

“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 1

- INTRODUCTIONS.
Welcome from all leaders and introducing the Scouter team.
- **Game:** Human X's & O's – Tape/Chalk the ground on one end of the hall resembling a blank x's and o's game (#). Two teams created and spaced down the other end of the hall. One team given 3 cones, and one team 3 neckos. First team to get 3 of their items in a row wins
- Form Patrols, allocate new PLs/APLs, assign Patrol Corner followed by a short patrol meeting
- Roles in the Patrol on Camp. Draw up a Rota System for Camp. (*Ref P116 Scouting Trail*)
- Tent Pitching. This gives an opportunity also to look at condition of tents and what might need to be replaced. If raining during meeting this can be swapped to the next week. Don't want to have to dry tents if not necessary. (*Ref P88 Scouting Trail. Scout Resource Sheet*)
- **Game:** Blindfold tent pitch: The PL cannot touch the tent, they can only instruct. APL can only use one arm. The rest of patrol are either blindfolded, cannot use arms, or can only use one limb. (using a dome tent or similar which can prop itself up will be easier.. But throughout the year, why not up the difficulty..)
- Tidy, fall in to patrols, notifications from Scouters – prayer/promise/flag break etc

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

FORMING PATROLS

- <https://www.scouts.ie/Scout/Ideas-Games/15S-Forming-Patrols.pdf>

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WEEK 2

- **Begin Meeting:** Fall into Patrols, Notifications from Scouters (PL Council Information circulated to all) – Prayer/Promise/Flag break
- **Game:** Bread Race: Tie a rope across the hall at a height where most scouts can be eye level with it while sitting on the floor. Tie slices of bread onto this rope (rope through the bread or onto another rope). One piece of bread per scout. All scouts begin the game lying down with legs in the air. On the count of three, and while leaving legs in the air, they race to eat their Bread.
- **Scout Knowledge:** Discuss the history of the Handshake, Prayer/Promise/Law, Uniform, Group History
- Show Patrol Members What Personal Gear to Bring. Particular attention to Rucksack, Sleeping Bags, Ground Mats, Wet Weather Gear & Boots. To upgrade into the future if necessary. Also, how to Zone pack a rucksack.
(Ref P50 & 51 also P40 to 49 Scouting Trail)
- Have a go through Patrol Gear to familiarise Patrol & see what needs to be replaced. Report problems to Patrol Leaders Council. (Create equipment list for a typical camp and keep it on file or inside a patrol box)
- **Game:** Two ruck sacks on the floor and many miscellaneous items surrounding them (inclusive of equipment for a typical weekend). Relay race to pack the back properly for a weekend.
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PACKING A RUCKSACK

- <https://www.scouts.ie/Adventure-Skills/Camping/Camping-Resources/01-Camping-Packing-a-Rucksack.pdf>

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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

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- *RUNNING A PATROL LEADER COUNCIL
- <http://scoutteam.org/wp-content/uploads/2015/12/Running-a-PLC.pdf>

Patrol Leaders Council Meeting	
Agenda; Decide on, sign off on and/or Allocate the following:	
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.

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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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CAMPSITE LAYOUT

- <https://www.scouts.ie/Scout/Ideas-Games/335-Jambori-18-Programme-Resource-Campsite.pdf>

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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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ADVENTURE SKILLS

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

CREAN AWARD

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

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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.
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KNIFE SAFETY

- 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

STRETCHER

- https://drive.google.com/file/d/1k-I0q9w_tsSjNK3uSSBR7dghQyfycR3n/view?usp=sharing