

## “FIRST SIX WEEKS”

### **Activity Summary**

The Scout Programme should be focused on the patrol. From Patrol Corners that plan and review, to the running of activities in small groups, and the assessment of progress in badgework, everything should revolve around the patrols. Even in a Troop with small numbers, every effort should be made to have at least two Patrols. This resource is a guide to helping you get the Patrol System up and running in your troop.

The objective of this six-week cycle is to get all members of the section camping ready for their first Camp of the year, while bearing in mind the new ‘norm’ of current health guidelines. If needing to split large groups of youths try adding an activity in while another is running and swap after a set time (*ex: Tent pitching with ‘group1’ while ‘group2’ work on camp planning – then swap*).

The Programme cycle is devised to give the Patrol more responsibility and control of its activities. The end goal should be to have a Camp, or event, where everyone has a good and memorable experience after their program cycle.

The below resource is aimed at a typical 2-hour meeting, this can be tailored to suit what your own group circumstances might be.

### **Link to PPS**

Over the next 6 weeks resources will cover the ‘Discovery’ element of Crean Award plus multiple elements of the adventure skills.

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**WEEK 3**

- Fall in to patrols, notifications from Scouters – prayer/promise/flag break etc
- **Game:** Listening game - Place a seat on one end of the area, and the rest of the scouts spaced out at the other in a line. One scout is seated on the chair and blindfolded with a noisy item behind the seat (keys or similar). A single scout from the other end must try sneak up and steal the noisy item without being caught (blindfolded scout pointing in the direction they think the stealing scout is to try catch them). If caught, onto the chair, if not, they re-join the team.
- Programme Planning. What is the Patrols wish list for the Camp? (*Ref. Previous Troop Camp Logs etc.*)
- Menu Selection. It is important that everyone eats well on camp. That the Menu is balanced and caters for everyone’s dietary needs. (*Ref. Previous Phoenix and JamboRí Cookbooks & P109 to 128 of Scouting Trail*)
- Scouters begin demonstrating the square lashing. Start easier and build A-Frame chariots.  
**\*PL COUNCIL HELD DURING THIS PERIOD (SEE NOTES BELOW)**
- **Game:** Using the A-Frames built previous, design a course route and race the chariots around the course in a time-trial fashion. One member seated on the chariot, other spaced evenly to carry.
- Tidy, fall in to patrols, notifications from Scouters – prayer/promise/flag break etc

**“FIRST SIX WEEKS”****Notes**

- [Link to Covid Help Doc for choice of games/activities](#)
- \*RUNNING A PATROL LEADER COUNCIL
- <http://scoutteam.org/wp-content/uploads/2015/12/Running-a-PLC.pdf>

<b>Patrol Leaders Council Meeting</b>	
<b>Agenda; Decide on, sign off on and/or Allocate the following:</b>	
I.	How many going. Are the new Scouts comfortable with the Camp, follow Up?
II.	Programme & Transport for Camp.
III.	Is site OK for Camp (Covid regulations?)
IV.	Costing for Camp & Shopping List
V.	Preparation of Info on the Camp for Scouts/Parents to include Parental Consent Forms.