



Plan

- The plan is to go on a voyage of discovery set by the Scouts
- The Six should be briefed by a Patrol Leader before they go out on it so that they will know what to bring
- They should get as many clues from the Patrol Leader as possible about the route

Do

- The Voyage of Discovery should have clues and twists en route.
- The Scouts should set it so that it is some place new for the Cub Scouts to go.
- It should be some place exciting and a challenge to get to
- There is no limit to the options of where this can be...

Review

- The Voyage should have a log of the journey.
- One of the Cub Scouts should act as a scribe to make an account of the journey.
- At the end the scribe should read back the account.
- The Six should try to turn this account into a real tale of adventure that shows their imagination

Resources

A Scout Patrol Clues for the voyage Something at the end to find like a castle or a hideout or a treasure

Top Tips:

The voyage could be turned into a skit/sketch for the next campfire

