

VENTURE IDEA BANK

A COLLECTION OF PROGRAMME IDEAS



[illegible]

High land adventures

Snow activities

Abseiling

Ice climbing

Search and Rescue exercises

Fell running

Mountaineering

Caving

Hill Walking

Rock Climbing

Orienteering

High level camping

Bouldering

Mountain biking

Pony trekking

First Aid
Life's essentials
Solvent abuse
Job Hunting
Social security
Stocks and shares
European Community
Managing money
Sex love and marriage
Family Planning
Cooking
Morals
Building societies
Going to university
Do it yourself
Drug Abuse
Insurance and life assurance
Learn to sew
Careers
Debating
Parents
Hygiene
Health
Hobbies
Parentcraft
Painting
Driving
Mortgages
Crime prevention
Fire Prevention
Alcohol use and abuse
Drink and driving
Going for an interview
Gardening
Setting up home
Political Parties
Plumbing
Child Care
interests
The social services

Living skills

Night hikes
Backwoods cooking
Survival hikes
Star trails
Wide games
Tracking
skating
Backpacking
Horse riding
Environmental projects
Cycling
Camping
Night adventures
Pioneering
Forestry
Obstacle courses
Orienteering
Archery
Farming

Low level adventures

Physical activities

Skiing Hand Ball Pool
Ice Hockey Ice Skating Rugby
Karting Motor cycling Initiative Tests
Flying Golf
Swimming Motoring
Badminton Darts
Parachuting Canoeing
Wind surfing Fitness Tests
Cricket Weight lifting
Caving Ten pin bowling
Cross Country Run
Tennis
Climbing Wall
Sand yachting
Shot putting
Rock climbing
Weight training
Fishing
Ice Climbing
Sailing
Yoga
Bowling
Fencing
Gliding
Archery
Abseiling
Mountaineering
Table tennis
Gardening
Hill Walking
Curling
Climbing
defence
Self
Athletics
Surfing
Parascending
Water skiing
Trampolining
Sub Aqua
Basketball
Track events
Night Hikes
Set dancing
Kite flying
Snooker
Shooting
Karate
Horse Riding
Circuit Training
Challenge Hike
Pony trekking
Boxing
Football
Exploring
Skittles
Long Distance 3 leg race
Crab Football
Gymnastics
Judo
Orienteering
Sea angling

Fire Fighting
Crime Prevention
What makes news
What's the problem
Drawing your own Conclusions
Cartoonist
Hair Care Hairdresser
Fire Prevention Fireman
FAS Representative
Cook along with Chef
Introduction to Drawing
Survival Army Instructor
Introduction to Sketching
Nuclear Energy
Smuggling Customs Officer
Community Relations Officer
Income Tax Inland Revenue Official
Architect
Religion Today Minister or Priest
Taking better pictures Camera club representative
The art of salesmanship Sales Representative
Traffic Patrol Officer
Household Budgeting Bank Official
How to get a job
The work of Christian Aid
Human Relationships
Our Multi racial Society
Careers Officer
Cruelty to Children ISPC Officer
Building Design
Careers for the Future
All in a Day's Work
Drug Solvent Abuse
Crime Prevention Officer
Representative from drug drop in centre
Skiing Getting the best from people Personnel
Drinking Alcoholics Anonymous Representative
Public Relations Public Relations Officer
Running a large hospital Hospital Administrator
Chef
Painting and Decorating Painter Decorator
Managing Money Bank Official
Citizen's advice bureau volunteer
Dynamics Staff Training Officer
Simulated first aid wounds First Aid Instructor
Marriage Marriage Guidance Counsellor
Introduction to Painting

SPEAKERS



A word cloud centered around the theme of water adventures. The main title 'Water adventures' is written in a large, bold, green font. Surrounding it are various activities and skills in smaller, multi-colored fonts, including 'Wild life spotting', 'Bivouacking', 'Sailing', 'Boardsailing', 'Rubber rafting', 'Swimming', 'Canoeing', 'Gorge and gulley trails', 'Coracle building', 'Rowing', 'Bridge building', 'Raft construction and rafting', 'Fishing', 'Canoe building', 'Night navigation', and 'Bird watching'.

Wild life spotting
Bivouacking
Sailing
Boardsailing
Rubber rafting
Swimming
Canoeing
Gorge and gulley trails
Coracle building
Rowing
Bridge building
Raft construction and rafting
Fishing
Canoe building
Night navigation
Bird watching

Water adventures

A - Z Programme ideas

ABSEILING

Be sure to get a person qualified to teach you and your group. Train your group. (Fund raiser - abseil down a building).

ADOPT

Adopt a youngster and raise cash to purchase a specific piece of equipment for that person (ie, phonic ear, rambler, motorised wheelchair).

AEROBICS

Bring down someone who gives classes in aerobics and give it a go - see how fit you are.

ALARM

Design and build a mechanical/electrical alarm system for your meeting place (seek help from expert).

AMENITIES

Compile a booklet of amenities of your town showing the location of telephones, toilets, post boxes, car parks, clinics, access ramp for wheelchairs and other useful items. Then publish it.

ARCHERY

As a group or individually learn and become proficient in the art of archery.

ARCHAEOLOGY

Visit an archaeological dig in process (contact local clubs/universities about locations).

ART

Go to an art gallery

Organise a pottery tour or send Ventures to a course

Have a 'Modern Art' night. Try different crazy ideas (an art student can help)

Try paper clip sculpture in 2D and 3D. Make any weird shapes or try something constructive.

Mould figures from plaster to raise funds or make a chess set (local hobby shop can help)

Try macramé (knotted cord) or string craft. See your library for books on this.

ASTRONOMY

Locate and name constellations in the sky at night. Draw a 'star chart' for your meeting place. Visit a planetarium/telescope site.

ATHLETICS

Organise or take part in an athletic meet or cross-country run. Organise an athletic meet or cross country run for cubs/scouts.

BABY SITTING

Make money for a group or individual for your expedition.

BADMINTON

Make sure to get proper tuition for the sport.

BASKETBALL

Learn the rules and maybe form a club or league.

BEACH COMBING

Great fun on a summer night or day out.

BIRD WATCHING

Take a cub pack or scout troop for a nature walk and study the birds around the countryside.

BLIND

Organise a Talking Newspaper for the blind ie, read a newspaper to a blind person or read a newspaper to a tape for a collection of people.

BLOOD TRANSFUSION

Encourage 75 people to give a pint of blood who have never given blood before or in the last five years. Awareness campaign.

BOARD GAME

Design a human board game. Mark out the floor and play the game. If not, enough ventures ask the scouts or cubs to help.

BOOK BINDING

This could be done on a couple of nights in winter by an expert and then bind up a log book for the group.

BOWLING

A lot of bowling alleys are now located around the country.

BRASS RUBBING

BUILD A BIKE

Build a bike/tandem/go-cart. Organise a competition with another group for fun.

CALL MY BLUFF

Two teams of 3 or more. Each team has a list of words. Each member gives a definition of the word to the other team (two wrong and 1 right). The other team has to decide which definition is right (maybe do this with another venture group).

CAMPSITE

At a local campsite, help establish a permanent archery range, nature trail, orienteering course or similar facility.

CANDLE MAKING

Great way to make money at Christmas time. Make unusual candles. Also great fun.

CANOE MAKING

Rent a mould and make your own canoes (it can work out cheaper). Make sure you leave a lot of air ventilation in the room.

CAR MAINTENANCE

Get an old banger of a car and do it up from engine to body work with the help of a mechanic.

CAVING OR SPEIEOLOGY (to give it its full name)

Get in touch with somebody qualified to go caving (great - make sure of safety and equipment).

CB RADIOS

Set up a radio on the air with CB radios. Make sure it does not interfere with Garda, Ambulance, Fire Brigade etc.

CHALLENGE HIKE

Take a specific total height of mountains and climb them over a number of months.

CLEAN UP

Undertake a clean-up of an area vandalised or left in bad condition.

CLAY SCULPTURE

With the help of a person who knows the clay, make a clay sculpture for your den.

CLIMBING

Learn to climb and do it with the group and, if the group wishes to, take a course to leadership. Two or three night visits at a climbing wall to learn the skills needed.

CLOTHES DESIGN

Members of the group design their own clothes (from old sacks, Oxfam, plastic bags, etc).

CODES AND SIGNALS

Learn the codes and signals for safety and shipping etc. Set a signal trail for your group/scouts/cubs.

COINS

Collect old coins and find their original worth of the coins. Display them in a project.

COMPUTERS

All sorts of games are available. The work of the group can be lodged on disc and a member of the group introduced to computers for the first time.

CONTACT

Contact other youth organisations for their programmes and events (see In Touch).

COOKING

With the group cook a dish you would not normally cook, or a four course meal for guests. Try some foreign dishes.

COUNTRY DANCING

Learn a culture of the dances of Ireland and those of another country.

CRAB FOOTBALL

Football match down on your hands and knees played with a soft ball.

CRAFTS

Have a crafts night. Bring people down who can teach you and your Ventures pottery, candle making, weaving, leather work etc.

CREATIVE WRITING

Ask members of your group to write a story to tell the group at a meeting (you could have someone who loves to write and are not let express themselves).

CROSSWORD

Paint each members name on the wall in crossword fashion.

CUSHIONS

Make cushions for your den or meeting place, for the floor or to make you furniture more comfortable.

CYCLING

Set a challenge for the group or a small number of Ventures in the group.

Use national or local events, eg, the Mara-cycle. Cycle to events that are far away. Try a fancy dress cycle or a cycle on tandems, a bike treasure-hunt, or bike orienteering. Try bike maintenance - can you fix a puncture, replace a brake block? Hold your meeting in an unusual place and cycle to it. Make a trailer for a bike. Build a frame to make an exercise bike out of an ordinary bike.

DARK ROOM

Make a dark room (quite easy) and buy the equipment to develop black and white photos.

DARTS

Organise a darts match with some other local groups.

DAY IN THE LIFE

Pick a place and sit or walk through it. Record all aspects and items of interest over a period of 24 hours.

DEATH MASKS

Make death masks. Each member presses their face into a soft substance which will give suitable impression of features. Recast in plaster and hang in the Venture room or den.

DEBATING

Take a topical subject, maybe an issue in your locality and debate with another group or even yourselves, ie white wedding - is it appropriate for our time.? yes/no.

DECORATING

Decorate your Den or venture room in your own style. Try and get a grant for this project. Sometimes up to 50% can be gathered.

DESERT ISLAND DISCS

Hold a radio show and ask people to pick their favourite discs. If they went to a desert island, what 3 items would they bring with them and why?

DISADVANTAGED YOUTH

Arrange in exciting days activity for local group of disadvantaged youngsters.

DRAMA

Start a drama night and put on a show. From lighting, to play writing, and costume to curtains. This production could be any of the following: review, gang show, dramatic production, light opera, comedy, or your own show.

Fund-raising ideas: turn the den/scout hall into a theatre for the night and charge admission. Produce a programme and sell advertising space.

Get involved in all aspects of theatrical production: music, make up, lighting, costume.

Those members of the group who do not wish to act can get involved in the preparation and the backstage work.

Video records could be available on loan from VEC, friends, schools, local library boards, comhairle le leas oige. Consider obtaining sponsorship for the film/video cost.

Write a simple script and entertain the beavers with puppets, eg, use old socks with stickers for eyes and nose.

Get involved in the national Scout Show. Write, cast and produce a play of your own. Choose a topical theme, and do a play/drama based on that theme.

Break into acting by using small role-play situations, improvising (eg "Whose line is it anyway?" Channel 4) .

DRESSMAKING

And even the girls could try this!!

DRIVING

Teach all the members of you group to drive at the right age.

DRUG ABUSE

Find out information about drug abuse in your locality. Is it a problem? Invite someone down to talk to a group about all aspects of drug abuse (remember drink and cigarettes are drugs also).

DOUBLE YELLOW LINES

As ventures can drive at the age of 17, have a highway code night.

ELDERLY

Under Garda direction fit door viewers and chains for the elderly. Visit an elderly person once a week.

ELECTRONICS

Introduce your Ventures to the world of electronics. Get an electronic engineer in to talk about trying to build a radio.

EMBROIDERY

Get a design and embroider it for your den.

ENTERTAINMENT

Organise entertainment for a children's home.

ENVIRONMENT

Act local think global. Look at where your group meet. Is rubbish recycled? Heat wasted due to bad insulation? Are lights being left on unnecessarily? Are there bird boxes for wildlife?

EXPLORER BELT

Arrange for two members of your group to go on the Explorer Belt. Get sponsorship/funding for some of the trip form firms and shopping areas.

EXPLORING

Take a lake or mountain area or a conservation area and explore it for nature, wildlife and community etc.

FASHION SHOW

When organising the Fashion Show, remember the importance of hair styles, make-up and accessories. Your fashion show could have a theme, for example, 60's, 20's, the year 2010 etc. The fashion show could be fund raiser or run in aid of charity.

Consider the following:
Programme with advertising
Raffle
Tea/coffee interval
Auction for best costumes

The attendance at the show could include parents, other venture groups or other local organisations.
Decide in advance how much a person should spend on a costume.

Shop for second-hand clothes - try some or all of Oxfam, War on Want, jumble sales, markets, attics.

Don't be afraid to ask for help with sound, lighting, etc.
Video recorders could be available on loan from V.E.C, friends, schools, local library boards, Comhairle le Leas Oige.

Consider obtaining sponsorship for the film/video cost.

Girls design clothes for the boys and vice versa.

FENCING

The art of fencing is difficult but great discipline.

FILM FESTIVAL

Film festival could be run over a weekend or one night or a series of week nights. You could run it as a fund raiser:

List of films: The Killing Fields, Witness, Days of Wine and Roses, ET, Lady Sings the Blues, Ghandi, When the Wind Blows, 12 Angry Men, Chine Syndrome, Cry Freedom, Dead Poets Society, Rainman, The Accused, My Left Foot, the Lonely Passion of Judith Hearne to name but a few.
You could run other films of your choice.

FILM MAKING

Make a film of your choice.

FIRE WOOD

Collect, chop, bag and distribute firewood to the elderly.

FISHING

Maybe a member of your group who enjoys fishing could teach the rest of the group and take them out to the river.

FLAN FIGHTS

A messy night (great fun).

FLOWER ARRANGING

For an event in your Unit or Parents Meetings.

FOOTBALL

Organise a challenge match over a festive season (ie St Stephen's Day, New Year's Day) against the leader of the Unit or region for charity.

Organise a tournament for the region or a couple of regions.

FOREIGN POLITICS

Check out a foreign country's politics and compare it to our own.

FOREIGN SCOUTS

Act as a guide and companion to foreign scouts or scouts from another country visiting your area for holiday or camp.

FORUMS

Organise, with the help of your ARC, a Regional Venture Forum and discuss with the Ventures of your group topics directly relating to ventures. Bring the items to Regional Forum and then on the National Venture Forum.

GAMES

Dig out old games: Trivial Pursuit night, have a scalextrix/model car racing night.

Play the following games:

Chatter Box: Set a record for the amount of Venture that can get into a telephone box (toilet or mini).

Custard Wellies: A relay race around a course in teams. Each player must wear wellies full of custard.

3D X's and O's: 2 teams - one is X and the other O. Place 9 chairs out in 3 rows of 3. Teams are in a line. One person comes out and sits on a chair. X's must cross (just like normal X's and O's).

Giant Ludo: Make a Ludo dice from sheets of cardboard or thin plywood. The board can be made of paper and placed on the ground. Use ventures as the counters.

Matchbox Nose: Relay race. Each team has a matchbox. The member must complete the course with the matchbox on their nose. No hands to be used passing the matchbox on to the next player.

Mrs or Mr

Universe Contest: Arrange different feats of skill to be completed (eg, eating 2 raw eggs followed by a packet of cream crackers - no eating or drinking between crackers) as well as setting up interview by compere.

Skirt Race: Teams of 4 or 5 people. Relay Race. 2 people get into a skirt and race the course. Arriving back, the next two on their team get into the skirt and race. First team home wins.

Smallest Cup of Tea in the World: Use a thimble for a kettle, teapot a cup. One tea leaf and some water to make the tea. A 10p piece as a fire place and some matches as fuel for the fire.

String Trail: Organise a blind trail where everyone must carry a basin of water as well as following the string trail - blindfolded of course.

This is Your Life: Spring a surprise on a leader, parent or older venture who is about to leave the group.

Throwing Smiles: Group stand in a circle and keep a straight face. Once venture smiles and puts his hand on his face to throw the smile to another venture. That person smiles and then he throws his smile. Ventures must not smile who have not been thrown a smile.

Witch Hunt: Using pioneering skills make a ducking stool that really works.

GANG SHOW

Organise a gang show with your unit. This can be a PR job for your venture group.

GARDENING

Organise a garden around your den or school.

‘GET OUT OF THAT’

Organise a sequence of events and obstacles. Let the group organise themselves to get out of the situation.

GLIDING

(No insurance by Scouting Ireland CSI). Get insurance from the club.

GUEST SPEAKERS

Invite local counsellors or members of parliament to speak to a group. Ideas: Rape Crisis Centre, Sex, Drugs, AIDS, Sexual Equality, Legal Rights.

GUINNESS BOOK OF RECORDS

Get your group into the Guinness Book of Records by doing something very good or very silly.

GYMNASTICS

Take your group to a gymnastic display (could be fun).

HAIRDRESSING

Have a hairdressing night - funny hairdos etc. Ask a hairdresser or beautician to visit the group and advise on hair and beauty.

HAMMOCK

Design and make a hammock - use it out in the open.

HAVE A GO

Organise a day in the open - pitch tents, fire, gadgets, rope work, swings from ropes, aerial runway and invite locals and their families to use the equipment. Teach boys and girls the proper way to light fires (safely). Use as a PR exercise, let them ‘have a go’.

HILL WALKING

Plan a series of hikes in the hills over a few months or have some easy nature walks.

Have a theme hike

Fancy Dress: Pick an era and dress according to the fashions of the day.

History hike: Find out the background of the place you are hiking to.

Marathon Joke hike: Set a record or the longest joke telling session on a hike.

Bring a pal hike: Introduce somebody to Ventures by bringing them on a hike.

New members hike: Bring new members of the group on a hike instead of a normal meeting.

Past members hike: Ex-members of the group or unit.

Trace the source of a river

Group Triangle hike: Split the group into three smaller groups, each of which starts at a different corner of the triangular route. Meet in the middle.

Have a hike in each Province

Navigation hike: Leave a message for another group and give them only the grid reference of the message.

HISTORY

Take your town or city and trace back as far as you can for a project.

HOCKEY

Maybe some member of the group would join a club.

HORSE DRAWN CARAVAN

A great venture expedition for the summer

HORSE RIDING

A great day out for the group.

HOSPITAL

Assist in or organise a local hospital radio station.

HOUSE HOLD SKILLS

Learn to change a plug, wash and iron a shirt, unblock a drain etc.

ICE CLIMBING

Get trained and take a life time trip to the snow to climb ice.

ICE HOCKEY

As a group, get trained and taught how to play ice hockey by a team and take part in a tournament.

ICE SKATING

Learn to ice skate if you have a local rink or organise a day out to your nearest ice rink.

INDUSTRY HERITAGE

What effect on your locality had old industries in your area. Are they still there? Research for a project on your area. Visit industry in the area.

INITIATIVE TESTS

Organise initiative tests for your group (ideal for indoor meeting).

INTERIOR DESIGN OR DECORATING

Design and decorate your venture room or den - unusual design.

INTERNATIONAL CAMPSITE

Research the International Campsite Programme and get our ventures to organise to go no staff.

INTERNATIONAL COOK NIGHT

Invite parents or unit council to an International Night. Decorate the den or room in the country and cook the dish and serve to the guests.

INTERNATIONAL NIGHT (new and general)

Bring all national papers to a meeting. Ask the group in small teams to cut all articles of international interest. What do we do or how much do we do influence other countries (eg, food, cars, music, films, politics). Ask each group to give a small presentation or short play/sketch to put their ideas across.

INTERNATIONAL SCOUTING

With the removal of the Iron Curtain try and make contact with a Scout troop/Venture group starting up. Offer help and support.

INTERNATIONAL TRAVEL

Select a country and find out about costume, food, methods of transport, language etc then visit that country. (Explorer Belt).

INTERVIEWS

Using a tape recorder or video interview people for a theme, eg, community involved people, cub leader, scout leader, commissioner, other ventures and put together a radio show with music.

INVESTITURE

Make an investiture a programme event eg, power station, ship, cave, top of mountain, weather station, boat club, Mayor's office, town hall, radio station, etc. Get permission, the Venturers will never forget where they were invested.

JAMBOREE ON THE AIR

Organise a day when Jamboree on the Air is around the world. Get local people who know about stations to teach you the basics.

JAZZ

Not the stuff that Top of the Pops is made but jazz has very deep roots. Why not look into where jazz and blues comes from and what their origins are. Listen to jazz music on a series of night in your meeting.

JEWELLERY MAKING

Simple iron or steel or soft metals. Jewellery can be made at a meeting.

JUDO

As a group, lean the art of judo and learn the cultural side of judo.

JUSTICE

Does it work? It means different things to different people. Why not visit a court room (local or other during your mid-term break?) Maybe ask a barrister, lawyer or garda to visit your group and explain how the process works.

KARAOKE NIGHT

Get ventures to organise music that they can have a good night trying to sing - remember the words.

CARTING

Design and get material to build a go-cart and bring it to a track under supervision. Take it out around the track.

KIDNEY DONOR

Encourage 75 people to carry donor cards that do not carry them already. Start an awareness campaign.

KILLALOE

Organise a weekend expedition to the CSI Water Activity Centre at Killaloe. A great time and you will be taught how to sail, canoe and board sail.

KITE FLYING

- Take an aerial photograph
- Kite joist - Chinese fighting kites or war kites. For this, you fly your kite into the other and bring it to the ground.
- Target flying - fly a balloon first and hit the balloon with your kite to burst it.
- Kite race - up to 200 feet and down. You need 300 feet of string for this one.

KNITTING

Try knitting with spars and sisal (fun night).

LATTICE WORK

Using reeds, rushes and bamboo learn how to make a piece of furniture or table mats etc.

LEATHER WORK

A lovely art and very good for indoor meetings. Belts, bands for wrists and necklaces can all be made easily by beginners.

LIBRARY

Offer a library service to infirm/ house-bound people or the Cub or Scout section or the whole unit.

LIFEGUARD

Learn to swim and life save. Become a lifeguard.

LOANS

Ask a bank manager to attend a meeting and explain about standard grants and loan from his bank. Also about mortgages etc.

LOCAL

Ask a local fire prevention officer to talk to your group about prevention of a fire in your house or meeting place.

LONG DISTANCE

Organise a long distance race - 3 legged, boat, game, hike, bike.

MAP MAKING

Make a map of your den/room, surrounding town/area.

MIME

A night of mime (play charades)

MOCK INTERVIEWS

Arrange for a personnel manager or some other person from a local business to come and speak about interviews and CVs. Arrange for interviews to take place.

MODEL MAKING

A night of making models - planes, boats etc

MOTHERS AND FATHERS NIGHT OUT

Ask mothers and father along to a meeting to teach ventures how to change nappies, arrange flowers, knit, ice cakes, fix cars, paint woodwork or anything else you want to learn.

MOTOR CYCLING

Some of your group may be interested in motor cycles. Do a project on motor cycles down through the years and visit a motor cycle track. Also maintenance and safety features.

MOUNTAINEERING

All aspects of mountaineering to be explored.

MUSIC

Go to see a local band/organise a local concert and ask local bands to perform to raise funds. Don't forget to publicise it well.

MUSICIAN

Get a musician to teach your group how to play a musical instrument, for example, tin whistle or drums. Form a band, maybe a marching band for the Unit. Carve a whistle out of wood.

MUSIC QUIZ

Organise a quiz for a night on all aspects of music.

MUD FIGHTS

If the opportunity arises on camp or expedition or even outside the den.

NETBALL

Learn the rules and organise a team to take part in a tournament.

NEWSPAPER

Organise and publish a magazine/newsletter for the group.

NON-ALCOHOLIC NIGHT

Have a non-alcoholic night. Ask a barperson to help your group to make the non –alcoholic cocktails.

NON-COOK NIGHT

Hold a non-cooking night and have a feast (eg, petite fours, cakes, dips, crispy buns).

NOTICE BOARD

Make and look after a Unit Notice Board for all sections. Make sure to get information from sections and other organisations and post these on the notice board. Rotate looking after the board.

OFFICER

Invite a Crime Prevention Officer or Juvenile Liaison Officer to visit the group and talk about how your den can be better secured. Can you help with community watch?

OPERA

Why not join a local opera club.

ORIENTEERING

With the help of an orienteering club, learn the sport of orienteering and take part in an outing.

ORIGAMI

A lovely ancient art of paper folding. Why not try and get someone to show you how.

PAINTING

Contact a painter and organise a painting time with water colours, oils and pencils etc.

PAPIER MACHÉ

Make puppets using papier maché for heads and material for the body.. Paint them and write a puppet show for the Beavers or Cubs or young children in your area. Don't forget lighting, curtains and music.

PARENT

As a group become a sponsor 'Parent' for a child in a developing country (cost approx (IR£80-IR£100).

PEACE POSTER

Produce a peace poster using quotations from Baden Powell, Gandhi, Martin Luther King, J F Kennedy.

PEN PALS

Write to foreign Scouts Headquarters and look for pen pals with a view to keeping up correspondence.

PHOTOGRAPHY

Ask you group to take photos of events and have a night to display all photographs. Maybe get into developing your own photos.

PICTURE FRAMES

Design and make picture frames to hold photos of an expedition or event of your group.

PLAY

Visit a theatre to see a play (a great night out).

PLAYGROUND

Identify an area that needs an adventure playground. Design one, get permission, then build it.

POETRY

Why not try a night of poetry readings with your group.

POLICE

Find out who your Community Garda/Police Person is and invite them down to speak to the group. Help engrave bicycles under Garda/police supervision.

PONG TRAIL

Start a meeting with this tracking game using strong onion or garlic. Rub it on the lamp posts or gate posts, signs or gates. Lay a trail. Be careful that it does not rain as the smell will wash off.

PONY TREKKING

A nice sport for spring for the whole group to get out, see the country side from a different angle.

PRAM RACE

Sponsor race, fun race, make your own eg, painted and customised, put a seat in it and a steering wheel.

PUBLIC RELATIONS

Organise a competition for a new group logo for headed paper. Use good printed copies and give your group a new image.

PUBLIC SPEAKING

Organise a night of public speaking and arrange for a parent or other person to speak.

PURPLE WRITING

This is the name given to very expressive or elaborate writing. Have a go at this: instead of talking on a subject for a period of time, ask a member to write a description of a particular item and the group have to guess what it is.

QUADRAPHONIC

Build your own system for the Den, local hall etc.

QUIZ

Just-a-minute quiz - general knowledge. Each member in the team has to answer questions for a minute.

QUIZ NIGHT

Different topics eg, scouting, football, pop music, rap, jazz, current affairs and general knowledge.

RADIO STATION

With the help of local people set up a 'radio station' for an event or Community Day.

RAFFIA

Using soft rope and twine make hanging baskets, basket ball nets etc.

RAILWAY

Walk a disused railway line and see where it leads, eg, start to finish of the line, stations, signals etc.

REPAIRS

Get the group to carry out any repairs to your den or room. Teach ventures to wire plugs and mend broken windows, fix broken plumbing pipes.

RESCUE SKILLS

Get trained in rescue (hills, boats, ice, water, etc) and be ready to be called.

RESTORATION

Organise your group to restore old furniture for your meeting place.

ROLLER SKATING

Organise a fancy dress/fund raising/long distance/or just a fun event.

RUGBY

Form a team or do a project on the history of rugby. Visit an international match for a day out.

SAND YACHTING

Build a sand yacht and try it out.

SCAVENGER HUNT

At least 3 teams. 50 items each with a points value. First to find the item gets the points. Ideas: items starting with alpha-bet. Try a scavenger hunt on bikes.

SCOUT SHOW

Get involved in the Scout Show. Perform or work with the people behind the scenes.

SCRABBLE

A scrabble night can be fun with your own group or invite another group or youth group.

SCREEN PRINTING

Design your own tee shirt and get a company to show you how to screen print.

SET DANCING

Great fund and keeps you fit. Joint a club or dance club.

SKATEBOARDING

Learn properly and know all the safety rules. Use the proper protective gear.

SKIING

A day out on the dry ski slope and maybe plan a skiing expedition.

SKITTLES

Milk cartons (5) in centre of the room. 3 teams of any number (numbered). Call number one from each team and they have to try to take the cartons from the centre or rob from the other teams while trying to hold on to their own.

SPEAK EASY

Invite speaker/ members from 3 different religions or cultures to a meeting. Select subjects to discuss, for example, sex, abortion, drugs, alcohol. Ask the 3 people the same questions. Where the response is different, why? What effect does it have on society.

SPIDER'S WEB

Find a spider's web (disused). Using spray paint transfer web to stick backed paper and mount it on a black card (looks amazing).

SPIRITUAL

Try to have a short time at meetings to see how the Scout Law, Principles and Promise apply to every day life. Use items in the new to illustrate, eg, newspaper clippings on say 'the plight of the travelling community' or 'down and outs'.

Follow up with discussion on:

- Why help and how to help them
- What do you think are other needs in your area, country and world link the discussion with the Scout Law
- Compare the Scout Law/Promise to the Ten Commandments.

Some ideas for debate:

- If we were arrested for being Christians would there be enough evidence to convict us?
- Current pressures on the institution of marriage.
- "Religion is the opium of the people". Marx.
- "If God did not exist would it be necessary to invent him?" Voltaire

Invite people from other religions to talk to the group about their faith.

SQUASH

Learn the game and play a league.

STAGE

- Go to see a play or pantomime during December. Arrange a tour of the theatre including the light console and sound console. Meet the cast.
- Ask a local drama group to visit you group.
- Become involved in an amateur dramatic production or produce your own play.

STAMP COLLECTING

If a member of your group collects stamps arrange for them to explain stamp collecting to the group. Also arrange a stamp swap with other youth groups.

STRANGE COSTUMES

Look into exotic and strange costumes. Put together projects on the costume and make some of the items you find out about.

STREET FOOTBALL

Organise a street football competition for the summer project organisers or the community.

STREET MIME/THEATRE

Write a play or musical and perform in a street theatre. Dress up and paint faces. Carry out a street theatre/mime show in your local town.

SUB-AQUA

Learn the sport of sub-aqua and take it to the sea.

SUNSET/SUNRISE

Have a sunset/sunrise hike. Start at the top of one hill at sunset and hike to another hill arriving at sunrise. Watch the sun rise (Summer nights are shortest).

SWIMMING

Make all your group be proficient in swimming and maybe life saving.

TALKING MAGAZINE

Instead of writing a magazine or newsletter, try making a talking magazine/Podcast by using a tape recorder and background music.

TAP DANCING

Great for fitness if done properly and great fun.

TAPE

Make a tape and slide show of your group and sent it to a foreign group (great fun making the slides).

TENNIS

Learn the rules and maybe join a club to play properly.

TEN PIN BOWLING

Learn the rules. Lots of bowling alleys now have great leagues.

TOOLS

Collect unwanted tools to be sent to a developing country.

TOTEM POLE

Carve a totem pole for your venture den or room. Carve the group names onto it and add to it in the future.

TOURIST

Write a tourist guide of your area for foreign scouts, locals or scouts from another town.

TOWN TWIN

Organise your community with the view to twinning your town or area with a foreign town.

TOYS

Collect and renovate children's' toys and donate them to homes and hospitals.

TRADITIONAL DRESS

Research a traditional dress and make up the costume (eg, Irish, Celts, Vikings, Stone Age, Greek, etc)

TRAIN SPOTTING

Good fun on a good spring day out on a hike (watch the railway lines).

UNIT DINNER

Organise a dinner for the Unit Section Leaders and any other people who have helped the group over the year. Good PR, also a nice gesture.

VIDEO

Make a video of your group activity or a lot of activity over a period of time and use to show parents or Unit Council what you do.

VISIT

Visit a large firm and talk to PR people, management People, floor people about all aspects of the business.

VOLLEYBALL

A team sport and great fun. Form teams and join a league.

WATER ACTIVITY

Help water activity section with the maintenance of boats and premises.

WATER HERITAGE

What has been the impact on your area as industry has grown up? Use 'at the moment' and 'in the future'. Water wheels (flour mills). Invite an historical expert to give a talk.

WATER SKIING

Insurance depends on the length of the boat pulling skiers. Make sure you learn from a qualified person. Can be very dangerous.

WEAVING

Maybe there is a weaving class near you. Ask them to show the group how to weave and weave something for your den or venture room.

WEEKEND AWAY (1)

Spend a weekend in a National Park or Wild Life Park and record the sound of animals for about 10 minutes. Record the journey to and from the place by use of a camera or by recorder.

WEEKEND AWAY (2)

Organise a hike to a series of mountains. Try to arrange for another venture group to be at the mountain opposite at the same time and send semaphore messages to each other (be sure to practice first).

WHEEL CHAIR

Arrange a wheel chair shopping expedition.

WHEEL CHAIR PUSHING

Put yourself in the place. Sponsor push to raise funds.

WICKLOW WAY - Way marked trails

Walk the Wicklow Way or other way marked trails. Great way to raise money as well as fund (sponsored hike).. Arrange to stay with venture groups if you have to travel to Wicklow.

WIND SURFING

Clubs now teach and provide the boards for you to learn.

WINDOW BOX

Make a full window box for the elderly living in flats.

YOGA

Learn the art and the cultural side. Great to learn to relax.

YOUTH GROUPS

Help another youth group who are organising an activity or conference.

ZOO

Trip to the zoo (yes the zoo). Most zoos are involved in animal welfare. Maybe you could also take a special interest in a special animal over a period of time.

Fiontar - your personal journey

The central idea in Fiontar is that you are on your own unique personal journey of growth and development. Before you can move on however, you need to have an idea of where you are starting from. And as you progress on that journey, you need to be able to see how far you have come. This is done by plotting SPICES Maps.

1. Have a look at the SPICES questionnaire.
2. Consider each question in turn, and rate yourself in terms of each question from 5 to 1.
3. A rating of 5 means that you can answer an unconditional yes to the question, a rating of 1 means that you would answer an unconditional no to the question.
4. As you rate yourself for each question, plot your answer on to the SPICES Map.
5. When the map is complete it will define a shape. Areas where you are well developed are shown where the shape hits the outside circle on the map.
6. Areas where you have most room for development are shown where the shape hits the inner circle on the map.

Remember when completing the questionnaire and plotting the map ...

1. To answer the questions as honestly as possible ... this is your own map and it is not a question of comparing yourself to others.
2. That the questions are not quite black and white, so don't think that you have to give yourself a rating of 1 or 5 ... more often than not your rating will lie somewhere in between.
3. That the aim is to 'expand' and 'smooth' the circle on the map during your time in the Unit however, it would be most unusual if you ended up with a complete circle what is important is that you make the effort.

Social Questionnaire

- a. Do you have the right skills and attitudes to build friendships?
- b. Can you communicate with others?
- c. Do you try to understand other cultures that you come into contact with?
- d. Do you get involved in your community?
- e. Can you understand how the Promise and Law fits into everyday life?

Physical Questionnaire

- a. Do you have a balanced diet?
- b. Do you know the importance of having good personal hygiene and how it effects others?
- c. Do you make time for physical activity?
- d. How good are you at getting medical help when you are not feeling well?
- e. Do you appreciate that physical differences make society better?
- f. Do you understand the impact your choices have on your life?
- g. Do you know the affects of abuse on the human body?

Intellectual Questionnaire

- a. Are you able to solve problems?
- b. Do you see how you can learn something from every new situation?
- c. Can you think outside of the box and try your own creative ideas?
- d. Can you plan, carry out and review a project?
- e. Do you know what qualities you bring to a team?



Character Questionnaire

- a. Do you put the Promise and Law into practice?
- b. Do you know what's important in your life?
- c. Do you try your best in everything that you do?
- d. Can you stand up for what you believe in?
- e. Do you treat others with respect?
- f. Do you try to help where you see injustice or inequality?
- g. Do you have the courage to reach for your goals?
- h. Do you embrace the Scouting Spirit?

Emotional Questionnaire

- a. Can you deal with having an off day?
- b. Do you call on others when you have a problem?
- c. Do you listen when someone has a problem?
- d. Can you show your feelings in a positive way?
- e. Do you have the confidence to deal with all that life can throw at you?
- f. Do you stand up for what you believe in?
- g. Do you try to develop your talents?

Spiritual Questionnaire

- a. Do you stand by your spiritual beliefs?
- b. Do you make a positive impact on the environment?
- c. Do you see God in the world around you?
- d. Do you see spirituality as a vital part of your life?

The SPICES Map

The SPICES Map is a circle made up of six segments, one for each of the SPICES. Each segment has a number of lines corresponding to the number of questions for each of the SPICES in the questionnaire.

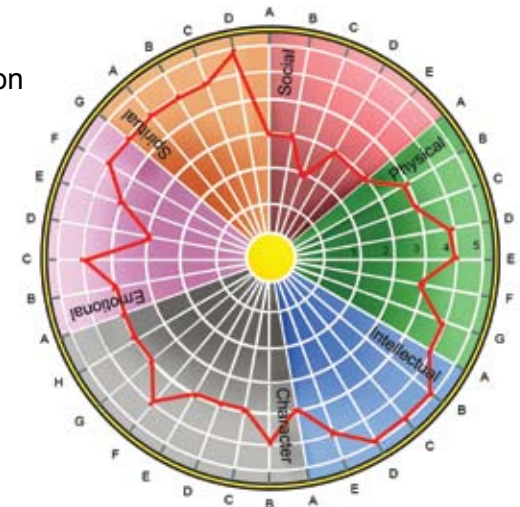
There are four inner circles on the map, and these with the outside circle represent the five possible ratings for each question, with 5 on the outer circle and 1 on the inner circle.

A worked example

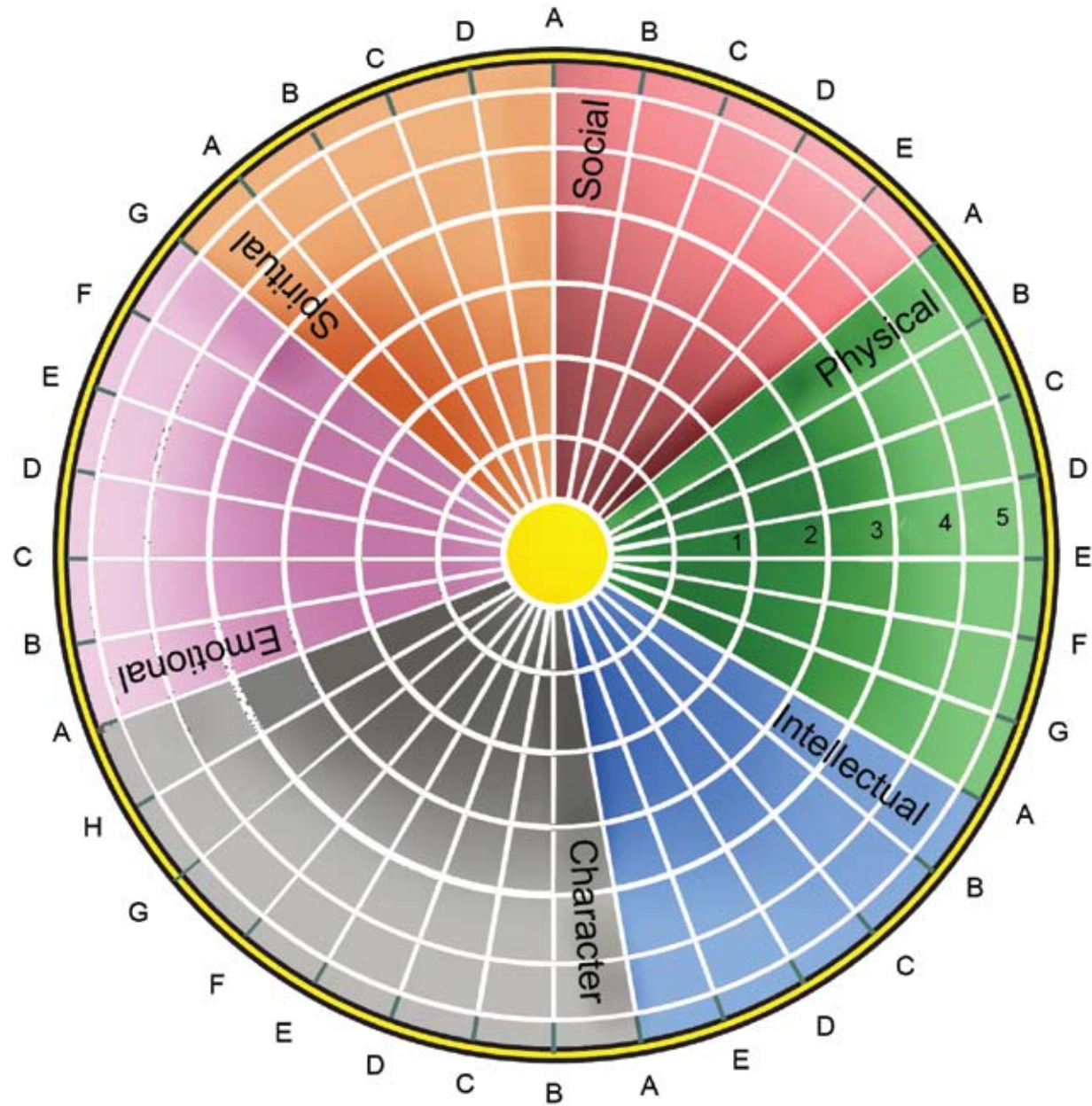
Let's look at an example of how this works. This SPICES Map has been plotted from ratings taken from a SPICES Questionnaire. So what does it tell us? Well, the most obvious points are that this person believes that the area they are most developed in is Intellectual, while the area they are least developed in is Social.

The other four SPICES, lie somewhere in between. So what should this person do when thinking about picking a challenge? Let's take the key idea that gets the lowest rating, question C in Social, 'Do you try to understand other cultures you come into contact with?'

The first thing that should be done is to look at the inspiration page for that key idea. Note down thoughts on the subject and see where they lead.



Spice Map





SOCIAL



When you are interacting with people on a daily basis there are many challenges. The challenge may be in communicating with people. It may be in forming new friendships. Or it may be dealing with differences in culture. You will come across many new customs and ways of behaving that will test your ability to work with other people.

Sample Challenge Sheet 1

SOCIAL



Use your time wisely!



Nice Hat



International Night

Select a country at random and organise a night of activities to explore the culture of that country. Have a look at national costumes, games, foods, music, language, dance, etc. If possible make contact with some people in advance of your evening (for example, nationals of the country living in your area or the national Scout association of your chosen country) and ask about the kind of activities you might undertake. It's a much better way of preparing than using Wikipedia!



Teach a Skill

Do the Beavers, Cubs or Scouts need help developing some new skills? Draw up a plan whereby each Venture in the Unit will be involved in a programme teaching one or more skills to the younger members of the Group over an agreed period of time.

Unit Time Bank

A Time Bank if made up of donated units of time. These units of time are donated by people with various skills, and can be used for a variety of projects. Make a list of the skill and abilities of the Ventures of the Unit. Next have each Venture donate a certain amount of time to the Unit Time Bank. Now identify a series of projects that can be undertaken within the Scout Group over a period of time by the Venture Unit. These can range from painting the Scout Den, to producing a Group Newsletter to running a fund-raising event to raising money for Groups funds.

Jelly worms go all soft and gooey



SOCIAL



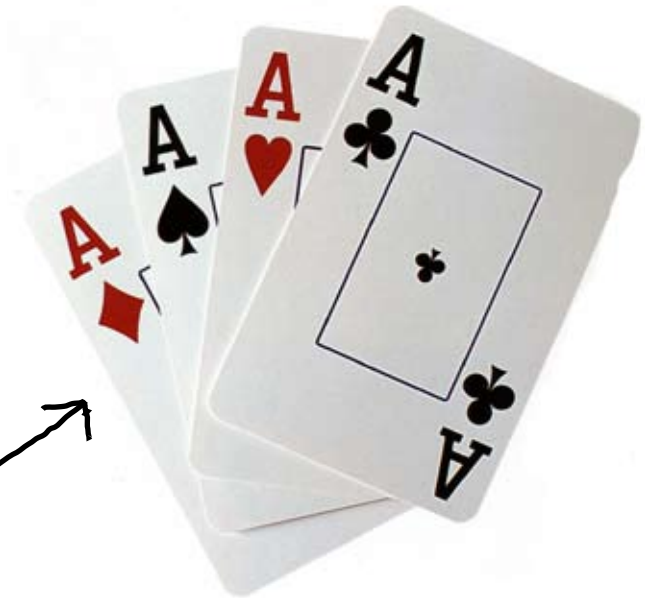
Christmas Dinner

Invite senior citizens in your local area to a Christmas Dinner in your Scout Den. Appoint Crews to look after the various tasks involved, such as cooking the food, serving the food, providing music (or other entertainment) and decorating the Den. When planning the event ask some of the senior citizens for ideas of how they would like the dinner to go.

Venture Campfire

Do some members of your Unit that play the guitar? If so, try organising a Venture Campfire that will be different to the campfires you undertook as a Scout. Start by finding out what type of music the various Unit members like listening to and agree a song list. Then pick a place where you will hold the campfire. You don't have to have an actual fire. What is more important is that the place is special for your Unit. Then think about food ... a barbeque might work great for such an occasion, but again, choose what suits the members of the Unit

Poker of Aces



Casino Night

Create your own 'Scouting Euros' and distribute to the members of the Unit. Hold a number of games where members of the Group can gamble their 'Scouting Euros'. These can include dice games, poker, horse racing games, roulette, etc. You can also include auctions for mystery prizes. Some of these could be novelty prizes which no right-minded Venture will want to win! Add to the atmosphere with appropriate music and finger food (crisps and nuts to you and me).

Unit Promo

Put together a presentation with the aim of promoting the Group's Scout Troop to potential new members in the local school. This presentation could involve a Powerpoint presentation, a short film or leaflets. It could also involve a 'taster' of short activities which would give potential new members an idea of what is involved in Scouting.

SOCIAL



Extreme Dinner Party

Organise a meal in an unusual location and invite some other Venture Units along. Be sure to warn them in advance in they need to bring anything special to take part in the meal. For example, they might need swimwear if the meal is to take place in a swimming pool, or they may need their head torches if the meal is to take place in a cave!



Communication Game

Communication is a two way process. It requires the giving of a message and the receiving of a message. A good way to understand this better is to try a communication game. These games involve teams undertaking a task where the relaying of messages form a crucial part. For an example of a simple but effective communication game, try the activity outlined in the following link.

Talking and
listening is good



Pairs evening

This is a different way of carrying out a link activity with the Scouts. Set up a series of 15 minutes activities. Pair off the link Scouts with members of the Unit and have them rotate around the activities. Try to have a good mix of activities, which might include some initiative challenges, skills activities and some fun only activities.

Hey!!! the food
is cold



Social – Can you communicate with others?

Your Challenge ...

Try the Communication Game ... and discuss the lessons you learn while playing it!



VENTURESCOUTS



Intro ...

Think of a time when you made an arrangement with a friend, but one of you turned up at the wrong time, or in the wrong place! If that has happened it's because you or your friend (or both of you) didn't communicate properly.

Communication is a two way process ... it involves the giving of a message and the receiving of a message. And if both parts are not done properly then more often than not the result will be confusion!

Activity type ...

This activity is an evening activity.

What's involved ...

Create a number of Crews. Each Crew undertakes the Communication game. At the end of the game discuss what you might have done differently to communicate more effectively.

Communication Game

For Crews of four to seven people.

Equipment:

2 matching sets of children's building blocks (with 10 blocks and 1 base board in each set).
2 tables
2 screens (behind which the objects sit so only the director and builder can see them).

Instructions:

In preparation for the game, place a table at either end of a room, with a screen in front of the table. Build a random object using the 10 blocks and base board from one set, and place on one of the tables. This will be the directors table. The other table will be the builders table.

There are 4 roles in the game:

1. Person A ... director
2. Person B ... runner
3. Person C ... builder
4. Person(s) D ... observer(s)

Person A stands behind the table with the built-up set of blocks, and is the only person who can see the object. It is the director's job to give clear instructions to person B, the runner, so that person C can build an exact replica of the model.

Person B listens to the director's instructions and runs to the other end of the room to where person C is waiting behind the second table. The runner then passes on the building instructions, without seeing the building blocks, to Person C, the builder. The runner can make as many trips as required within the time allowed for the exercise.

Person C listens to the runner's instructions and builds the object from the set of building blocks. The builder is the only person who can see the object under construction, and building materials.

Person(s) D observe the communication game, and make notes about what works, what doesn't work, and how people behaved under pressure etc., to pass onto the group later.

Set a time limit for the exercise of 10 minutes. When the time is up, allow the group to compare the model and the replica, and see how closely it matches. Generally, the replica will bear little resemblance to the original, which usually causes heated discussion!

Allow the group to reflect on how the exercise went, and agree 1 thing they did well, 1 thing that didn't work, and 1 thing they would do better next time.

Notes

- The game can be run again, either switching or keeping original roles. See if any improvements have been made. Make sure you de-construct the "original" model and create a new design!



VENTURESCOUTS



PHYSICAL



Different people have different physical abilities. Your capacity to live an active life is determined to a great extent by the physical condition of your body. Your level of fitness, your diet, and your general health all have an effect on how well your body will work. And depending on how well your body works, you will be capable of different things.

Sample Challenge Sheet 1

PHYSICAL



I promise I will go for
a run after I eat this
burger



Simulation Activity

Simulation activities can give you the chance to experience the world from another perspective. Try the physical disability simulation activity outlined in the following link.



Junk Food Free Activity

Plan an overnight activity on which you will completely avoid eating any junk food. And go a little bit further. Before you plan your meals, have a look at the food pyramid and ensure that you have the correct amounts of each food group included.

Pure Sugar Cane - how
bad is that for your
teeth

Fitness Challenge

Increase the fitness of your Unit! Undertake a fitness challenge over the course of a month. Each member of the Unit should select an activity such as running, cycling, swimming, etc. At the start of the month hold a benchmarking day, where each Venture demonstrates their starting level in their chosen activity (for example, a 10km cycle done in 40 minutes). Over the course of the month each Venture should undertake to increase the level of their performance in the activity. A measuring day should take place at the end of the month, where each Venture's improvement can be demonstrated to the Unit. Hopefully!



VENTURESCOUTS

PHYSICAL



Canal Marathon

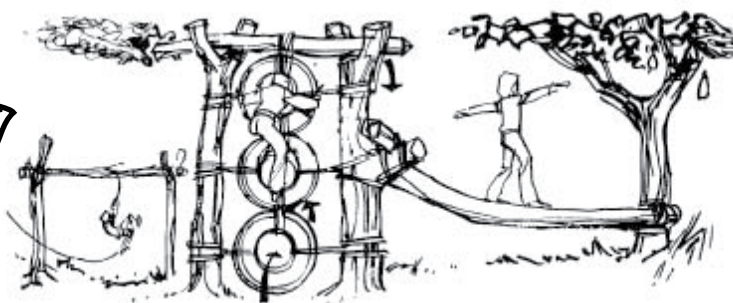
Pick a section of canal 26 miles long and hold a race using kayaks, canoes or rafts. Depending on your level of experience, this will more than likely require an overnight stop. Divide the Unit into teams, and pair off the strongest paddlers with the weakest. For information about the various canals check out www.iwai.ie/



Prepare a Fish!

There are many different types of fish which can be very successfully cooked in camp. Mackerel are readily available, and are very cheap at times. The fishmonger will probably clean the fish free of charge but it is fun to do it yourself. To do this you need a clean cutting surface, a sharp knife and a bucket for the 'innards'. Wash the fish, Cut off the head and tail (puke) and scrape of the scales if necessary. Slit open the soft underside of the fish carefully and throw away insides. Wash the fish and open it out. With the tip of the knife ease out the backbone and the main bones. Scrape the fish to remove any smaller bones and sprinkle with salt. It is now ready for cooking.

It's
easy



Obstacle Course

Build an obstacle course for another section in your Group to use. The type of course you set out will depend on whether you build it for Beavers, Cubs or Scouts. Include a good variety of obstacles, but in all cases keep the safety of the participants in mind. For some ideas on possible obstacles to include, check out www.9thhuddersfieldscouts.org.uk/Scouting/Games%20&%20Activities/Obstacles%20&%20Incidents.pdf



VENTURESCOUTS

PHYSICAL



Weird Sports

There are many strange sports played all around the world. Check out <http://www.topendsports.com/sport/unusual/index.htm> so see what people get up to. Pick your favourite sports and try a day of playing Weird Sports. Just be careful who's watching!

Loads of fun
awaits us
all.



Homemade Solar Shower

Try making a homemade solar shower which will help keep you fresh and clean when you go camping in the wild. Check out www.trails.com/how_8613_diy-homemade-solar-shower.html for a simple step by step set of instructions as to how to make one.



Are you a sugar addict?

Most of us like sweet things, but how many of us would admit to being addicted to sugar? Why not try an experiment in your Unit. Each Venture should give up sugar-based drinks and sugar based snacks for a period of two weeks. At the end of the two weeks each Venture should tell the rest of the Unit how they got on and if they experienced any 'cravings' for something sweet.

Yes, of course
I am



Physical – Do you appreciate
that physical differences
make society better?

Your Challenge ...

Try the Disability Simulation ... and discuss the lessons you learn afterward!



VENTURESCOUTS



Disability Simulation

Intro ...

Do you take for granted the simple things you do in life? Do you ever stop to consider that some everyday tasks are made very difficult due to having a physical disability? Take some time to consider how making changes to the physical environment could make life easier for people with disabilities.

Activity type ...

This activity is an evening activity.

What's involved ...

Divide the Unit into pairs.
Undertake a set of activities in the pairs.
Once completed the roles in the pairs are reversed and repeated.
The Unit should discuss afterwards the impact the 'disabilities' had on completing everyday tasks.

For pairs of people.

Equipment:

- 1 blindfold
- 1 arm sling
- 1 wheelchair
- 2 name tags and pens
- 1 length of rope
- 2 small combs
- 1 tennis ball
- 2 paper cups
- 1 jug of water

Instructions:

Have each participant select a partner. Give each team a kit of materials.

Decide who will simulate and who will assist (reverse roles after completing tasks).

Have each team simulate one of the following disabilities using a simulation apparatus where listed:

Hearing ... use no speech, only other methods to communicate (sign language, etc.)

Visual ... use a blindfold

Arm ... place dominant arm in a sling

Legs ... sit in a wheelchair

Have each team attempt to perform the daily living activities list.

Notes

Do not let teams spend too much time on one task. Keep in mind, however, that some of the tasks will be difficult and may take longer than usual to perform. Team members should provide the minimum amount of help required for their disabled partner to complete the task. When finished, have partners reverse roles.



Daily Activity List

Interpersonal/Communicative

Shake hands with your partner and introduce yourself.
Ask your partner when and how (means of transportation) he or she arrived at this meeting.

Environmental/Manual Dexterity

Write your name on the name tag and put it on.
Tie the rope around your waist. Untie and remove it.

Personal Fitness/Hygiene

Comb your hair.
Pour water from the pitcher into a cup. Take a drink.

Recreation/Physical Fitness

Pick up the tennis ball. Toss it to your partner.
Catch the ball your partner tosses.

Mobility/Transportation

Open door, go through doorway, close door.
Travel a short distance. Reenter room.



VENTURESCOUTS



INTELLECTUAL



Before you do anything, you must first stop and think. You may have to make a plan. You may have to learn new skills. You may have to consider alternative ways of solving a problem. In thinking something through before you act you will have a much better chance of being successful. And having acted, don't forget to review what you have done. You will almost always learn something new.

Sample Challenge Sheet 1

INTELLECTUAL



Dragon's Den

Time to get inventive! Create a number of Crews who will try to develop a series of 'new' products for use on Unit activities. When the products are developed, each Crew should present their idea to a panel made up of suitable scary individuals in suits! Unlike the TV edition of Dragon's Den, the products developed don't have to have practical value. They may well be designed to simply get a few laughs.



Film Making

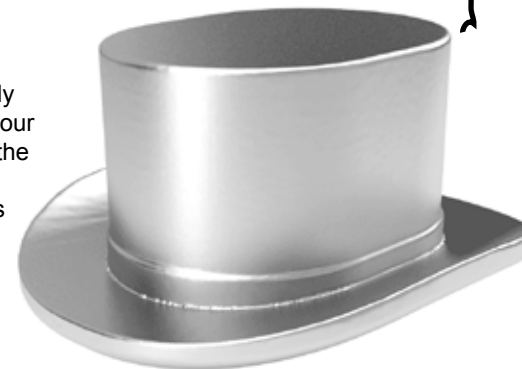
Make a film on a Scouting related theme. This could be a skill instruction, a report on a Unit trip, or a promo to bring in new members. Start off by deciding what it is your film will be about and then make a story board to layout what the film will contain. You will need to write a script and get together some basic props. And don't forget a camera ... it might come in handy.

Operation Houdini

Create a number of Crews and drop them off in various locations 30km away from a central point (a campsite, your Den, etc). They have 36 hours to make it back ... but in doing so must avoid being captured by a team of guards. Pick a maximum number of guards and set an exclusion zone around the target point that will give teams a fighting chance of making it back. Just don't make it too easy ... that would be no fun!



Big Silver Hat



Ventopoly

Get your hands on a copy of the Dublin Monopoly Board (or create your own Monopoly Board for your own area). Create a number of Crews and over the course of a set period of time, the Crews should try to visit as many of the streets on the board as possible. This activity can simply be a race, with teams needing to produce proof of visiting each street using digital photos. Alternatively it may involve finding answers to a set of questions, one for each street set. This option will require a bit more advance preparation.

INTELLECTUAL



Team Challenges

There are many different types of team members. Do you know what types of team members you have in your Unit? Try the team challenges outlined on the following link, and then discuss what team member types emerge during the challenges. A team member type's chart is presented with the challenges.

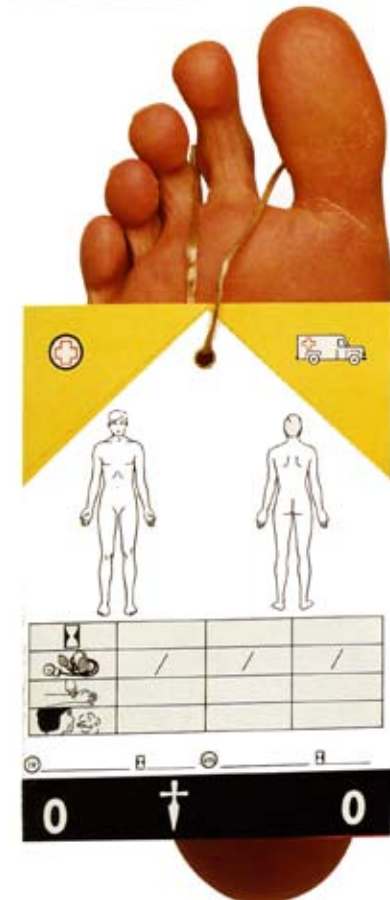
Lateral Thinking Games

Looking at a problem in a different way can often give you the answer. Lateral thinking games encourage us to look beyond the obvious and come up with solutions on the basis of what we see. Try some of the games on the following link and see if they getting you thinking more clearly.

Leave me alone I'm thinking !!!



Water Fight !!!



Invent a game

Invent a new game. Draw up a set of rules, put together a list of equipment needed and decide where the game can be played. Practice it a little until you are happy that it works. Then invite other Units to take part in a tournament. Who knows, in a few years your game might feature at the Olympics!

INTELLECTUAL



ALLEN WRENCH



Space saving furniture

Check out <http://www.youtube.com/watch?v=dAa6bOWB8qY>

to see some really clever space saving furniture. Now we don't expect you recreate any of these designs, but maybe they will give you some ideas for furniture you could put together for your Den. Have a look around the Den, pick a project and get creative .

Amazing what you
can get into a small
space



Famous on the
Worldwide
Web

Unit Website

Create a Unit website to share photos from you activities with other Venture Units and other members of your own Group. Keep it simple and use one of the many free template websites if you don't have any expertise in the area.

Invest €5

Give each Venture in the Unit €5. Over the

Okay - would
anyone like to
invest in my idea !

course of two weeks each Venture should individually invest their money so that it grows to become €25. As a part of a Unit meeting each member should explain how they went about their investment and how they got on. It will be interesting to see how many made money and how many ended up losing the lot!





Intellectual – Do you
know what
qualities you
bring to a team?



Your Challenge ...

Try some team challenges and using the 'Team Members Chart' find out the type of team members your Unit has.



VENTURESCOUTS



Intro ...

There is no 'I' in Team ... but there are a collection of 'Me's'! A team is made up of individuals, and each one brings something different. The question is, what team member types do you have in your Unit?

There are different ways of describing the types of members in a team. One such way comes from the business world. This lists nine team member types. Try out the suggested team challenges and then have a look at the 'Team Member Types' chart ... it will be interesting to see which members of the Unit will match which type.



Team Member Types Chart

Activity type ...

This activity could be an evening or day activity. Obviously if it is to be a day activity there needs to be more or longer challenges, probably based in a mixed indoor/outdoor setting.

What's involved ...

Create a number of Crews.
Each Crew undertakes between 4 and 8 team challenges.
The Crews should then review the 'Team Member Types Chart', and match the members of the Crew to the Team Member Types based on how they behaved during the challenges.
Bring the Crews together and group the members of the Unit together by their Team Member Type.
Discuss the results as a group.

Implementer - Well-organized and predictable. Takes basic ideas and makes them work in practice. Can be slow.

Shaper - Lots of energy and action, challenging others to move forwards. Can be insensitive.

Finisher - Reliably sees things through to the end, ironing out the wrinkles and ensuring everything works well. Can worry too much and not trust others.

Plant - Solves difficult problems with original and creative ideas. Can be poor communicator and may ignore the details. Bears a strong resemblance to the popular caricature of the absent-minded professor.

Evaluator - Sees the big picture. Thinks carefully and accurately about things. May lack energy or ability to inspire others.

Specialist - Has expert knowledge/skills in key areas and will solve many problems here. Can be disinterested in all other areas.

Coordinator - Respected leader who helps everyone focus on their task. Can be seen as excessively controlling. Coordinators will tend to delegate all work, leaving nothing but the delegating for them to do.

Team worker - Cares for individuals and the team. Good listener and works to resolve social problems. Can have problems making difficult decisions.

Investigator - Explores new ideas and possibilities with energy and with others.

Good networker - Can be too optimistic and lose energy after the initial flush.



VENTURESCOUTS



Challenge 1: Moving the Tubes

For Crews of four people or more.

Equipment:

A ball of string or very thin rope.

Scissors.

Two empty cardboard tubes of Pringles, or similar cardboard tubes (for example postal tubes for rolled papers).

Some marbles or golf-balls or other small balls which fit into the tubes.

Instructions:

Place one tube in the centre of the room or table, open-end upwards. This is the 'receptor' tube.

Optionally (facilitator decision) secure the receptor tube to the table or floor using Blu-Tack - don't put Blu-Tack on carpet!

Using the string and the other cardboard tube (one end open, other end closed). This is the 'transporter' tube. Transport a specified number of balls - one at a time - into the receptor tube standing at the centre of room/table.

Each Crew member must hold at least one length of string connected to the transporter tube.

No Crew member may handle a ball within two metres of the receptor tube.

No Crew member may move from their position once a ball has been placed into the transporter tube and the transporting commenced.

Notes:

Strings need to be tied to the transporter tube not only to move the tube, but also to tip it, in order to deposit the ball into the receptor. The facilitator does not need to tell the team(s) this unless failing to realise this becomes counter-productive.

Challenge 2: Multiple Tasks

For Crews of six to ten people.

Equipment:

Four balls of various sizes, compositions, weights, shapes, etc.

Five balls if the team has eight or more people

Use very different balls to make the exercise work better (for example a tennis ball, a beach ball, a rugby ball, a ping-pong ball, etc.)

Instructions:

Form the Crew into a circle.

The aim is to throw and catch a ball between Crew members in any order or direction (the ball represents a task).

The ball must be kept moving.

A dropped ball equates to a failed task. A held ball equates to a delayed task.

When the Crew can satisfactorily manage the first ball, the facilitator should then introduce a second ball to be thrown and caught while the first ball remains in circulation.

The second ball relates to an additional task.

Continue to introduce more balls one by one - not too fast each time equating them to additional tasks to be done.

Obviously before not too long the Crew is unable to manage all the balls, and chaos ensues!

Notes:

Avoid creating chaos too early by introducing too many balls too soon.

Allow the sense of increasing stress and confusion to build, according to the ball-handling capability of the Crew.

Review:

Relate the experiences of the game to the Unit situation, especially effective team working and communications.

What does too much pressure and failure feel like?

Are these feelings the same for everyone?

Do we know how others are feeling and can best deal with stress and confusion, unless we ask?

What helps us handle pressure and what makes things worse?



VENTURESCOUTS



Challenge 3: Newspaper Bridge

For Crews of four to six people.

Equipment:

- Newspapers
- Sellotape

Instructions:

Using only the newspaper and Sellotape issued, each Crew must construct a bridge, including floor-standing supports at each end and a horizontal span.

The winning construction will be the one with the longest span between two floor-standing supports.

There must be at least 20cms clearance between the span and the floor. Any of the span lower than 20cms clearance will not count towards the measurement.

The span must support certain objects issued (eg apple, chocolate bar, can of drink - consumable items are more fun) which must be placed on the span. The objects can be positioned anywhere on the span, but must not touch the floor-standing supports.

The floor-standing supports must be free-standing, ie not attached to the floor or any other object or surface.

The use of Sellotape as 'guys' from the bridge to the floor or another object or surface is not allowed.

Time allowed for planning and building and placing objects on the span is say 20 minutes.

Notes:

You can allocate as many sheets as you wish, although it really depends chiefly on the main purpose of the exercise, and then to an extent the duration and how many Crew members per Crew. As a general rule - the fewer the sheets the smaller the Crews and the shorter the exercise.

The activity can be changed to suit different purposes. For team building and time-management, 20 sheets and Crews of 4-6 works best.

Building tips:

- It doesn't matter how big the sheets are, but big double pages offer the greatest scope for the towers.
- The main trick is to make long thin round-section struts, by rolling the sheets and fixing with Sellotape. The struts can then be connected using various techniques, rather like girders.
- Round struts (tubes) lose virtually all their strength if flattened or bent.
- The strongest design for weight-bearing is 'building blocks' of hexagonal tubes (six sides). This is the shape that naturally results if lots of circular tubes are compressed sideways together, and it's also the shape found in nature's beehive construction. Hexagonal tubes are difficult to make though and it's unlikely that people will think to do it. It's useful to make up a few samples to demonstrate in the review how strong the hexagonal construction is.





Challenge 4: Helium Stick Games

For Crews of between six and twelve, subject to the length of the stick used for the activity (see notes).

Equipment:

A long stick or tube (see notes).

Instructions:

- The Crew must support a long stick or tube, with each Crew member using one finger.
- The stick should be supported in this way at chest height.
- The stick must then be lowered to the ground.
- No fingers must lose contact with the stick.
- The team must return the stick to the starting position if any finger loses contact with the stick.
- The stick must rest on fingers - the stick cannot be grasped or pinched or held in any way.

Notes:

- The tendency is for the stick to rise, hence the name of the exercise. For this reason use a stick for the exercise that is light enough for this effect to occur, given the number of people in the team. For example a broomstick is too heavy for a team of three people, but would be fine for a team of ten.
- The stick (or any alternative item being lifted) must be rigid and not too heavy to outweigh the initial 'lift' tendency of the team size. If it's not rigid it makes it easy for team members to maintain finger-contact.
- Optionally you can instruct that a finger from each hand is used, which increases the lifting effect and the difficulty of the task. The length of the stick and the number of Crew members are also factors in this, i.e., two fingers per person requires a longer stick.
- Clarify the point at which the stick is considered 'lowered to the ground' - underside of fingers or hands touching the ground is easier to monitor than actually depositing the stick onto the ground, which depending on the ground surface can be very tricky.
- Ideas for sticks and team sizes (rough guides):
 - Joined-together drinking straws (3-6 people)
 - Houseplant sticks (3-6)
 - Rolled sheet(s) of newspaper (3-10)
 - Straightened-out wire coat-hangers (6-10)
 - Bamboo poles (5-20 people)
 - Inter-connecting tent poles (6-20 people or more)
 - Drain clearer/chimney-sweeping rods (10-30 people)





CHARACTER



Character means having a set of beliefs that you act by. It means putting these beliefs into practice in all you do. You should stand up for what you believe in and take action where you see wrong being done. Character also means having the courage to follow your dreams, no matter what sacrifices you must make to reach them.

Sample Challenge Sheet 1

CHARACTER



Group Quartermaster

Ventures in the Unit could take turns working with the Group Quartermaster.

Where's the stove I gave you last week?

Ventures on Trial

Create a court case scene where one Venture in the Unit is put on trial for a ridiculous crime, such as being too happy, pitching a tent in an incorrect manner, wanting to be a Beaver Scout, etc. Various members of the Unit can take on roles such as the judge, prosecutor, defence lawyer, and jury.



Welcome to the Scout News Channel



Fantasy job interviews

Create a number of fantasy jobs (Chocolate Cake Tester, Football Star's Psychologist, The Ultimate Superhero, etc.). Each Venture in the Unit should apply for one of these jobs. The Unit Executive can play the role of the interview panel. Unlike normal job interviews, these should take place in front of the rest of the Unit. Ventures should consider wearing 'appropriate' clothes for the interviews.

Radio Show

Create and record a 'radio show' based on a particular theme. It could include songs suggested by the theme of the show, some interviews with members of the Unit, a Vox Pop (short interviews with members of the public where they are asked their opinions on the theme of the show), etc. You can create a CD or podcast of the show to play at a later date.

CHARACTER



Inverted Debating

Select a topic about which the members of the Unit have different opinions. Set up Crews whose members have similar opinions to debate the topic. However, each Crew should argue as strongly as possible in favour of the point of view they do not agree with.



Unit Charter

If you haven't done so already, put together a Unit Charter. This should involve a simple set of guidelines that everyone in the Unit agrees to operate to. Each member of the Unit should have an input, and the Executive can draw up a draft of the document for everyone else to agree (or disagree) to.

World Trade Game

Trading Games are great fun, but are also a good way to see how everyday trading affects people living in the Global South. Try the World Trading Game on the following link.



CHARACTER



Paper Bag Game

Simulation games give us the chance to experience real life situations, even if only in a little way. They are especially useful when looking at other cultures and what it might be like to live in another part of the world. Try the Paper Bag Game on the following link. This game gives a very good insight into how difficult it is for the people who live on the streets of Calcutta to make a living.

What's in the bag!



Save the moggy!

Community Involvement

Find out about the various voluntary organisations that exist in your community. The Unit should 'adopt' an organisation and find out how you can get involved in the organisation and aid the work they do over a period of time.



Desert Island Challenge

What would you do if you were stranded on a desert island? Plan an overnight activity on an 'island'. This can of course be a real island, but you could also use a marked off area. Each Venture can bring only 5 items in addition to clothes they are wearing. What would you bring?

?

Sun Tan Lotion for a start



DO YOU TRY TO HELP
WHERE YOU SEE
INJUSTICE OR
INEQUALITY?



Your Challenge ...

Try the World Trade Game. Discuss the outcomes with the Unit and develop a plan to purchase Fair Trade products in the future.



VENTURESCOUTS



Intro ...

The earth is divided into two parts: The economically rich north (industrialised countries as the US, Japan and Europe) and the poorer Global South (meaning Africa, Latin America and parts of Asia). There are many ways of explaining the differences between North and South but one thing is clear. The gap between rich and poor is becoming bigger partly because of the world trading system we have today which makes the North richer at the cost of the South.

Fair Trade is all about making sure the people that grow or make the things we buy get a fair price for what they do. Often it is the people far away who grow foods, such as cocoa beans for your bar of chocolate, who are the ones who get the worst deal from what you buy. More often it is the big international companies and advertising agencies who take most of the profits.

The Fairtrade Foundation is a development organisation committed to tackling poverty and injustice through trade. Check out their website www.fairtrade.org.uk for the background to fair trade and what you can do.

Activity type ...

This activity is an evening activity.

What's involved ...

Create three or six Crews.
Play the World Trade Game.
Discuss the outcome of the game with the Unit.
Make a Unit plan to make a difference.



VENTURESCOUTS



World Trade Game

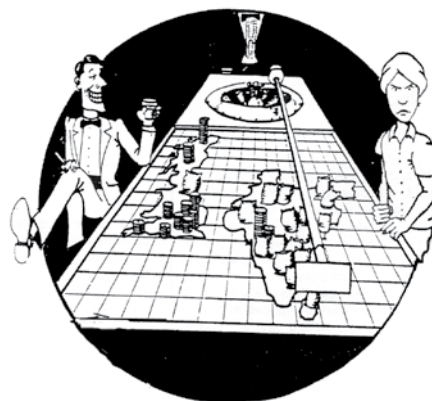
Introduction

The aim of this game is to help the participants understand how trade influences the development of a country and to create interest and discussion about the world trading system in an enjoyable and non-academic way.

The earth is divided into two parts: The economically rich north (industrialised countries as the US, Japan and Europe) and the poorer Global South (meaning Africa, Latin America and parts of Asia). There are many ways of explaining the differences between North and South but one thing is clear. The gap between rich and poor is becoming bigger partly because of the world trading system we have today which makes the North richer at the cost of the South. The game will try to show, through the production of different paper products, how the world trade works. How do countries interact? Who are the winners? Who are the losers?

Who can play?

The game can be played by anyone preferably over the age of 14. The number of participants should be between 15 and 30. If the group is bigger than that you can run two games at the same time. The rules are simple and the knowledge you need to play is elementary.



Time and place

You need at least an hour for the game including the discussion afterwards. You need a room big enough for 6 groups with around 4-6 participants in each group. Each group needs a chair for each participant and one table. There should also be space to move around between the groups.

Preferably 6 groups divided into the 3 different categories (see below). If you use less than 6 groups make sure that the balance between 'technology' and 'raw material' stays the same.

The game organisers need a table, a black-board, and some spare pens, papers and 'money'.

Equipment

For 30 participants you need:

- 30 sheets of A4 paper in the same colour
- 30 '100 \$ notes'
- 2 sheets of coloured paper
- 2 tubes of glue
- 2 pairs of compasses
- 4 pairs of scissors
- 6 rulers
- 2 triangles
- 14 pencils/ pens

Group	Players	Countries	Equipment
1 and 2	6	UK, Italy, USA, France	2 sets of the following:- 2 pairs of scissors, 2 rulers, 1 compass, 1 set square, 1 protractor, 1 sheet of paper, six 100 dollar notes, 4 pencils.
3 and 4	5	India, Brazil, Peru, Nigeria	2 sets of the following:- 10 sheets of paper, 1 sheet of coloured sticky paper, two 100 dollar notes
5 and 6	4	Tanzania, Kenya, Burma, Ghana	Two sets of the following:- 4 sheets of paper, two 100 dollar notes, 2 pencils





Ready to Play?

All participants must be able to see the models of the products they are producing (see page 38). Draw the models on a flip chart or on big sheets of paper.

The game needs three organisers:
Two bureaucrats in the World Bank. The bank's job is to quality check the products and write down all the deposits in the different bank accounts as well as adding 10% interest every 10 minutes.

The game's facilitator - UN. The facilitator's role is to lead the game, observe how things develop and sometimes change the development of the game by introducing new elements. Because the facilitator is also supposed to lead the discussion afterwards it might be helpful to write down everything that happens; comments, happenings etc.

The Rules

All products must have sharp ends, be cut by a pair of scissors and have the exact size.

When you have produced 5 examples of one product you can present this to the Bank. If the quality is good enough the amount of money your products are worth will be written down in your bank account.

Every 10 minutes the Bank will add 10% interest to the amount of money already in your account.



You are only allowed to use distributed resources and equipment.

You are not allowed to use physical force or violence.

The facilitator, who represents the UN, will mediate in case of disputes between countries.

Only what is already in your bank account when the game ends counts when the result is summarised.

Instructions for the facilitator

Explain the aim and rules thoroughly. Answer questions but make it clear that you will not answer any questions when the game starts.

Divide participants into 6 groups and give them their country's resources.

In the beginning there will be confusion and you'll get a lot of questions; "Why don't we have any markers?", "What is the coloured paper for?" Remember not to answer any questions. Make sure all the initiative come from the participants and not from you.

The production and trading may last for 30-60 minutes, it all depends on how interested the groups are, their activity and initiatives.

What to produce?

These are the 5 different products the groups can produce. When you have produced for example five triangles you go to the bank for quality check and if they are good enough you will get $\$150 \times 5 = \750 into your account.



For the Facilitator (important points during and after the game):

Notice everything that happens

The category "A" countries will probably start producing goods at once but they will run out raw material (paper) quite soon. Then they will have to try and get hold of more paper from the other groups. Because you are the only one that can see how the game really develops it is important that you notice how alliances and trade conditions change throughout the game. Use your observations in the discussion after the game. Take notes.

Stimulate activity

Sometimes the facilitators have to give additional information and try to create new situations. Some of the information can be given to the whole group while some information will be given secretly to some countries. Remember to inform the bank about all the changes you make. Not all the elements below need to be implemented in the game. You have to see how the game develops and how much stimulation is needed.

Some examples

Price-changes on the global market

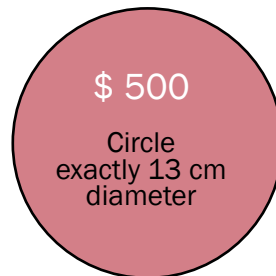
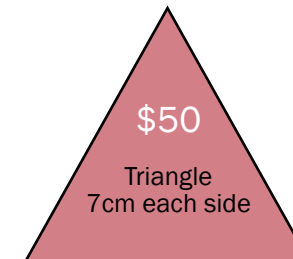
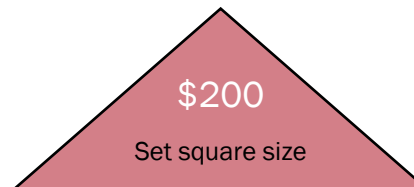
After a while you can change the price of some products. That way the rich countries for example will find out that their compasses are not as useful as they used to be. From this you can draw parallels to the real world: When a country finds out that their technology is getting out of date they usually sell it to poorer, less developed countries. The prices can also drop if there is an overproduction of one product on the market.

Raw materials

You can for example give a bunch of papers to one country and then announce for "the whole world" that a new source of raw material has now been found in this country.

The sticky paper

Two of the groups have a coloured sticky paper. They have no idea what to use it for. This represents an unknown natural resource.



Shapes
All edges must be cut with a pair of scissors and be measured correctly. Shapes which are not exact will be rejected.



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You can make it known for two other groups, e.g.: If you stick a little piece of the colored sticky paper on to your normal products the price of those products will increase 4 times.

These two countries will then start searching for the coloured paper. Because the country that owns it doesn't know the value of it they might sell it really cheap (Like Zambia sold the rights to exploit and export copper to Cecil Rhodes in the late 19th century.) Or they get suspicious and won't sell it.

Ideas for discussion

Fair trade

Some of the participants will probably get accused of cheating. That gives you the perfect chance to discuss moral issues and ethics in international business.

"It's not fair!"

Hopefully the participants will point out this fact quite early. After the game it is important to use this statement and together try to find out:

What was not fair about the game?

What does the game tell us about the real world?

How does it feel to be rich?

How does it feel to be poor?

Why is it so difficult to change an unfair system?

Who owns the world's natural resources?

Who owns the world's technology?

Try to move the discussion from describing how the world is today to how the participants would like the world to be. Try also to make them discuss the moral responsibility that goes with wealth.



VENTURESCOUTS



EMOTIONAL



Your emotions influence you every minute of every day. Some days this influence will be positive, and sometimes it will be negative. Your challenge is to know how to deal with both. You should also recognise that every other person will have different emotions. Being able to deal with the emotions of others is just as important as being able to deal with your own.

Sample Challenge Sheet 1

EMOTIONAL



**DON'T TELL ME TO 'RELAX' ...
IT DOESN'T WORK!**

Emotion T-Shirts

Try a bit of homemade screen printing. As a theme for the t-shirts, try producing a series of emotion t-shirts. These could be worn by members of the Unit to show when they are happy, excited or when they would rather not talk to anyone!

Video Diary

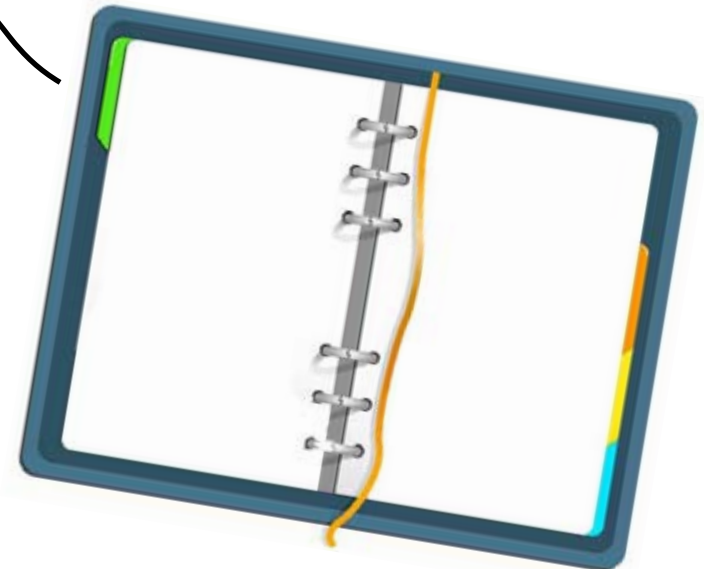
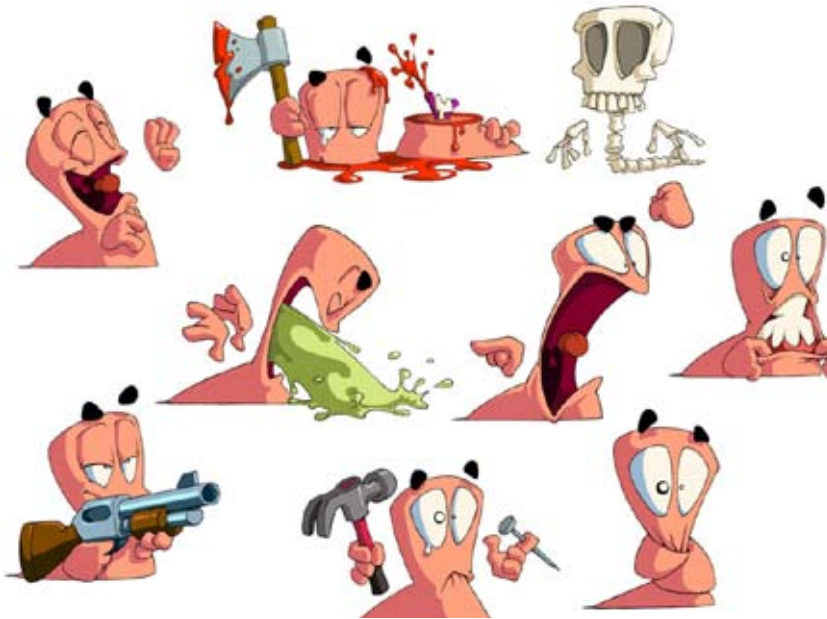
Set up a video diary room in the Den to be available before, during and after the Unit meeting. Ventures should be encouraged to pop in and leave a recording about how they feel about things that the Unit are up to.



Listening Game
Did you ever get the impression that you weren't being listened to? Try the Listening Game on the following link.

I'm a Venture Scout, Get me Out of Here!

Most of us are familiar with the 'I'm a celebrity get me out of here' TV series. Create your own Venture version by setting up a series of Venture Bushtucker Trials. Check out http://www.chillisauce.co.uk/corporate-entertainment/activity-days/team-building-activities/product_8965/ for some ideas.



EMOTIONAL



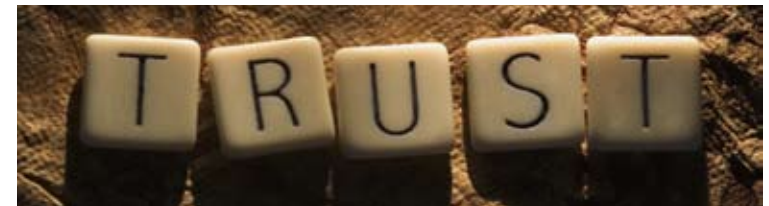
Surviving a Disaster!

Imagine you survived a disaster, first you would be elated, then you would realise that others have not been so lucky. If you then had to survive for a longtime before help arrived, how would you handle such a situation?. What, if you were trapped under a pile of rubble. It's easy to imagine using all your backwoods skills but what if you couldn't.



Group Company

Come up with a business idea and try to make some money for the Unit. Assign different jobs to each member of the Unit. You will obviously need some people to produce the product or carry out the service, but don't forget to appoint some administrators also, such as a manager, a sales team, etc.



Trust Activities

Try an evening of trust activities with the Unit. Check out <http://wilderdom.com/games/TrustActivities.html> for some good examples of trust games.

EMOTIONAL



Dancing

Get the music on and let's see those hips and feet moving. Dance can take many different forms from traditional and tribal based community dancing to modern club steps. Dancing is deeply rooted in the inner soul and emotions and often used in celebration events.



Special Interest Badges

Have each member in the Unit undertake a SIB in an area where they believe they have a special talent. Agree a period of time for the badges to be completed. At the end of that time each Venture should show how they developed their talent while completing the badge.



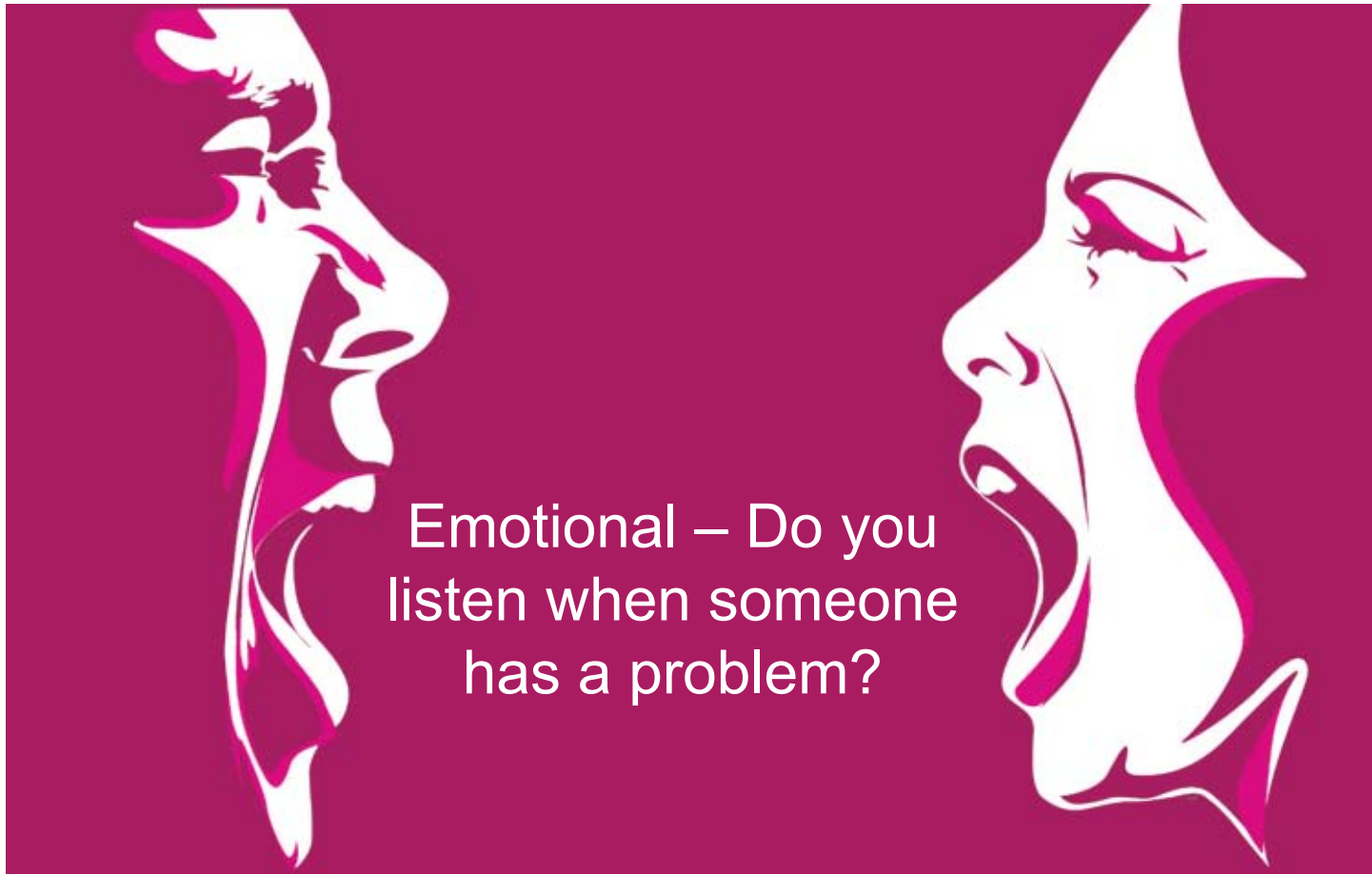
Yoga

Try some basic Yoga sessions. Maybe one of the Unit members already practices Yoga. If not, check out <http://www.yogapoint.com/info/basicmovement.htm#K> to get you started.



VENTURESCOUTS





Emotional – Do you
listen when someone
has a problem?

Your Challenge ...

Try the Listening Game ... and discuss the lessons you learn while playing it!



VENTURESCOUTS



The Listening Game

This game is for an unlimited even number of people.

Equipment:

Chair per participant.
Pen and paper for every second participant.

Instructions:

Divide the Unit in two by counting off into twos. Take all the 'ones' outside the room. (This listening game will work well when you have a co-facilitator.)

The co-facilitator steps out of the room with the 'ones', while you stay in the room with the 'twos'. Instructions to the 'ones': "Take a few moments and reflect on something which is important to you. After a while you'll go back to the room. There you'll find the other members of the Unit sitting in different parts of the room with an empty chair in front of them. You can take the empty chair before anyone you choose. Once you are seated begin to tell that person about something that is important to you. After you have finished, your partner will summarise what you told him/her."

Room arrangement with the 'twos' during this listening game: Get the twos to spread out in the room (not huddle around one area of the room) and sit on a chair. Other than their own chair they should have an empty chair facing them. Instructions for the 'twos': "After a while the ones will come into the room and each one will occupy one of the empty chairs. So that means each one of you will have another member of the Unit sitting in front of you. They will begin to tell you

Intro ...

There is a difference between hearing and listening. Hearing is simply the act of perceiving sound by the ear. If you are not hearing-impaired, hearing simply happens.

Listening, however, is something you consciously choose to do. Listening requires concentration so that your brain processes meaning from words and sentences. Listening leads to learning.

Activity type ...

This activity is an evening activity.

What's involved ...

Create two Crews of even numbers.
Undertake the Listening Game.
At the end of the game discuss what feelings you had while playing the game.

about something that is very important to them. Your task is to ignore them as unobtrusively as possible. Your body language will involve sitting back, not meeting their eyes, twiddling with something in your hand like pen or a pencil and possibly doodling. You'll continue this 'non-listening' behaviour until the leader gives you a signal like knocking on the table with a marker. As soon as you hear the sound, transform your body language to one of listening. Lean forward, meet the speaker's eyes, stop twiddling and doodling. Once your partner has finished relating his/her piece, summarise to him/her what you heard."

Notes:

Play this listening game exactly as per your instructions above. You'll find that when the 'ones' walk in there is a momentary hesitation in choosing a partner. Then they briskly walk up and sit down in front of one person.





Some behaviours that you will notice in this listening game.

Some of them start to speak immediately, in spite of the fact their partners are not listening. Out of these some will stop talking on noticing that they are not being heard, while others will plough on. The ones who stop speaking, you'll notice will either look offended or will try and attract the attention of the listeners.

Some of them will just sit down and wait for the listeners to look up and start listening.

There's also a certain tension you'll sense because of the non-listening behaviour. The listeners you'll find are squirming in their seats because they have to keep themselves from listening to their partners. They can partially hear the speakers talking about the thing that is important to them, but they are not expected to listen. As the listening game reaches this point and you give the prearranged signal, there's a marked change in the emotional content of the room. There's interaction, good listening behaviour from the listeners and almost a relieved continuation of the conversation by the speakers. Some other behaviours you will notice in the room during this listening game: Anger among some of the speakers, so much so that they refuse to speak. Disinterest among the speakers, who are now completing the activity very mechanically. Consequently the listeners are trying their best to gain control of the situation once again.

Review:

Before you begin the review ask the listeners and speakers to sit in a row facing each other, the listeners in one row and the speakers in the other.

Ask both sets, listeners and talkers, to respond to the following questions:

How do you feel?

What are you learning?





SPIRITUAL



The physical world is a wonderful place, but there is more to it than meets the eye. It is not just a collection of things. Spirituality is that something 'extra' that links it all together. Take the time to observe the world and think about how it works. Define your own ideas on what spirituality means for you and it will influence the way you look at the world

Sample Challenge Sheet 1

SPIRITUAL



Sunset/Sunrise Hike

Hike to the top of a hill to see the sun set. Then hike to another hill in time to see the sun rise. Try this during the summer. The weather is usually better and the time between sunset and sunrise is much shorter!



Recycled Art

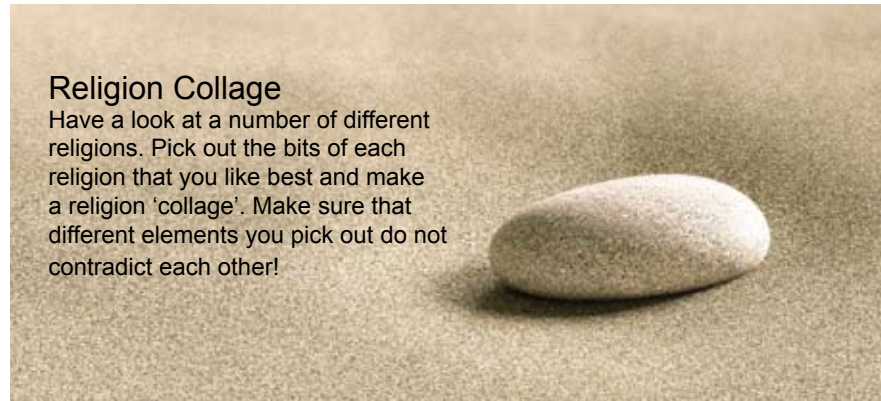
Produce some art works from everyday rubbish. Put on an exhibition in your Scout Den for the other members of your Group. The examples on the following link might give you an idea of what you might be able to do.

<http://www.arvindguptatoys.com/toys.html>

http://www.indigoarts.com/store1_recycle_3.html

Religion Collage

Have a look at a number of different religions. Pick out the bits of each religion that you like best and make a religion 'collage'. Make sure that different elements you pick out do not contradict each other!



SPIRITUAL



Public Transport Hike

Create a number of Crews. Each Crew should undertake a 'hike' using only public transport. Set an aim for the hike. It might be to reach the furthest point possible from your Den and return in one day. Alternatively it might be to reach as many places as possible from a set list. Just make sure that the members of the Unit know how to read a timetable!



Horse Riding / Pony Trekking
Visit a local riding stable and try a bit of horse riding.



Out on the trail

Leave no Trace

Born ...Died... will you pass through this world and leave no trace? How many people will be affected by your presence.? Will you be remembered and what for? Make a worthwhile impact!!

Investiture Ceremony

Design an investiture ceremony for new members of the Unit. Try to create a special atmosphere by doing something a little different.



SPIRITUAL



Night Hike - the old fashioned way!

Leave the head torches behind and go on a night hike with your own homemade torches. There are various ways of making these. Check out www.wikihow.com/Make-Torches and try their suggestion for starters.



I love the haircuts -
sign me up ?



Orange juice powered clock

Nearly half a million tonnes of batteries are dumped in the EU every year. So to make a (very) small step in the right direction, try making an orange juice powered clock. Check out <http://jchemed.chem.wisc.edu/JCESoft/CCA/CCA3/MAIN/OJCLOCK/PAGE1.HTM> for one suggestion.

Monastery Crawl

Have a look at a map of your local area. Plot a hike route that visits the sites of ruined churches, holy well's, mass rocks, tombs, etc. Take plenty of photos and put on a display in your Den. Do they have anything in common?





Do you make a positive impact on the environment?

Your Challenge ...

Create some recycling art for your Unit meeting place.



VENTURESCOUTS

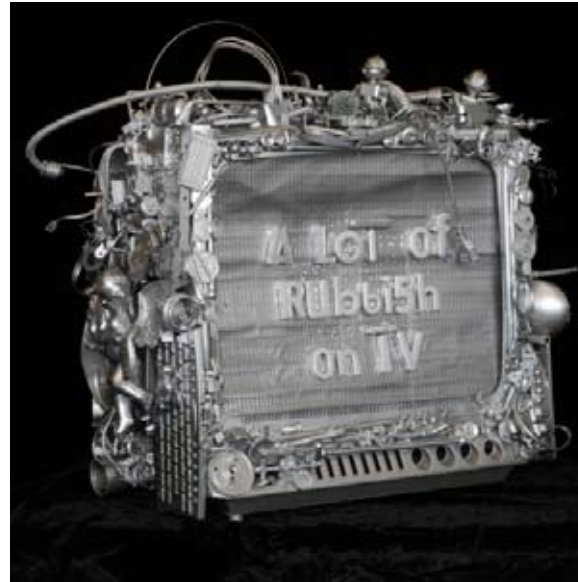


Recycling has become an everyday part of our lives ... so much so that it's not really a topic to generate much excitement.

So one way to make recycling more exciting is to create some art ... from rubbish!

There are no rules when creating any piece of art. But a good way to start is to have a look at the rubbish that is all around you, and come up with some ideas from that.

To see what is possible if you put your mind to it, have a look at some web sites that exhibit recycled art .



VENTURESCOUTS