



ACTIVE KIDS

[FOLK WISDOM]
 "Get your kids up and moving by joining them and creating challenges for each other. 'Race you to the other side! Try to jump over this! I bet I can kickflip before you!' (Oh, wait, maybe that's just for me.) Bottom line: Engage them instead of just telling them—and let them discover it at their own pace."
 —TONY HAWK, skateboarder, entrepreneur, and Kids for Peace's 2009 Peace Hero

>MAKE IT UP AS YOU GO
Girls Like Slingshots, Too
 BY BRONWEN DICKEY
 The knife-throwing phase of my childhood was a bit weird, I'll admit. So were the blowguns and compound bows. That was definitely not how the other children in my class spent time with their parents. But it sure was a helluva lot of



Dickey

fun. For my father, James Dickey—best known for his novel *Deliverance*—the routines of suburban life tended to get a little dull in the hinterlands of South Carolina. If there was one thing he liked to do, it was to bring a healthy (sometimes notorious) dose of creative chaos to places he felt were lacking in it.
 Dad grew up during the Depression and, fortunately, held on to an old-fashioned "get off your ass" sense of play. He'd take me out on the lake behind our house in his old Grumman canoe to look for snakes and box turtles, set up elaborate scavenger hunts for my birthday or Christmas gifts. It wasn't long before I knew how to throw a football, what to look for in a good knife, and how sextants were used for celestial navigation. Never did it occur to him that I wouldn't enjoy things like that because I was a girl, and so it never occurred to me, either.
 Of all our hours together, though, the ones I remember best are those he spent reading

FIRST ENCOUNTER: LEAVE BIG TRACE
 When I was ten, Dad decided we should go backpacking. My brother and I didn't know what that meant, and neither did Dad. For a two-night outing in the Sierras, we brought a set of kitchen pots and pans, a ten-pound car-camping tent, enormous sleeping bags, leaky air mattresses, books, cameras, journals, a quart of bug juice (for the bugless time of year), two cheap spincasting rods, a briefcase-size tackle box (saltwater lures, jars of bait), and one giant inflatable raft with oars. It was a longer hike than we'd thought. We dragged our overstuffed, external-frame packs to an 11,000-foot lake, puked through the night from the altitude, and stumbled down miserably at sunrise. But for a sheltered kid, that first, short glimpse of true alpine scenery—ice-carved cirques and marshy lakes, distant and enticing peaks—set the hook for good.
 —JUSTIN NYBERG

to me from classic adventure novels like *Mutiny on the Bounty* and *The Call of the Wild*. Merely reading a book was never enough; he used maps and references to crawl right up into it. We spent an entire day once trying to crack the code in Edgar Allan Poe's story "The Gold Bug."

Those were the kind of tales, I think, that he hoped would inspire me to get out and explore our strange, mysterious world. As it turned out, he was right.
 >BRONWEN DICKEY's work has appeared in the *Oxford American* and *Best American Travel Writing*.

[TESTIMONIAL]
Camps That Kick Ass

My parents were reasonably earthy, but I'm convinced my passion for the outdoors came from Manito-wish, a Wisconsin summer camp that, like any *real* camp, includes a true wilderness trip. If you're at all concerned that your child is becoming a thinskinny lily-dipper, consider booting your beloved into the wild—with a trustworthy guide, of course. Here are our five favorite spots.
Camp Manito-wish YMCA, Boulder Junction, Wisconsin: Every kid starts out canoeing. But as you get older, the options become longer—up to 50 days—and the destinations more exotic, including places like Nunavut (canoeing), Ontario (sea kayaking), and Alaska (backpacking). Ages 10–19; one-, two-, and four-week sessions; manito-wish.org
KieveWavus, Nobleboro, Maine: The structure is very similar to Manito-wish's (above). Daily programs include the usual fun stuff—tennis, sailing, riflery, etc.—but every camper must also go on canoeing, sea-kayaking, or

backpacking trips of increasing length. Ages 8–15; ten- and 26-day sessions; kieve.org
Shaffer's High Sierra Camp, Sattley, California: Kids can either choose to do a little bit of everything or sign up for "program tracks" that specialize in mountain biking, backpacking, riding horses, or rock climbing. Ages 8–17; one-to-eight-week sessions; highsierracamp.com
Camp Cheley, Estes Park, Colorado: Cheley is a big commitment—it only offers four-week sessions—but kids get the full Colorado experience, including raft trips down Poudre Canyon, top-roping at on-site rock faces, and, for the older kids, a shot at summiting a fourteener like Longs Peak. Ages 9–17; cheley.com
Camp Mondamin, Tuxedo, North Carolina: While backpacking and canoeing trips remain a focus at this 88-year-old institution, it's expanded its repertoire over the years to include things like tubing, rock climbing, and mountain biking. Boys only; sister camp is Camp Green Cove (greencove.com). Ages 6–17; five-day and three- and five-week sessions; mondamin.com
 —SAM MOULTON

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