

“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 5**

- Fall in to patrols, notifications from Scouters, Collect money for camp or event – prayer/promise/flag break etc
- **Game:** BANG! – The Scouts form a spaced out circle with one scout in the centre. The scout in the centre of the circle needs to randomly pick someone from the circle by pointing at them with a ‘finger-gun’ and shouting “BANG!”. The scout who has been shot at, needs to duck fast to dodge the bullet (or face being knocked out), and while ducked, the Scouts either side of them shoot at each other to try knock the other out (fastest shooter wins).
- Badges: Learn about Crean Award and adventure skills system. Create list of what will be tackled on camp and has been done during this current 6-week cycle.
- Cooking Plan: Safe use of equipment. Hygiene & safe storage of Food on Camp. (*Ref P117 P104 P120 Scouting Trail*)
- Cooking Challenge: Using a fire/fire-pit/etc. use this handy method to show how lunches can be made quick, easy, and tasty over a fire -
<https://campfirekitchen.co.uk/recipe/campfire-pizza-rolls/>
- Use your extra time to safely put out the fire and discard properly of any ash & waste
- 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](#)

ADVENTURE SKILLS

- <https://www.scouts.ie/Venture-Scout/Resources/Adventure%20Skills%20.pdf>

CREAN AWARD

- <https://www.scouts.ie/Scout/The-Crean-Awards/>

