

Book 7 in a series of practical ideas for Scout Troops

Developed for the Branch Scout Council Victorian Branch

Scout Association of Australia



Using Existing
Resources

To make good

Scout

Troop Programs

COMPILED BY

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ILLUSTRATIONS

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ACKNOWLEDGEMENTS

This Resource book has been compiled from many years experience in Scouting.

We are always searching for new and exciting programming ideas. If you have some material that might be useful to other leaders, which could be included in further editions of this book, please send a copy to:

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Introduction

There are many resources available for leaders and new books and other publications come out all the time.

The Internet is fast becoming a valuable source of ideas and many Scouts and Leaders are having fun with them. In most Scout Halls there is also a library of books dating back to Noah's plans for the Ark. They may be tattered and dusty but they are a great source of tried and true things for Scouts to do. You may have to translate them first.

All of this can be confusing as well as exhilarating and this book seeks to help put things into perspective and provide a few guidelines for how leaders can get the best out of all the resources available.

This book should be read in conjunction with Book 5 in this series.

A number of books of prepared programs have been produced over the last few years and can be a real asset to a leader if used wisely.

- Scout Troop Programs to assist with Scout Troop Weekly Meetings is an extensive set prepared by leaders in New South Wales. It is available from Snowgum.
- Programs on a plate from New Zealand have a wide range of themed programs
- Queensland Branch has prepared a Scout section Programming kit most of which is included in this publication.

Acknowledgments

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Planning programs

This is book 7 in a series. For a detailed fill the gap approach to programming go to book 5 because the resources are detailed there.

Planning saves time. Planning helps the blood pressure. Planning reduces discipline problems. Planning encourages others to help. The Troop with only one leader, half a dozen (often naughty) Scouts, nine times out of ten will have no program.

This is a short summary of the process.

- 1. Get the Scouts to think about what they want to do.**
Work them in Patrols and identify what each Patrol wants to do for the next year or term or what ever.
- 2. Talk over with the Troop Council.**
Bring the Patrol goals together and find the common ideas. Troops generally cover the Citizenship and Campcraft Targets regularly and there is always a number of common camps and activities. Some negotiation can get a fair degree of agreement with the Patrol Leaders about what the Troop will want to achieve.
- 3. Develop a long-term plan.**
This is usually about 12 months. All the major things for each month are listed but there's no detail at this stage. Timetable major camps, hikes and other events. Talk it over with the Patrol leaders and publish it for the Troop.
- 4. Take a term at a time.**
Ten weeks is a convenient planning time and leads into the school holidays where you may have a major activity. Timetable Patrol activities. Take each month's goals and break them up into weekly goals. Publish the broad outline for parents and Scouts to plan their own participation.
- 5. Program the Troop night.**
Look at the ideas resources to find activities and games that fit your themes. This is where you use the type of potted programs you find at the end of this book. Plan when and how Patrols will lead up to their camps and activities. Involve the PL's as much as possible but make sure you're working well ahead. Write the program down. Everyone can easily follow a good program book with a regular setting out
- 6. Delegate jobs.**
Make sure there are names beside things to be done. Know who will organise and run activities (including getting the gear together). Good leaders support and help the Scouts and inexperienced assistants to get ready.
- 7. Run the night.**
Easy if the planning is done. Don't forget to record any tests passed.
- 8. Evaluate.**
All the time think how things can be done better, how to advance the Patrol system, how to train the Scouts better, how to increase enjoyment. If something doesn't work ask the PL's why and avoid this next time.



Games and Activities

These two pages are largely common sense. The logic is simple.

Young people of Scout age are going through an enormous transition. Their biology is hard at work. They are physically very active. Their social interactions are changing. Their whole being is driving them to learn. Of course that drive to learn may not always match up with adult expectations.

Scouts has an educational agenda summed up by physical, mental, social and spiritual development aimed at helping young people become useful members of society. We also have a stake in independence and leadership. That's not all that different to the young person's agenda.

'Active, physical, social, competitive, challenging, fun, supportive, independent'. These are all words that sum up how most of this age group learn. It makes them great to be with and can be a pain in the neck.

The Scout section method uses stable social groups (Patrols) and activity. Games and activities are purposeful and are how we help young people grow up. There are usually two ways to learn: theoretical (like this book) and practical (doing it). Scouts is 90% practical and the Scout Troop that is the other way around needs to think.

Be careful not to confuse 'talk' with 'theoretical'. Kids love to talk together and much of this is active, purposeful and productive. Troop Councils, Forums, arguments, socialising are all motivating. They work best when the Scouts have a large say in the agenda.

Resources

There are plenty of books of games and Scout activities about.

Snowgum stock a range and most Troop libraries have books of them. If there are none around then follow up ex leaders or haunt the Op shops. Don't ever worry about the book looking old fashioned. Fashion is what you do.

New ideas (and recycled old ones) come out in Scout magazine and lots of publications. The Web has whole sites devoted to games and activities for Scouts.

Collect Games and file them somehow.

Categories can include:

Quiet Games	Team Games	Patrol Games	Inter Patrol Games
Relays	Thinking Games	Wide Games	Patrol Challenges
Team Building Activities			

Work out your own and expand the categories as you go along. Have a place on your file to give any activity an enjoyment rating.



Using Games

It's what you do with the activity that makes it up to date, or fun or challenging. Scouts generally like competition - in fact if you award points they strive harder. If you occasionally don't announce a winner at the end of the night they don't seem to care much.

Games and Activities are the best way to teach.

Example

A four handed carry in First Aid is easy to demonstrate (Hold your left wrist with your right hand and then link up with a partner).

It's amazing how soon Scouts forget this. Make it an inter Patrol relay, or have two Scouts carry a third along a contorted chalk roadway around the hall or over a simple obstacle course.

The practice is enormous and the fun is infectious.

Adapt games to suit the circumstances or the theme for the night.

Example

Baseball games are popular. Knots are the theme. Emu Patrol are the fielders. Other Patrols are the batters. First batter up. SL calls knot. Two Emus run to ropes and begin to tie so batters can see, batter begins to run. Team advise batter when to stop running. Emus call stop when knots completed. Batter can be out if between bases and knots are correct

Think safety but don't wrap Scouts in cotton wool either. Know those kids who are prone to asthma and don't push them. Introduce rules if there is danger (no basketball above head height in games where hard head contact is likely). Monitor all games. Stop stand over tactics. Allow occasional kids an opportunity to do something else (pass a test, prepare a menu, finish a task for Patrol) if they are fearful.



Special Nights

Once every four to six weeks it's fun to completely change the night's format. The variety will appeal to the Scouts and there are added opportunities for different people to be involved. Often they will be away from the Hall but can be devoted to a single different organisation.

Scavenger Hunts

Patrols have a set time to gather a variety of objects from the banal to the bizarre. (Seven different bottles, the number of flowers in the butchers' window, Akela's socks)

Mystery Hunts

Patrols have to follow clues and instructions to complete a task. (First clue is pasted under phone on the corner of ... At the corner shop buy a 'cream sandwich' - clue hidden inside ... Count the number of steps on the town hall and go to that number in the hall for the next clue. A variation on this can be based on mapping and compass skills (from the flagpole travel 200 m. on a bearing of 2000, Follow the road northeast to the large wattle tree, etc.)

Seek and destroy

Patrols try to find other Patrols while avoiding detection themselves. A variation is for Patrols to be protecting their own candle, flag, water bucket, eggs whilst seeking to capture the others.

Bases

Patrols rotate around bases for activities. Bases can be at homes, parks, special places (e.g. fire brigade), different Scout Halls etc. Activities can include anything - aerobics, cooking, billy cart race, human tower, pioneering task, first aid instruction, water challenge, driver instruction, fire lighting, basketball hoops, obstacle course)

Special Nights

Arrange a special night at a climbing centre, swimming pool, indoor cricket stadium, basket ball stadium, fire station, town hall, takeaway places (one Patrol at each), beach, river, farm, agricultural show, indoor bowls. At your Hall, have a cook-off, off the ground night, series of visiting speakers/ videos, Fathers or Mothers' formal dinner.

Inter-Troop

Arrange a night with another Troop or Guide Company. Program carefully to mix kids with a common goal. Have a cricket match, pie night, wide game, whatever.

Organisation

Each Troop will need to think about their own circumstances and adapt for, numbers, weather, light, skill levels, PL's, and so on. Safety is always an issue and potential risks thought through and plans made to- minimise any risks.



Some thoughts:

- use cars if it is unsafe for a Patrol to be in the streets alone
- think about neighbours
- keep the kids moving
- establish behavioural expectations (No playing 'Knock, knock')
- have Patrols stay as a single unit - it is safer and more easily controlled
- reschedule the meeting an hour earlier to use daylight saving
- Avoid using excuses!
- Patrols can be on foot, in cars, on bikes
- Two or more Troops can combine to run a joint activity
- You can use public transport
- If an adult is with a Patrol they may need to be told to never intervene in any Patrol decision or discussion unless there is a safety issue

Wide Games

Many of the above activities are called Wide Games because they range widely.

There are a number of publications devoted to wide games or games books may have sections devoted to them. Wide Game ideas can also be found on various Internet websites. Whilst many Wide Games are for use in camp they can be easily adapted for Troop night use as well.

There seem to be some invariable truths about wide games:

- What can go wrong probably will.
- The kids will bend the rules in ways organisers never thought about



Using pre-planned programs

There are lots of these around.

Because they have been put together by experienced leaders the ideas have worked. They usually are well structured and Scouts can achieve things simply by participating. There are traps for the unwary though. Every Troop is unique and every Troop has different goals, and the dates never fit with reality. They have to be used wisely.

NSW has an excellent set available from Snowgum; NZ have put out a wide range of Programs on a Plate, SA have produced a set and many Districts have put together a range. It's interesting to get a stack of them and start to compare because many of the ideas are recycled.

The rest of this book is devoted to some prepared by Queensland Branch.

All of these program books are excellent but it's not really possible to pick up one and begin at page one and go through to the end night by night. The books are not produced to be followed slavishly and the experienced leaders who have written down their best program ideas don't do that either. They may look like the prescription for the perfect Scout Troop but they're not. Go back to pages 2 and 3 and you'll see why.

But what a joy to be able to just follow a plan.

Option 1 - Surf for Ideas

If the Troop is having a theme around camping skills or you are leading up to a major camp go to the Campcraft Programs. Surf to find games and activities that fit your Troop's needs. Who cares if you just pick the eyes out - certainly not the people that produced the book?

Be ready with the photocopier. If the instructions are detailed enough you can give the sheet to a PL the week before and that will help the organisation tremendously.

Option 2 - Cut the books up

What sacrilege, what fun, what a good ideal! A photocopier lets you keep the original if you like.

You could copy all the games and activities into categories - First aid games, Patrol games, Construction Games, Pioneering projects.

You could file all the programs in Award Scheme Topics. Doing Citizenship next term? Excellent, all the ideas are already together.



Option 3 - Pick up a relevant night when it suits you.

Because the leaders who have put these books together know their stuff you'll find their timing is right and the pacing of the program is appropriate. If it fits as you find it then use it. But work through it first. Change a game here and an activity there if your circumstances warrant it. The Hall may be different; the space outside different, the weather unsuitable, and the neighbourhood doesn't like noise.

Don't ever turn up and try to run the program without thinking it through. Murphy's Law operates especially well in these circumstances.

Option 4 - Use the programs as a model

If you're not sure about how to run an active Scout meeting try several of the program later in this book. Try and work out which ones are most successful and why. Use the pattern as a skeleton and flesh it out with other ideas.

Watch out for the Patrol System

Some of the books take it for granted the readers will use Patrols - they don't even mention them - they assume the reader knows. Beware.

Example

The Program for the night says, "Making a Map" and the information is all given. The experienced leader automatically understands that instruction doesn't occur with leaders teaching the whole group as in school. The Patrols would all be separate and if the PL's are experienced they would instruct their own Patrol (passing Adventurer level as they do it). Patrols might rotate through a series of posts where each Patrol is taught or revises a new skill.

Games or hands on challenges are used where ever possible. Contour lines would be taught using real sliced potatoes rather than in theory.

A Simple Process

Use the planning process to decide what you want to do and when you want to do it. Use the potted programs to help you achieve your goals.



Program Elements

A good Scout program is like a popular TV show really. If you get the formula right it will be popular week in week out. The viewer knows what to expect but never knows the details. There are recognisable characters, a beginning and an end. There are high points and calm times. There is plot development and resolutions - the director carefully paces the show for maximum effect. At the end everyone is satisfied and tunes in the next week, looking for a repeat performance.

Some of the regular things Scouts like are

- Physical activities - energy release
- Achievement - advancing the award scheme, improving performance
- An element of surprise
- A chance to interact with Mends
- Constant activity
- Individual needs being met

Like a TV program there is a predictable sequence. The following is adapted from the Queensland Program Kit.

The Promos

Little reminders about what's coming up.

- Newsletters, calendar of events, reminders at end of previous meetings.

The Preparation

All back stage mostly seen only by the producers and lead actors (leaders and PL's).

- Programming, organising people and resources.

Opening Warm Up

15 minutes before the show gets going.

- Leaders and PL's make sure things are in place (key people, equipment, instructions)
- Prepare Flag and prayer
- Collect money, check attendance, uniforms as Scout arrive.

Opening sequence

Opening Parade (5 minutes maximum)

- Patrols form into parade, leaders join
- Duty Patrol Leader runs parade with flag break and prayer
- Brief outline of the meeting to come.
- Any introductions or welcomes.



The Night's Plot

Games, Activities and Bases (100 minutes or less)

- Usually leads off with a very active game and is paced through with quiet activities alternated by times to release energy and recharge batteries.
- Conducted in patrols wherever possible with the PL's given total responsibility for the participation of their Patrol and running of bases, games and activities.
- Activities can be run in bases through which Patrols rotate.
- A leader's yam may be included if there are major matters afoot (e.g. Jamboree information, Troop Camp) or a particular topic is being explored (e.g. Scout Law)

Patrol Time (10 minutes or more)

- Time for Patrol leader to talk with Patrol members, check off badgework, plan future activities.
- Time may be extended if there is a major camp to organise or prepare.
- PL distributes notices, newsletters and outlines future events

Final Resolution

Closing Parade (5 minutes)

- Duty PL calls Parade
- Presentation of Badges and Awards
- Brief notices about upcoming events
- Lowering of Flag and final prayer
- Dismissal

Nothing annoys the viewer more than their favourite show beginning or finishing late. 9 kids know their favourite Troop begins five minutes late that's when they'll arrive. At the other end of the meeting your market may be reduced by irate parents if you cause someone to miss out on the next program. Stick to the set beginning and ending times and save later problems.

In between keep to the program as much as possible but, because it's a live show, you have some leeway to adjust the script as you go - especially if the Scouts are firing up or alternatively firing at you.

The Programs

The following pages outline 12 sample programs.

Have a look at how they are structured, especially the use of the Patrols and the pacing of the types of activities. The Scouts (and leaders) are on the go for the full time - no time for boredom and getting into trouble.

Try them out, change the order if you like but evaluate and arrive at a plan that suits your Troop.



TROOP MEETING 1

THEME: PROMISE AND LAW

-015	Troop night Preparation
000 (5 mins)	Opening Parade * Flag Break and Prayer
005 (10 mins)	Game * Scout Law stepping stones Relay (Citizenship 1)
015 (30 mins)	Activity * Patrol Skits (Citizenship 1)
045 (10 mins)	Game * Tails
055 (30 mins)	Activity * Promise and Law Search (Citizenship 1)
085 (10 mins)	Game * Circular Tug-O-War
095 (10 mins)	Yarn * What it means to be a Scout
105 (10 mins)	Patrol Time * Check off badge work, Patrol discussion
115 (5 mins)	Closing Parade <ul style="list-style-type: none">• Badges/Awards to be presented• Notices to be given• Flag down and Prayer



Game - Scout Law Stepping Stone Relay

Equipment: 10 blank sheets of paper and a felt pen for each Patrol

- Patrols line up in relay formation at one end of the Scout Hall with paper and pen in front. On the signal to start, the front Patrol member has to write a Scout Law on a piece of paper and place it out in front on the floor and step on to it.
- The next Scout then writes another different Scout Law on to another sheet of paper. This is then passed to the first Scout who places it in front and steps on to it.
- The second Scout steps on to the first sheet. Each Scout in turn repeats the exercise until all of the Laws are written on sheets, which are used as stepping-stones to reach the finishing line at the end of the Hall. Scouts will have to do more than one Law each
- The winning Patrol is the one that reaches the finishing line first with the Laws correct.

Activity - Patrol Skits

- Patrols write and prepare a skit based on one of the Scout Laws.
- All Patrols are given 15 minutes for preparation.
- When all Patrols are ready, each Patrol presents its skit to the rest of the Troop and the meaning and significance of this Law is discussed in the context of the everyday life of the Scout.

Yarn - What it means to be a Scout

- An adult Leader or a Patrol Leader gives a talk about the privilege of being a member of Scouting and the obligation to live by the Scout Promise and Law. Other topics such as the 'Left Hand Shake' and a 'Daily Good Turn' can also be included.

Game - Tails

Equipment: One Scout scarf per Patrol

- Patrols line up inside the Hall with each Scout holding the belt of the Scout in front of them. The Scout on the end tucks their scarf under their belt at the back. (it must not be tied).
- On the signal to start, Patrols manoeuvre around so that the Scout in front can pull the scarf from another Patrol without losing their own tail.
- When a Patrol loses its tail it is then dead and drops out of the game.
- The winning Patrol is the last with its tail. The game may be repeated giving other Scouts the opportunity to be the head or the tail.

Activity - Promise and Law Search

Equipment: Large sheet of card or paper, scissors, Paste, felt Pens, approximately 6 newspapers or magazines per Patrol.

- In their Patrol corners, each Patrol has to prepare a Promise and Law poster from articles in the newspapers/magazines.
- Completed posters can be shared with other Patrols and judged on completeness and creativity. Posters displayed in Patrol corners where possible.

Game - Circular Tug-O-War

Equipment: A thick rope joined in a circle large enough for each Scout to hold around the outside. Large circles or shapes marked on the hag floor with chalk.

- All the Scouts hold onto the rope with both hands so they are not standing inside a circle or shape.
- On the signal to get ready the Scouts take up the slack and on the signal to start they try to pull other Scouts into one of the shapes on the floor.
- A Scout is out if they step into a shape or let go the rope with both hands.
- The winner is the last Scout remaining.



TROOP MEETING 2

THEME: EQUIPMENT & SAFETY

-015	Troop night Preparation
000 (5 mins)	Opening Parade * Flag Break and Prayer
005 (10 mins)	Game * Crab Soccer
015 (30 mins)	Activity - Patrol discussion * Construction Equipment & Safety (Construction 2)
045 (10 mins)	Game * Stepping Stones
055 (30 mins)	Activity * Scout Transporter (Campcraft 1)
085 (10 mins)	Game * Equipment Relay (Construction 1)
105 (10 mins)	Patrol Time * Check off badgework and Patrol discussion
115	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer



Game - Crab Soccer

Equipment: 1 Soccer Ball

- Divide the troop into 2 teams, i.e. 2 Patrols each team or equal teams of even ages.
- Set up goal posts at each end of hall or outside yard.
- Teams crouch down like "crabs" i.e. lean backwards with feet and hands on the ground. Kick off soccer ball from centre, teams score goals by kicking/hitting ball through their goal posts.

Activity - Patrol Discussion - Construction Equipment & Safety

Equipment: Each Patrol will require a range of different size ropes / lashings and poles.

- Patrol Leaders lead their Patrol in discussion about safety precautions and use of rope and timber for construction activities.
Reference - Fieldbook pages 212 to 278.

Game - Stepping Stones

Equipment: 2 lashings, chairs & pieces of thick cardboard

- Mark out a river 10 metres wide in front of Patrols lined up in relay formation.
- Patrols lay out stepping-stones at 1-metre intervals. There must be 1 less stepping Stone than there are Patrol members

- Stepping stones are 20cm square pieces of cardboard
- On the signal to start, Patrols cross river by stepping stones.

Activity - Scout Transporter

Equipment: 3 x 3m poles, 3 lashings, and 2 stormguys each Patrol.

- Patrols to construct the Scout Transporter, Fieldbook page 266.
- Upon construction, an inter-Patrol race can be run with Patrols having to transport their whole Patrol across a 4-metre creek marked on the ground.

Game - Equipment Relay

Equipment: 4 staves, 3 pegs, 9 lashings, 1 halyard and 1 mallet each Patrol.

- Patrols line up in relay formation.
- PL is given instruction that Patrol must collect necessary gear to construct a flagpole.
- Patrols have 2 minutes to discuss requirements of equipment list.
- On the signal to start, one Patrol member at a time collects a piece of necessary equipment.
- Someone in Patrol also draws a diagram of completed flagpole using collected equipment.

NOTE: Any other construction could be nominated



TROOP MEETING 3

THEME: CAMPING SKILLS

-015	Troop night Preparation
000 (5 mins)	Opening Parade * Flag Break and Prayer
005 (10 mins)	Game * Eggs in the Nest
015 (20 mins)	Activity * Patrol Tent Pitching Relay (Campcraft 6)
035 (10 mins)	Game * Balancing Cents
045 (445mins)	Bases * Campcraft (Campcraft 6)
105	Patrol Time * Check off badgework and Patrol discussion
115	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer



Game - Eggs in the Nest

Equipment: Buckets - number of Patrols plus one, Tennis-balls - total number of buckets plus one (e.g. 4 Patrols, 5 buckets, 6 tennis balls).

- One bucket containing the tennis balls is placed in the centre of the hall. The other buckets are in a circle around centre and equal distance from each other. Each Patrol is lined up outside their bucket.
- On the signal to start Patrols have to be the first to get 3 tennis balls in their bucket. The Rules are:
 - only one Patrol member is allowed to run at a time.
 - only one ball can be carried at any one time.
 - the running Patrol member can take a ball from the central bucket or from other Patrols' bucket.
 - other Patrol members cannot restrict opponents from getting balls from their bucket.
- The winner is the first Patrol to get 3 balls in their bucket. Patrol members then change and the game is played until all Patrol members have had a turn or a pre-determined score is reached by a winning Patrol.

Activity- Patrol Tent Pitching Relay

Equipment: Tent, pegs, poles and ropes, peg hammers for each Patrol.

- Patrols are lined up beside their equipment. Care should be taken to allow more than sufficient room between Patrols to enable them to erect their tent.
- On the signal to start each Patrol is to erect their tent.
- The winner is the first Patrol to completely erect the tent correctly with tent flaps neatly brailed and the Patrol smartly lined up beside their tent

Game - Balancing Cents

Equipment: Each Patrol will need a pencil (the " with 6 flat sides not rounded) and a 10-cent coin

- Patrols line up in relay formation (Form equal teams).
- On signal to start, one Patrol member at a time has to balance the coin on the end of the pencil held out horizontal from the pointed end. They then have to race down to the end of the hall and back to their Patrol and change over.
- If they drop the coin, they must go back and start again.
- The winner is the first Patrol to complete all members and line up straight.

Bases - Campcraft

- Four bases are set up at the corner of the Scout hall as follows:
 1. Personal gear and Packing - Fieldbook pages 1251-153 and 110-114.
 2. Camp Layout - Fieldbook pages 169 170.
 3. Health and Hygiene - Fieldbook pages 143-147.
 4. Menu Preparation - Fieldbook pages 155-161.
- One Patrol at a time visits each base where the Patrol Leader (or Leader) gives practical instruction e.g. a rucksack with all the personal gear is laid out and packing is correctly demonstrated.
- Patrols change bases at a signal given at 15-minute intervals.



TROOP MEETING 4

THEME: FIRST AID

-015	Troop night Preparation
000 (5 mins)	Opening Parade * Flag Break and Prayer
005 (15 mins)	Game * Stretcher Race
020 (4x1 5 mins)	Bases * First Aid (Citizenship 2, Emergencies 4)
080 (20 mins)	Activity * Mock Emergency (Citizenship 2, Emergencies 1)
100 (5 mins)	Yarn * First Aid & Emergencies (Citizenship 2, Emergencies 1)
105 (10 mins)	Patrol Time * Check off badgework and Patrol discussion
115	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer



Game - Stretcher Race

Equipment: 4 staves and 6 lashings for each Patrol.

- Patrols line up in relay formation with equipment in front of them.
- On the signal to start, each Patrol has to construct a stretcher and transport a member of the Patrol around a course nominated by the Leader.
- The winning Patrol is the first Patrol to successfully build a stretcher, transport a member around the course and return to starting position.

Bases - First Aid

- Four bases are set up around the Scout hall as follows: -
 1. Control Bleeding and Coma Position - Fieldbook pages 284-285.
 2. Burns and Scalds and Snake Bite - Fieldbook pages 286-298.
 3. Shock and Hand Carries - Fieldbook pages 285-296.
 4. Forearm Fractures - Fieldbook page 294.
- One Patrol at a time visits each base where the Patrol Leader (or Leader) gives practical instruction on the correct treatment (refer to Fieldbook reference or current First Aid Manual).
- Patrols change bases at a signal given at 15-minute intervals.

Activity - Mock Emergencies

- Patrols line up in relay formation with a patient from another Patrol at the other end of the Scout hall.
- Each patient is given a card with the details of an incident and the symptoms of injuries they have e.g.
 1. You are taking a billy of boiling water off the fireplace and tripped with the boiling water spilling it over your left arm.
 2. You fell off your bike and have gravel rash on both hands and knocked your head on the kerbside causing unconsciousness.
 3. Whilst on a bush walk you were bitten by a snake on the right ankle.
 4. You fell from the tower your Patrol was constructing and have severe pain and deformation in your lower left arm.
- On the signal to start, each Patrol races to their patient and undertake the following
 - make diagnoses.
 - determine course of action.
 - administer treatment.
 - transport patient to nominated point.
- The winning Patrol is the first Patrol to successfully treat the patient.
- At the conclusion of this first incident, Patrols may rotate to another patient.
- In the final 5 minutes of this activity, Patrols are to hold debriefing to determine the correct treatment and procedures that should have been followed for each incident.

Yarn - First Aid & Emergencies

- Leader or PL to give a short yarn on the importance of Scouts having First Aid training and how to act in an Emergency - Refer to Fieldbook pages 279-280 and also drawing on own experience.



TROOP MEETING 5

THEME: FIRE & FUEL SAFETY

-015	Troop night Preparation
000 (5 mins)	Opening Parade * Flag Break and Prayer
005 (10 mins)	Game * Pharaohs Chariot
015 (415 mins)	Bases * Safety in the Bush (Camcraft 2 & 3)
075 (20 mins)	Activity * Cooking
095 (10 mins)	Game * First Aid Kit Kim's Game (Camcraft 3)
105	Patrol Time * Check off badge work, Patrol discussion
115	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer



Game - Pharaoh's Chariot

Equipment: 3 solid Scout staves and 3 lashings for each Patrol.

- Patrols line up in relay formation with their equipment.
- On the signal to start, each Patrol constructs their Pharaoh's chariot and transports their Pharaoh (PL) around a pre-determined course.
- The Pharaoh's chariot is constructed by spacing the 3 staves 1 1/2 metres apart and tying them together with a lashing at each end and centre. When the two outside staves are picked up by 4 Scouts at each end, the centre stave drops freely between. The Scouts carry the staves on their shoulder. The Pharaoh can then step onto the middle stave and grasp each side stave for support.
- This race can be run a number of times to give each Patrol member a ride - Patrols may need to be adjusted to obtain 5 in each to make this work.

Bases - Safety in the Bush

Four bases are set up around the Scout Den as follows:-

1. Fireplaces, fire regulations and safety procedures - Fieldbook pages 130-134.
2. Hiking and swimming precautions and procedures - Fieldbook pages 52-59
3. Care and use of gaslights and stoves - Fieldbook page 134-136.
4. Obtaining water in survival conditions -

Fieldbook page 58.

These bases require prior preparation e.g., the trench fire will need to be constructed: gas lights: stoves and bottles should be prepared.

One Patrol at a time visits each base where the Patrol Leader (or Leader) gives practical instructions.

Patrols change bases at a given signal at 15 minute intervals.

Activity - Cooking

Equipment: Frying pan, cooking oil, mixing bowl, spoon, egg flip, flour, salt, milk, apples, knife, peeler, plate.

- On the fireplace prepared for the instruction base each Patrol to prepare and cook Apple Fritters - Fieldbook page 164.

Game - First Aid Kit Kim's Game

Equipment: Contents of a first aid kit - Fieldbook page 51, Each Scout requires pen and paper.

- The contents of a first aid kit are spread over a table and covered with a sheet.
- Each Patrol comes up and is shown the items for 60 seconds. The Patrol members then go away into Patrol corners and then have to write down all items they saw.
- Lists are then checked for completeness.



TROOP MEETING 6

THEME: KNOTS & LASHINGS

-015	Troop night Preparation
000	Opening Parade * Flag Break and Prayer
005 (20 mins)	Activity * Patrol Knot Board (Campcraft 1, Construction 3)
025 (10 mins)	Game * Knot Relay (Campcraft 1, Construction 3)
035 (30 mins)	Activity * Remote Candle Lighting
065 (10 mins)	Game * Helicopter
075 (30 mins)	Activity * Portable Flagpole (Campcraft 1, Construction 4)
105 (10 mins)	Patrol Time * Check off badge work, Patrol discussion
115 (5 mins)	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer

Activity - Patrol Knot Board

Equipment: Each Patrol will require a piece of masonite or similar material approximately 500mm square (preferably primed), roll of cord (approximately 4mm diameter), rope off cuts for splices and whipping, bamboo garden stakes or dowel, pen and labels or dymo lettering machine and craft glue.

- Each Patrol has to make their own Knot Board with as many knots, lashings, splices and whipping as possible. There are a total of 21 in the Campcraft 1 requirements at all levels. Reference Fieldbook pages 216-249.
- Pioneer Level Patrol members to tie the knots at the level assisted by the Explorer level member. Similarly Adventurer level members assist Explorer level.
- Labels to be placed with all knots etc and the Patrols name to be also displayed.
- Patrol members to write their names and date on the reverse side of the board.
- The Patrol Knot Boards to be proudly hung in Patrol corners of the Scout Den.



Game - Knot Relay

Equipment: One lashing for each Patrol

- Patrols line up in relay formation at one end of the Scout hall - the PL or Scout at the front of the Patrol with a lashing. (Patrols can be in line with their Ten Minute Tower, previously constructed, at the other end of the den).
- The Leader calls out a knot and the member at the front of each Patrol has to race to the other end with lashing and tie that knot. (Knot can be attached to the tower).
- The next Scout steps to the front and the Leader calls out another knot. This is repeated until all members have had a turn.
- The winner is the Patrol that successfully ties the most number of knots.

Activity - Remote Candle Lighting

Equipment: Each Patrol will require 2 candles, 3 staves, 4 lashings, and short length of string and matches.

- Two lines are drawn on the Scout hall floor 4 metres apart. Patrols line up with the gear behind one line. One of the candles is placed behind the other line directly across from each Patrol.
- On signal to start, Patrols have to light the candle opposite them without stepping over their line. This is to be achieved by using round lashings to join the staves and attaching the other candle to the end of the staves.
- The winner is the first Patrol to successfully light their candle.

NOTE:

The candles on the far side must have an easily lightable wick and must be firmly held upright.

Game - Helicopter

Equipment: One large rope with a weight attached to one end (e.g. small bag of lashings).

- A volunteer (Duty PL) lies on their back in the middle of the Scout hall. They swing the rope around so that it passes approximately 300mm above the floor.
- The rest of the Troop stand outside the swinging rope until the Leader calls "Go" at which time they step into the path of the swinging rope making sure they jump the rope as it comes in their direction.
- Scouts who fail to jump the rope and cause it to stop are out of the game. The rope is restarted and the game continues until one person remains as the winner.
- Variation to swinging can be fast, slow, clockwise, counter clockwise. Relief swingers may also be required.

Activity - Portable Flagpole

Equipment: 6 staves, 10 small lashings, halyard and pulley and Patrol flag for each Patrol.

- Patrols line up with their equipment. On the signal to start, each Patrol has to construct a portable flagpole, Fieldbook page 269: hoist and break their flag.
- The winner is the Patrol who successfully completes the task first.
- Depending on availability of time, a race with flagpoles may be run between the Patrols over a nominated course.



TROOP MEETING 7

THEME: FITNESS

-015	Troop night Preparation
000	Opening Parade * Flag Break and Prayer
005 (15 mins)	Activity Patrol Discussion - Health & Fitness (Citizenship 8)
020 (50 mins)	Activity * Fitness Circuit (Citizenship 8)
070 (15 mins)	Yarn * Smoking and Drugs (Citizenship 8)
085 (20 mins)	Activity * Healthy Action Plan (Citizenship 1)
105 (10 mins)	Patrol Time * Check off badge work, Patrol discussion
115 (5 mins)	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer



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Activity - Patrol Discussion Health & Fitness

Equipment: Patrol Record Sheet as attached and pen. Patrols will require measuring tape and weighing scales.

- In Patrol corners, Patrol Leaders to lead their Patrol in discussion about their health, fitness and lifestyle.
 - Each Scout is asked to write down their details
 - Height, Weight, etc.
- Topics for discussion:-
- Diet and type of food eaten.
 - Type of sport played.
 - Amount of exercise.
 - Other necessary health habits
 - washing, cleaning teeth, being happy.
 - Things to avoid.

Reference Fieldbook pages 191-193 and 196-201; Scouts and Health publication.

Activity - Fitness Circuit

Equipment: Copy of Fitness Circuit as attached for each Patrol, measuring tape, stop watch (or watch), tennis ball and Patrol Score Sheet

- The Fitness Circuit as attached is set up around the Scout hall to test Scouts in the components of fitness.
- Patrols have 50 minutes to complete the 8 activities

- Patrol Leaders to record all results on score sheet as attached for each Patrol Member.
- On completion, Patrol members to discuss Results

Yarn - Smoking and Drugs

Equipment: Any posters available, showing the dangers of smoking and drugs.

- Patrol Leader or Leader gives a talk on the dangers of smoking, alcohol and use of drugs
 - Fieldbook pages 193-194. References can also be given back to appropriate Scout Laws.

Activity - Healthy Action Plan

Equipment: Each Scout will require a pen and paper.

- In Patrol corners, each Patrol member to develop a personal action plan to lead a healthy lifestyle.
- Individual Patrol members may share their action plan and get help from their Patrol. Ideas for action plans can include:
 - exercise program.
 - diet.
 - sport.
 - will not smoke or take drugs.
 - be happy.



FITNESS CIRCUIT

1. Muscular Strength		
Standing Long Jump		Take off and land on two feet. Measure distance.
2. Muscular Endurance		
Push-ups		Do push-ups on a chair with its back against a wall keeping body straight; chest to touch front of chair. Count number of push-ups in 30 seconds.
3. Flexibility		
Sit and Stretch		After some warm up stretches, sit flat on the floor with legs out straight in front. Stretch with your fingers towards your toes. Measure how far your fingers pass (+ ve) or are short (- ve) of your toes.
4. Cardio Respiratory Endurance		
1.6km run		Complete 1.6km distance (on running track if available) as quickly as possible. Measure time taken.
5. Motor Skill		
a. Motor Coordination	Hand Ball Toss	Standing 2 metres away from a wall, throw a ball underhand to bounce off the wall and catch it in other hand then back again and repeat. Count the number of catches in 30 seconds.
b. Speed	50 metre Sprint	After some stretching exercises,. sprint over a measured 50-metre distance. Measure the time taken.
c. Power	Vertical Jump	Mark a point reached on a wall with outstretched fingers whilst facing the wall. Now stand side on and jump up with hand stretched up. Measure the distance in height before and with jump.
d. Balance	Shuttle Runs	Beside a pair of lanes marked 10 metres apart, lay face down with palms flat on floor beside chest. On signal, jump to feet race and touch opposite line with fingers and back again. Repeat 4 crossings and touching line with fingers each time and finishing on starting line. Measure time to complete.



PATROL FITNESS RECORD/SCORE SHEET

PATROL

DATE

NAME	PL	APL				
Height						
Weight						
Age						
M/F						
Details e.g. sport, diet, exercise						
1. Standing Long Jump distance						
2. Number of push-ups						
3. Sit & stretch distance						
4. 1.6km run time						
5a. Number of hand ball toss catches						
5b. 50 metre sprint time						
5c. Vertical jump distance						
5d. Shuttle run time						



TROOP MEETING 8

THEME: EMERGENCIES

-015	Troop night Preparation
000 (5 mins)	Opening Parade * Flag Break and Prayer
005 (10 mins)	Game * Fire Evacuation (Citizenship 2, Emergencies 4)
020 (10 mins)	Activity * Patrol Discussion - Emergencies (Emergencies 1)
030 (60 mins)	Activity * Mock Emergencies (Citizenship 2, Emergencies 4)
090 (15 mins)	Game * Blindfolded Bucket Ball
105 (10 mins)	Patrol Time * Check off badge work, Patrol discussion
115 (5 mins)	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer



Game - Fire Evacuation

- The scenario is that a Scout Patrol whilst on an outing came across a Children's Home that is on fire and the physically handicapped children need urgent assistance to escape their burning building.
- Patrols are divided into 2 groups - Rescuers and Victims, i.e. half the Patrol in each.
- Scouts in the victim Patrols lie around in Scout hall ready to be rescued.
- Scouts in the rescuers Patrols gather outside the den.
- On the signal to start the rescuers come in and carry / assist the victims to a nominated safe point 30m away from burning building.
Method of rescue (refer to Fieldbook pages 296-298):
 - Fire fighters carry
 - Two, Three and Four handed seat
 - Piggyback
 - Lift and Drag
 - Cradle and Lift carryUpon completing, the groups swap over and the exercise is repeated.

Activity - Patrol Discussion on Emergencies

- In Patrol corners, the Patrol Leader leads their Patrol in identifying and describing emergency situations and their causes, precautions and response.
- Pioneer level Scouts are asked to identify five different Emergency situations, Explorer level Scouts are then asked to identify an additional five.
- If possible the Patrol Leader should do some prior preparation; reference Fieldbook -pages 279-339

Activity - Mock Injuries

Equipment: Patrol will need the following equipment - candle and matches, chicken leg bones, cold cream, red food colouring, face putty, thick marking crayon, rubber cement, knife, blue chalk.

- Each Patrol has to make one of the following injuries on each Patrol member.
 - protruding fracture of left forearm.
 - deep bleeding gash of right upper leg.
 - severe burn to the right hand.
 - shock caused by heatstroke and exhaustion.

Reference - Fieldbook page 306.

- Patrols to display their victims / injuries to the Troop and the causes and correct treatment of this type of injury is discussed by the Troop. Discussion to be lead by each Patrol Leader in turn.

Game - Blindfold Bucket Ball

Equipment: 2 tennis balls, 2 buckets, 2 blindfolds

- The Troop is divided into 2 equal teams and numbered off.
- A bucket is placed at each end of the Scout hall, the 2 tennis balls are placed in the centre of the den and the teams line up on opposite sides of the hall. A bucket is nominated for each team.
- The Leader calls out a number; the Scout from each team is then blindfolded and then has to find one of the tennis balls and places it in that teams bucket.
- Can be played until all team members have had a turn. The winner is the team that gets the most number of balls in their bucket first



TROOP MEETING 9

THEME: CONSTRUCTION

-015	Troop night Preparation
000	Opening Parade * Flag Break and Prayer
005 (10 mins)	Game * Chair Relay
015 (30 mins)	Activity * Ten Minute Tower (Construction 4)
045 (10 mins)	Game * Knot Challenge (Campcraft 1)
055 (40 mins)	Activity * Design and Construct Patrol Flagpoles (Construction 1)
095 (10 mins)	Game * Horses and Riders
105 (10 mins)	Patrol Time * Check off badge work, Patrol discussion
115 (5 mins)	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer



Game - Chair Relay

Equipment: Sufficient chairs for each Scout plus one extra for each Patrol.

- Patrols are lined up in relay formation with each member of the Patrol standing on a chair. There is also one vacant chair at one end of the Patrol.
- On the signal to start, the Patrol has to work its way down to the other end of the Scout hall without any member of the Patrol touching the floor. This is achieved by the members passing along the vacant chair and stepping onto the next chair at a time.
- The winner is the first Patrol that successfully has the whole Patrol cross the finish line and all lined up smartly standing on their chairs.

Activity - Ten Minute Towers

Equipment: Each Patrol requires 12 staves, 4x6m lashings, and 42m lashings.

- The Patrols line up beside their equipment.
- On the signal to start, Patrols are to construct a Ten Minute Tower.
- Each Patrol also has to suspend a Patrol Flag or emblem from the top of their tower.
- The erection is complete; the tower has to be carried by the Patrol to finishing point nominated by the Leader.
- The winner is the first Patrol with their completed tower to the finishing point.

Game - Knot Challenge

Equipment: Each Scout requires a lashing.

- A pair of Patrols line up facing each other so that each Patrol members faces an opponent. If there is an odd number of Patrols, then the odd Patrol out will challenge the winner later.
- A Leader calls out a knot and the Scout who ties the knot first wins a point for their Patrol. Other knots are nominated and the scores are kept to determine the winning Patrol.
- Inter-Patrol heats can be held to determine an overall Troop winner.

Activity -

Design & Construct a Patrol Flagpole

Equipment: Each Patrol requires 6 staves, 10 lashings, 3 pegs and a peg hammer.

- The Patrols line up beside their equipment.
- Patrols are instructed to design, plan, sketch, and construct their own Patrol Flagpole using the equipment provided.
- Points for unusual design, quality of sketch and planning, construction and teamwork.

Activity - Horses and Riders

- Scouts partner up with another Scout approximately the same size. They form into two concentric circles with one partner in each circle and one arm length away from next pair in the circle. Everyone faces into the centre of the circle.
- On the command "Riders mount your Horse" - the Scout in the outside circle mounts the back of their partner on the inside circle in a piggyback style.
- The Leader then gives an instruction e.g. "Riders have to dismount, run around their horse clockwise twice, then hop around the outside on the left foot once anticlockwise".
- Then the command "Go" is given and the riders do as instructed and mount their horse on return.
- The pair whose rider is last to get back and piggyback onto their horses is then out of the game.
- The horse and riders then change over and a new instruction is given by the Leader and variations can be riders crawling between the horses' legs, crawling around the circle on all fours, etc.
- The game is played until one pair remaining who are the winners or until the horses collapse from exhaustion.



TROOP MEETING 10

THEME: NAVIGATION

-015	Troop night Preparation
000	Opening Parade * Flag Break and Prayer
005 (20 mins)	Game Walking the Logs
025 (4x1 5 mins)	Bases * Map and Compass (Campcraft 4)
085 (10 mins)	Activity * Compass Directions (Campcraft 4)
095 (10 mins)	Game * Water Confidence
105 (10 mins)	Patrol Time * Check off badge work, Patrol discussion
115 (5 mins)	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer

Game - Walking the Logs

Equipment: Each Patrol requires 2m poles (tent uprights) and a lashing for each member.

Patrols line up in relay formation beside their equipment.

On the signal to start, each Patrol member ties the ends of their lashing with a round turn and 2 half hitches to each pole.

Patrol members then "Walk" their poles across nominated finish line at other end of Scout Den. This is achieved by Patrol members placing a foot on each pole behind their knot and holding their lashing. The Patrol Leader gives the signal for their Patrol members to step right and left poles in unison.



Bases - Map and Compass

Equipment: Sufficient maps and /or compasses for each base.

- Four bases are set up at the corners of the Scout hall as follows:
 1. The compass, cardinal directions and degrees - Fieldbook pages 64-65.
 2. True and Magnetic North - Fieldbook page 65.
 3. Map Reading - scale, legend, contours - Fieldbook pages 60-63.
 4. Map Orientation and Compass bearings - Fieldbook pages 65-67.
- One Patrol at a time visits each base where the Patrol Leader (or Leaders) gives practical instruction.
- Patrols change bases at a signal given at 15-minute intervals.

Activity - Compass Directions

Equipment: Cards with compass directions for each Patrol.

- Each Patrol is given a card with the following directions and distances-

NNE	-	225mm
SSE	-	225mm
NNE	-	225mm
NNW	-	575mm
NE	-	1075mm
E	-	500mm
SE	-	725mm
N	-	1000mm
NW	-	1075mm
SW	-	700mm
NNE	-	850mm
NNW	-	2250mm

- On the signal to start, the Patrol has to mark out these instructions in chalk on the floor.
- The winner is the Patrol that completed the instructions first correctly.

Game - Water Confidence

Equipment: Each Patrol requires 2 buckets, a cup and a blindfold.

- Each Patrol lines up in relay formation in the following manner:
 - The PL at one end of the Scout hall sitting on the floor with an empty bucket between their legs.
 - The rest of the Patrol lined up with their PL at the other end and a bucket of water in front of the first Patrol member who has a cup. They are blindfolded.
- On the signal to start, the PL calls out directions to the first member in their Patrol to fill up their cup with water from their bucket, walk down and empty the water into the bucket in front of the PL (without spilling any!)
- This Patrol member then returns to their Patrol and gives the cup to the next member in line. The procedure is repeated for all members or until the water is transferred between the buckets.
- Some simple rules - only the Patrol Leaders are permitted to give instructions, and the PL's must keep their hands behind their backs.
- The winner is the Patrol that successfully gets the greatest amount of water into the PL's bucket.



TROOP MEETING 11

THEME: CAMP MEALS AND COOKING.

-015	Troop night Preparation
000	Opening Parade * Flag Break and Prayer
005 (10 mins)	Game * Man the Ship
015 (4x1 5 mins)	Bases * Camp Meals and Cooking (Campcraft 5)
075 (20 mins)	Activity * Patrol Camp Menu Preparation (Campcraft 6)
105 (10 mins)	Patrol Time * Check off badge work, Patrol discussion
115 (5 mins)	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer



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Game - Man the Ship

- This is a Troop game where Scouts participate as individuals.
- The commands are explained as follows:
 - Lighthouse - everyone races to the side wall of the Scout hall nominated the Lighthouse.
 - Ship - everyone races to the opposite wall nominated as the Ship.
 - Destroyer - everyone stops and crouches down with arms straight down and finger tips touching the floor.
 - Bomber Attack - everyone stops and lies flat on floor.
 - Freeze - everyone stops still.
- A Leader calls out one command at a time and occasionally waits until everyone has completed the command. The last Scout to complete the command is 'out'.
- The winner is the Scout who is last left "In".

Bases - Camp Meals and Cooking

- Four bases are set up around the Scout Den as follows:
 1. Different cooking methods - Fieldbook pages 121-126, 161-167.
 2. Methods of cooking without utensils - Fieldbook pages 92-96.
 3. Different types of food for camp.
 4. Balanced diet on camp - Fieldbook page 192
- One Patrol at a time visits each base where the Patrol Leader (or Leader) gives practical instruction.
- Patrols change bases at a signal given at 15-minute intervals.

Activity - Patrol Camp Menu Preparation

- Each Patrol has to prepare a menu and food list in preparation for their next camp in two weeks time. The menu should fit in with the camp program and should use several new cooking methods and ideas for meals discussed during the previous bases.
- All members of the Patrol should be given the opportunity to participate and contribute to the discussion.
- Once the final menu and food list have been agreed, arrangements for the Patrol to purchase the required food prior to the camp should then be made.

Game - Dutch Football

Equipment: Two tennis balls for each Patrol and chalk.

- The floor of the Scout hall is divided up with chalk into equal areas for the number of Patrols.
- Each Patrol stands in their area with the two tennis balls on the floor.
- On the signal to start, Scouts have to hop on one foot whilst they keep the tennis balls out of their area.
- After a short interval e.g. 60 seconds, the signal to stop. Everyone stands still and the number of balls in each Patrol is then counted.
- The winner is the Patrol with the fewest balls in their area. This is repeated a number of times and scores kept to determine an overall winning Patrol.



TROOP MEETING 12

THEME: ENVIRONMENT

-015	Troop night Preparation
000	Opening Parade * Flag Break and Prayer
005 (10 mins)	Game * Noughts and Crosses
015 (4x1 5 mins)	Bases * Environmental Awareness (Citizenship 7)
075 (10 mins)	Game * Litter Bomber Kim's Game
085 (20 mins)	Activity Rubbish Sense Trail
085 (10 mins)	Game * Circular Tug-O-War
105 (10 mins)	Patrol Time * Check off badge work, Patrol discussion
115 (5 mins)	Closing Parade * Badges/Awards to be presented * Notices to be given * Flag down and Prayer

Game - Noughts and Crosses

Equipment: Chalk

- Prior to game, noughts and crosses board (3 squares by 3 squares) is drawn on the floor of the Scout hall with squares approximately 2 metres each.
- The Troop is divided into two teams who stand on opposite sides of Den with the noughts and crosses board in between. Scouts in each team number off.
- The Leader calls out a number and the Scouts with that number run out to occupy a square. Another number is called and another until one team successfully wins the noughts and crosses game. Only one Scout per square.
- The game can be repeated a number of times and the score kept to determine the winner.



Bases - Environmental Awareness

Four bases are set up around the Scout hall as follows:

1. Air and Water Quality - Fieldbook pages 342-356.
2. Scout Environment Charter - Fieldbook pages 374-375.
3. Uttering and Recycling - Fieldbook pages 370-374.
4. Land Degradation and Soil Conservation - Fieldbook pages 356-363.

One Patrol at a time visits each base where the Patrol Leader (or Leader) gives practical instruction.

Patrols change bases at a signal given at 15 minute intervals.

Game - Litter Bomber Kim's Game

Equipment: A piece of chalk, approximately 16 items of household litter for each Patrol,

- Each Patrol is given five minutes to set up their "Utter Board" in separate corners of the Scout hall. This is a board 4 squares by 4 squares approximately 20cm each in size with a piece of rubbish in each square. Squares are given an alphabetical and numeric numbering as follows: -

	A	B	C	D
1				
2				
3				
4				

A shield will also need to be put in place to prevent the other Patrols seeing their corner.

- Once each Patrol has completed their Utter Board, then all Patrols are given 5 minutes to observe. No pencil and paper notes are permitted.
- All members of Patrols return to their corners and the shield is put in place to screen each Utter Board from the other Patrols.
- A nominated Patrol then calls reference to score a "hit" on another Patrol (e.g. Eagle Patrol, square B4, coke can). If they are correct, that Patrol removes the item from their board.
- The next Patrol clockwise then gives a call and the game continues until the Patrol with the highest number of hits becomes the winner.

Activity - Rubbish Sense Trail

- Prior to the start of this activity (while the Troop is playing previous game) a string line has been prepared approximately 200 metres long, 60cm above the ground. The trail to be at the back of the hall out of sight of the Troop.
- Approximately 10-12 items of rubbish should be attached / hung from the string at intervals.
- At the start of this activity, Patrol Leaders blindfold all members of their Patrol and lead them to the start (one end) of the rubbish trail.
- Patrol members work their way along the string taking notes of the items of rubbish they encounter. They are not to call out items to other Scouts.
- On reaching the end, they remove blindfold and write down items they remember.
- The Patrol Leader then checks these and a score is tallied for the whole Patrol. A Patrol average is determined.
- The winner is the Patrol with the highest average score.