

“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.

“FIRST SIX WEEKS”**WEEK 4**

- **Begin Meeting:** Fall into Patrols, Notifications from Scouters (PL Council Information circulated to all) – Prayer/Promise/Flag break
- **Game:** Wink Murder - <https://www.wikihow.com/Play-Wink-Murder>

- **Square & Diagonal Lashings:** This can be practised as Tripods outside or on a small project such as a basic camp gadget (Table or Dresser).
(Ref P164 & 166 Scouting Trail)
- 7 principles of Leave no Trace. How this applies to a Standing Camp. www.leavenotraceireland.org

- **Layout of Campsite:** Explain to the scouts the different items required on a standing campsite. Discuss how all the camp gadgets & equipment fits on a Patrol & Troop Site.
(Ref. P93 to 107 Scouting Trail. Phoenix Information Books.)
- Give out camp information and consent forms.

- **Game:** Buttering Bread at a distance: - Give the patrol spars to shear lash together in a short amount of time. Lash a butter knife on one end with butter on it. The patrol need to use the spars they have lashed together to butter a slice of bread at the other end of the hall (placed on a chair/table).

Tidy, fall in to patrols, notifications from Scouters – Prayer/Promise/Flag break etc

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Notes

- [Link to Covid Help Doc for choice of games/activities](#)

CAMPSITE LAYOUT

- <https://www.scouts.ie/Scout/Ideas-Games/33S-Jambori-18-Programme-Resource-Campsite.pdf>

