**Expedition Aims**

I know that expedition aims are sometimes a difficult sell. You might want to have a look at the list below for inspiration.

[Ideas for Expedition Aims - the DofE](http://www.dofe.info/go/expeditionaims/)

Unless the participants have a genuine interest in a particular topic I would steer them towards the aims that won't impact on their journey and that they will experience as a result of the expedition.

Some examples that have worked well in the past are:

* Comparison of different menu options for taste, nutrition, ease of carrying and ease of cooking.
* Comparison of different bits of kit, rucksacks, tents, stoves. Which worked best, what would they buy
* Team dynamics - what led to friction, when were they most harmonious, how did they react to navigation errors , poor weather etc
* Map v Physical - How accurate was the map to what they found on the ground. Were errors caused by forestry operations, farming, erosion, new development

Let me know of any other aims that have been particularly successful with your teams (or post them on our Facebook Group).

The minimum hours of planned activity allow participants who are not physically able to journey for the full time to carry out some project work for up to half of the minimum hours. For those who are able to journey for the whole time then I would expect them to do so and fit in activities relating to their aim during the journey, at their camps and after the expedition at home.

**If you have any questions about any of the points above, please get in touch.**