

Chapter 8: Fix It

Lily: "Fix it together, with a grown-up close!"

Rangers love to mend and make: a torn sleeve, a wobbly cart, a sign for the water corner. Eli fixes carts and Amara mends clothes. Every fix is done **with a grown-up**, using safe things from camp.

What Rangers know

- **Safe Scavenger rules.** Rangers use only clean, safe things a grown-up has checked: cardboard, cloth scraps, string, tape, plastic bottles, bottle caps.
- **Never take things from rubble, broken buildings or the ground outside camp.** Never pick up unknown metal, wires or anything strange. See Chapter 4: stop, don't touch, go back, tell.
- **Grown-up tools.** Knives, scissors with points, saws, needles, glue guns, fire and batteries are a grown-up's job. Rangers hold, hand over and tidy up.
- **Easy Ranger fixes:**
 - Tie a broken shoelace.
 - Tape a torn map.
 - Braid cloth strips into a soft cord.
 - Make a picture sign.
 - Decorate a clean bottle as your own water bottle.

- **Balance a load.** On a cart or bike, heavy things go low and in the middle, with both sides even.
- **Wash hands after every fix.**
- **Fixing is sharing.** Teach a friend what you learned, and trade skills fairly (Kenji draws, Amara mends).
- **Helping hands for neighbours.** With a grown-up, check on older or sick neighbours: carry water, fix a tent peg, bring a message (Chapter 15).

Ranger checklist

- ☐ I helped an older or sick neighbour with a grown-up.
- ☐ I use only things a grown-up has checked.
- ☐ I never take things from rubble or touch unknown metal.
- ☐ I hand tools to a grown-up; I don't use sharp ones.
- ☐ I did one easy fix with a grown-up.
- ☐ I washed my hands afterwards.

Earn your badge (Helping Hands, character · Power Out link)

Level	Requirement
 Heart	Say: "Fix it together, with a grown-up close."
 Bronze	Sort pictures into "safe to use" and "grown-up only / never touch".
 Silver	Do one easy fix with a grown-up.
 Gold	Teach a friend one fix.
 Platinum	Help a grown-up run a mend-it table for a group.

Watch and learn

EP15 Road Treasure Hunt (#015) · Scavenger Hunt pilot, Glow Jar (#SH01; grown-up builds it, kids watch from one step back) · Planned: Bikes, Carts and Heavy Loads · Walking Staffs Are Tools · A Fair Trade · What Has Value?

Grown-up note

"Scavenger" here means camp-safe, adult-checked materials only. The glow-jar demo is adult-built. Its salt water is not for drinking, and everyone washes their hands afterwards.