

## “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 6 – Week of the Camp**

- **Begin Meeting:** Fall into Patrols, Notifications from Scouters – Prayer/Promise/Flag break
- **Game:** Chicken Fight - Each scout hops on one leg, holding the other foot by the ankle bending the knee so the foot is up by the rear. To win, a scout must force the opponent to lose balance and let go of the ankle, fall down, or step out of the circle.  
The only contact allowed is bumping shoulders - no grabbing.
- **“SPICES”** – Knowledge of SPICES, what are they? How will they be applied in this camp or any general camp?
- **Knife, Axe and Saw:** In preparation for some of the activities on the weekend away, It might be useful to do some Knife, Axe and Saw safety. Follow the links below.
- Sort and pack all of the equipment as set out in the gear list. Assign member of the leadership team to purchase food for camp based on shopping list during the week.
- **Game: Stretcher obstacle course** - have each patrol build a stretcher. Once completed, have the patrol move between a pre assembled obstacle course (using chairs, benches and tables etc) while carrying a member of their patrol. The Patrol who complete the course the quickest wins.
- 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](#)

**KNIFE SAFETY**

- [https://drive.google.com/file/d/13aqG9g9mzS\\_wWSxNHB5za2\\_homKn4Jmsr/view?usp=sharing](https://drive.google.com/file/d/13aqG9g9mzS_wWSxNHB5za2_homKn4Jmsr/view?usp=sharing)

**AXE SAFETY**

- <https://drive.google.com/file/d/1UDUavsHGBf6hQ4FUvIQFE5RAV9S2Lrpe/view?usp=sharing>

**SAW SAFETY**

- [https://drive.google.com/file/d/1cxVOZY\\_cA\\_HhPVrxqHLQxMrOXooK6o46/view?usp=sharing](https://drive.google.com/file/d/1cxVOZY_cA_HhPVrxqHLQxMrOXooK6o46/view?usp=sharing)

**STRETCHER**

- [https://drive.google.com/file/d/1k-I0q9w\\_tsSjNK3uSSBR7dghQyfycR3n/view?usp=sharing](https://drive.google.com/file/d/1k-I0q9w_tsSjNK3uSSBR7dghQyfycR3n/view?usp=sharing)