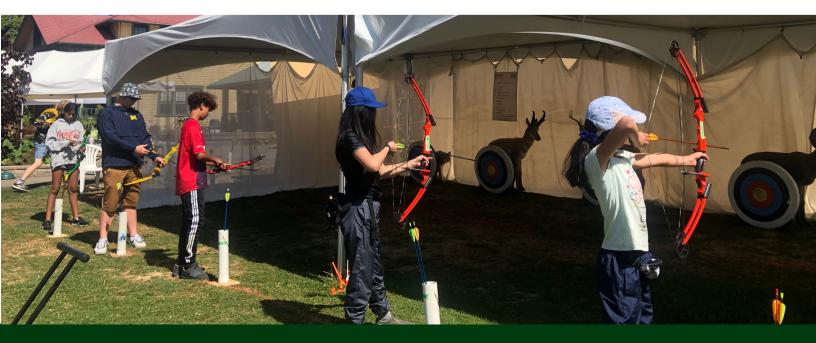


A MESSAGE FROM PRESIDENT CHUCK ZUCKERMAN

With climate change negatively impacting our beautiful province's ecosystems, fish, and wildlife, it is becoming increasingly apparent that we as outdoor stewards must invest in B.C.'s future. Perhaps one of our greatest and most powerful resources in protecting the province is our youth; by enabling the next generation to become passionate about conservation, we ensure the long-term management of B.C. for years to come. B.C. Wildlife Federation (BCWF) began this investment in our youth nine years ago, with the establishment of our first youth program Wild Kidz. Since then, BCWF Youth Programs has grown to include seven unique programs, which aim to spark curiosity, increase knowledge about conservation, and develop a lasting relationship with the natural world for participating youth. Most importantly, our programs are designed to be a fun, positive experience for youth to become engaged in the world of the outdoors. Go Wild is designed to transform youth into conservation leaders, and inspire campers with the knowledge and ability to mobilize within their communities and protect, enhance, and restore B.C.'s fish, habitat and wildlife.

CHUCK ZUCKERMAN

President B.C. Wildlife Federation



GO WILD 2021

Summer of 2021 brought the return of Go Wild, our leadership and conservation camp for youth aged 12-17. This program aims to transform youth into leaders in conservation, who have the knowledge, ability and support to run their own environmental projects in their communities. The BCWF Youth Programs team was excited to run this program again, as the 2020 session was cancelled due to the COVID-19 pandemic.

Go Wild is designed to be a 9-day overnight adventure, however due to ongoing COVID-19 health restrictions, the camp was reformatted to a 5-day long day camp. Moreover, this camp, in addition to all of our other in-person camps in 2021, took place in the Lower Mainland to reduce the risk of transmission to small B.C. communities during the ongoing pandemic.

Our team conducted a careful risk assessment of our camp and thoroughly reviewed the Provincial Health Authority's guidance in the months before camp. In doing so, we were able to construct an updated COVID-19 safety plan and ensure the program would have a low risk of virus transmission.



GO WILD

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OVERVIEW

Go Wild 2021 took place from July 26 - 30 at Alexandra Neighbourhood House in Crescent Beach, South Surrey. This program had a cohort of 11 campers, aged 12 – 17. This camp aims to transform its participants into young conservation leaders; campers spent the week participating in teambuilding activities, leadership training, and conservation lessons and activities. Additionally, Go Wild campers were given the opportunity to participate in outdoor recreational activities such as archery, kayaking, crabbing, and fishing. At the end of camp, all participants were given the option to apply to the Young Conservationist Scholarship Program and run their own independent start-to-finish conservation project and compete for a \$1,000 scholarship.

GO WILD CAMP HIGHLIGHTS



11 REGISTERED CAMPERS



SURREY, BC



10 BCWF STAFF & VOLUNTEERS



ARCHERY, OUTDOOR EDUCATION, CONSERVATION & TEAM-BUILDING



ALL LESSONS AND ACTIVITIES MODIFIED TO UPHOLD COVID REGULATIONS



COVID-19 POLICIES

In order to keep campers at our Go Wild camp safe, we implemented a number of safety measures to limit contact and the potential spread of COVID-19. The following infographic highlights many of the measures that were taken to ensure camper health and safety. These measures were implemented in line with the Provincial Health Authority's recommendations, and were adjusted as restrictions loosened and tightened throughout the summer season.













GO WILD SCHEDULE

Our camp schedule mostly follows the fashion that past camps were ran. Activities were categorized under outdoor skills, conservation, leadership, project management, and archery.

We often utilized A/B rotational blocks during Go Wild. This allowed for smaller groups and more time for discussions, questions and activities.

Time	Monday	Tuesday	Wednesday	Thursday	Friday
8:30	Drop-off, sign-in	Drop-off, sign-in	Drop-off, sign-in	Drop-off, sign-in	Drop-off, sign-in
9:00 9:30	Pre-Quiz, Introduction Leadership 1	Conservation Project 2 Research Skills	Conservation Project 3 Project Management	Conservation Project 5 Project Management	Conservation 8 (A/B) Bats
10:00	Intro to Leadership Conservation (A/B)		Conservation Project 4 (A/B)		Conservation Project 6
10:30	Leadership 2 Word Workshop	Wetlands	Budgets 101	Archery 4	(A/B) Pollinators
11:00 11:30	Archery 1 String Bow & 11 Steps	Archery 2 (A/B) Safety Orientation	Archery 3 (A/B) Practice and 3-D Targets	(A/B) Qualifiers	Archery 5 Archery Finals
12:00	Lunch	Lunch	Lunch	Lunch	Guest Speakers'
12:30	Travel to Blackie Spit	Travel to Blackie Spit	Travel to Blackie Spit	Travel to Blackie Spit	Lunch
13:00	Leadership 3 Tanks & Minefield	Conservation 2 (A/B)	Leadership 5 No Doze, Bobsleds	Conservation 7 Environmental	Leadership 8 '' Rope Maze '
13:30	Leadership 3	Kayaking	& Nuclear Reactor	Engineering	Word Workshop
14:00	Cultural Awareness	Conservation 3	Conservation 5	Leadership 6 Silent Opera	Early Pick-Up
14:30	Leadership 3 Incredible Machine	(A/B) Fishing & Crabbing	(A/B) 5 Senses Hike		
15:00	Conservation Project	Conservation 4	Conservation 6	Leadership 7 Go Wild Cup	
15:30	I Intro & Definitions	Ocean Waste & • Acidification	(A/B) Native Plants		
16:00	Travel to Camp Alex	Travel to Camp Alex	Travel to Camp Alex	Travel to Camp Alex	
16:30	Pick-Up, Sign-Out	Pick-Up, Sign-Out	Pick-Up, Sign-Out	Pick-Up, Sign-Out	

GO WILD BREAKDOWN

Day 1:

Campers began the day with a pre-quiz and played a round of icebreaker games and beginner leadership activities. Campers began their introduction to archery with string bows and the 11 steps to archery success before lunch. Following lunch, campers played communications skills and participated in a cultural awareness workshop led by Memegwans Johnson Owl from Sagamok Anishinabek and Montreal Lake Cree Nation. Campers learned about conservation and were challenged to consider what conservation meant to them. The day concluded with a game of "Incredible Machine" which involves memory and teamwork.

Day 2:

Tuesday morning campers learned about research skills and project planning for any future projects they may have. The campers then moved onto wetlands, where they learned about the ecosystem's importance and key components. Participants also had their safety orientation for archery, shooting compound bows for the first time. In the afternoon, campers headed to the waterfront and participated in kayaking and a lesson in marine debris, ocean acidification, and marine conservation efforts.

Day 3:

In the morning, campers learned about budgeting and project management to assist them in running their own conservation projects. During archery, they created their own targets and got the chance to shoot at 3-D targets with a lesson in hunting ethics. Following lunch, campers learned about leadership styles and went on a 5-senses hike, where they engaged their senses through various activities. Finally, they heard from Melanie Apps from the Invasive Species Council of B.C., who gave a presentation on identifying native plants and the ecological impacts of invasive species to native populations.

Day 4:

In the morning, the campers exchanged between blocks of archery qualifiers, learning about cetaceans, and building Aframe shelters using ropes, tarps, and tent pegs. They learned about Environmental Engineering through an activity where they had limited resources to build a bridge. They finished the day with the Go Wild Cup, an Amazing Race style activity where they had to run to various activities and complete them in the shortest time possible.

Day 5:

Campers began their day learning about two important groups of species, bats and pollinators. The bats presentation taught campers the ecological importance and conservation efforts for bats and taught how to identify different species. During the pollinators presentation, campers learned about native and local bees and built mason bee habitats. The rest of the day consisted of archery qualifiers and finals, where campers competed to see who would be the top three archers of Go Wild 2021.

LEARNING OUTCOMES

In order to show the value of the programming we deliver we ask campers to take a pre- and post-camp quiz. This allows us to gauge what they know and what they learned. This provides us with metrics that can help show the value and effectiveness of our camps. The following pages describes out methodology and provides the results and data collected.

METHOD

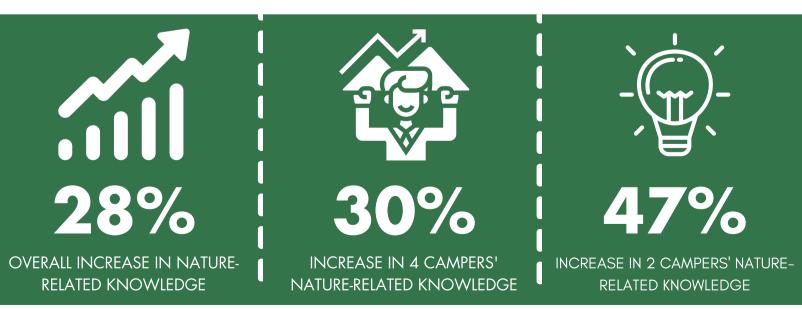
During the first portion of the first day of camp, campers took a pre-camp quiz. This quiz had 12 questions, approximately one question per lesson they participated in during the week. Campers took the same quiz at the end of the week for a comparison of learning throughout the week. The scores of the pre- and post-camp quizzes were compared to show the learning that occurred throughout the week.

RESULTS

Nine campers participated in the quizzes, the average pre-quiz score was 46%, while average post-camp score was 74%. Two campers did not participate in the post-quiz due to vacation plans, therefore their pre-quiz data was not included in analysis. The camp average score improved by 28%. 8/9 lessons had a positive per cent improvement.

CONCLUSION

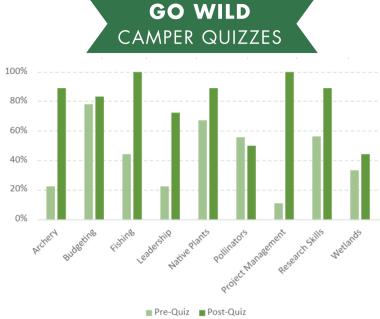
We believe this camp was a success. There was an overall knowledge increase of 28% and many campers had much higher score improvements. However, negative improvement scores show the need to improve the clarity of some quiz questions in order to accurately measure learning outcomes in the future.



CAMPER QUIZ RESULTS

Quizzes were also analyzed by lesson. This showed that nearly all lessons had a positive improvement. For the Go Wild camp, there was only one negative score. This may be due to confusing wording of quiz questions, or a need to improve the delivery of the lesson.

Overall, it seems that the manner in which we delivered Go Wild was highly effective in teaching campers conservation and leadership knowledge. Particularly effective lessons were leadership, fishing, and project management.



Above: Average increase in nature knowledge for each lesson . Pre-camp scores are in **light green**; difference in post-camp scores is shown in **dark green**.

SCORE IMPROVEMENT BY QUESTION

	TOPIC	VALUE	AVG. (PRE)	AVG. (POST)	DIFFERENCE
1	Leadership	1	11%	89%	78 %
2	Project Management	1	11%	100%	89%
3	Research Skills	1	56%	89%	33%
4	Pollinators	1	67%	67%	0%
5	Wetlands	1	33%	44%	11%
6	Pollinators	1	44%	33%	-11%
7	Fishing	1	44%	100%	56%
8	Native Plants	1	67%	89%	22%
9	Leadership	1	33%	56%	22%
10	Budgeting	1	78%	89%	11%
11	Archery	1	22%	89%	67%
12	Budgeting	1	78%	78%	0%

PARENT/GUARDIAN SURVEY

Parents and/or guardians of Go Wild campers were asked to complete a post-camp survey in which they ranked camps for enjoyment, satisfaction, overall camp value, and general demographic information. All campers' parents or guardians participated in the survey.

METHODS

Parents and/or guardians were given a post-camp survey. All data was collected using a digital survey via Microsoft Forms. Responses were compiled, turned into percentages and analyzed.

RESULTS

Based on the camp feedback overall, average satisfaction and enjoyment among parents/guardians was 100%. An overwhelming 100% of parents/guardians stated they would definitely recommend Go Wild. 100% of parents/guardians felt their children learned valuable skills during Go Wild. According to parent/guardian surveys, 80% of campers were "very interested" in Go Wild, with the remaining 20% being "interested". Note that all scores given are out of 5 and percentages are calculated to the nearest whole number, when appropriate.

CONCLUSION

The parent/guardian surveys show strong satisfaction from parents/guardians with regards to program satisfaction and enjoyability from parents and campers alike. The survey results reveal that the program still had a high rate of satisfaction and success among parents despite restrictions placed on in-person camps due to COVID-19.



CAMPER SURVEY

BCWF Go Wild campers were asked to complete a post-camp survey in which they ranked camps for enjoyment, activity enjoyment, and overall camp experience. 9 out of 11 total campers participated in the survey, with only 2 campers not participating due to early pick-up.

METHODS

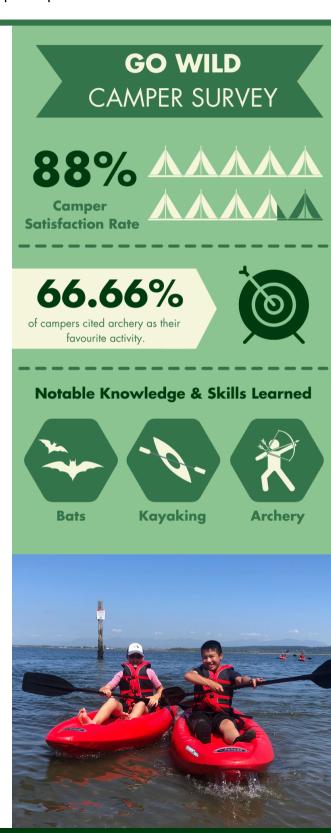
Campers were given a post-camp survey. All data was collected using a physical survey. Responses were compiled, digitized, turned into percentages and analyzed.

RESULTS

88% of campers were "really enjoyed" or "enjoyed" the Go Wild camp. 66.66% of campers chose archery as their favourite activity, with various other favourite activities. Campers noted they enjoyed learning new skills such as archery and kayaking; notable lessons where campers learned something new was in bats and pollinators. When asked what to improve, campers noted "more candy", more kayaking, or stated that nothing needed to be changed.

CONCLUSION

Survey results reveal high satisfaction among campers relating to their Go Wild experience. Campers reported that they wanted more kayaking and candy. They also really enjoyed the ocean activities and would like to see more of them. Possible future topics include more archery, canoeing, an overnight trip, more fire safety and practice, wilderness survival, animal identification, and hunting skills. And of course, more candy.



THANK YOU TO OUR SPONSORS

Our programs would not be possible without the help and support of these organizations. Thank you for inspiring the next generation of outdoor enthusiasts and conservationists!















