

**JOEY SCOUT**  
**PROGRAM KIT**

**For Joey Scout Leaders**

**INTERNATIONAL**



**Around The World, Costume, Culture**



**The Scout Association of Australia**



## **INTERNATIONAL**

An Australian Scout Publication

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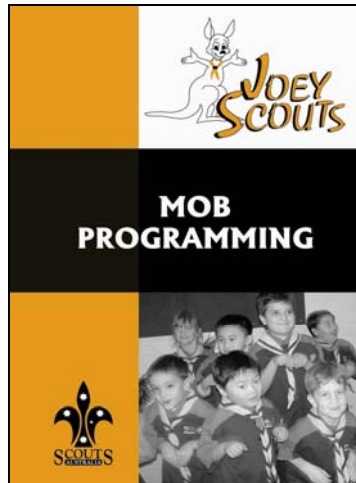
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## **CONTENTS**

Introduction	4
How To Use This Kit	6
Understanding Programs	7
Blank Monthly Summary and Weekly Program Sheets	14
Starburst	16
Developing the Programs	17
Monthly Summary of Theme: Around the World	18
Sub Theme: Around the World 1	19
Sub Theme: Around the World 2	22
Sub Theme: Around the World 3	24
Sub Theme: Around the World 4	27
Monthly Summary of Theme: Costume	30
Sub Theme: Spain	31
Sub Theme: Hawaii	33
Sub Theme: Antarctica/Arctic	36
Sub Theme: Africa	39
Monthly Summary of Theme: Culture	41
Sub Theme: Legends – Loch Ness Monster	42
Sub Theme: Stories – St. George and the Dragon	44
Sub Theme: Traditions – Romulus and Remus	47
Outing Plan	50
Index	54

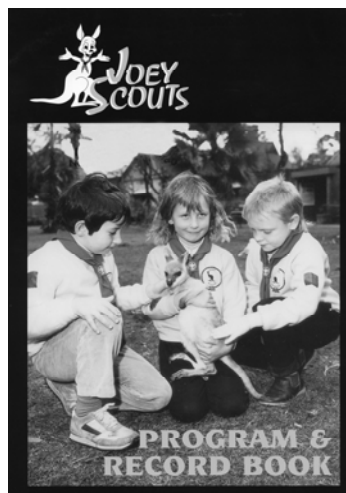
## **INTRODUCTION**

This publication has been designed to give the Joey Scout Leader an insight into developing programs on a theme. Pages 7-13 outline the method used in developing and planning programs for the Mob. For more detailed information on program planning refer to the publication *Joey Scouts Mob Programming* (see below).



This publication consists of: introductory notes; program planning guidelines; three monthly summary planning sheets (covering eleven weeks excluding Outing Plan); weekly program planning sheets (covering eleven weeks excluding Outing Plan); information on all the activities, songs, games and stories shown on the weekly program sheets; and blank program planning sheets to assist leaders with developing further programs.

Once the programs have been accepted or modified to suit your Mob, they are then entered into your *Joey Scout Program and Record Book* (see below).



**STARBURST THEME - *INTERNATIONAL***

The starburst theme chosen for this series of three major programs is *International*. Overseas travel and foreign cultures are experienced by many people and could lead you to many ideas for themes/sub themes for your Mob programs. You can see from the starburst that there is a wealth of ideas that could be used and no doubt you could add several yourself. We have chosen three broader sub themes that encompass aspects of the theme *International*. These include overseas travel, costumes and traditions and stories from different cultures. There are several to choose from if you consult the starburst.

In this kit we have also included a suggestion for an Outing Plan. Experiencing different cultures whether travelling overseas or in a multicultural country like Australia, is an educational and enriching experience.

For more programming ideas for Joeys, read the other publications in this series called *Seasons, Creatures, Colours, and Circus*.

## **HOW TO USE THIS KIT - INTERNATIONAL**

First read through *Understanding Programs* on pages 7-13. Next layout the starburst sheet on page 16, monthly summary sheets on pages 18, 30, 41 and see how the themes Around the World; Costumes; and Culture, have evolved.

Next look at the weekly program sheets on pages 19, 22, 24, 27, 31, 33, 36, 39, 42, 44 and 47 and see how each theme (e.g. Costume) has special weekly program sub themes (e.g. Costume – Spain; Hawaii; Antarctica/Arctic; Africa). Suitable games, activities, songs and stories for each week are added in to complete the sub theme.

When developing your own programs with themes and sub themes, involve all your Leader Team and proceed from your starburst to a monthly summary sheet to suit your requirements. A blank sheet has been left on page 14 to get you started on this.

Next, list out the weekly themes and sub themes. Then using resource books, ideas from your Leader Team and District Training Meetings (DTMs), plus your imagination, plan out the activities, games, songs and stories for each week, who is to run them and what gear is required. Do not forget to incorporate at least one outdoor program every three weeks.

## **UNDERSTANDING PROGRAMS**

### **PROGRAM PLANNING**

The key to providing a program which meets the needs of Joey Scout children is effective planning. Good planning makes the difference between a program that offers no meaningful fun and one that gives a variety of quality activities and experiences.

### **WHY DO WE PROGRAM?**

When we have an efficient program for our Mob we are able to offer a challenge to each child. This in turn helps to achieve a well-disciplined and enthusiastic Mob. Planning enables us to:

- Give our Joey Scouts lots of exciting activities.
- Be prepared and organised to run efficient, fun meetings.
- Develop a commitment to the program from all leaders.

### **HOW DO WE DEVELOP PROGRAMS?**

There are many ways of developing programs. Over the years it has been found that the following method is an effective way of achieving efficient and interesting programs. This is not the only way but until you develop your own methods it is a good method to use.

1. Develop a long range program (yearly).
2. Develop the themes for a term's program.
3. Using the themes, plan each week.
4. Evaluate and revise your programs.

### **LONG RANGE OR YEARLY PROGRAM**

On this plan you should note the following:

- School holiday dates.
- Special holidays e.g. Queen's Birthday etc.
- Religious festivals e.g. Easter.
- Special community events.
- Special Scouting dates e.g. JOTA/JOTI.
- Branch, Region, or District events.
- Group events.
- Special days that could help with themes e.g. Mother's Day, St. Patrick's Day.
- Outings/Camps.
- Major activities e.g. zoo visit.

JOEY SCOUT SECTION PROGRAMMING LONG RANGE					
Year: _____					
MEETING DATE	SECTION OUTINGS	OTHER EVENTS	GROUP EVENTS	DISTRICT/ AREA EVENTS	BRANCH EVENTS

NOTE: SCHOOL HOLIDAYS are marked diagonally across the page in Red Pen.

REMINDERS: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

This long range sheet is from the *Joey Scouts Program & Record Book*.

### **MEDIUM RANGE OR TERM PROGRAM**

The medium range plan covers a period of two or three months. Usually it is easiest to cover the time of a school term. Its purpose is to:

- Choose themes for a program.
- Set goals related to themes.
- Determine the needs of the youth membership.
- Gather the necessary equipment for the program.
- Decide on any community resources required and to make the contacts.
- Designate specific responsibilities for each leader.
- Communicate with parents.
- Evaluate past programs and make necessary changes.
- Brainstorm so that as many activities as possible occur outdoors.

After you have created your long range list of possible events, you then need to develop the themes around which your weekly programs will be created. The items on your long range program will give you ideas in two areas: firstly, on the important events that you have chosen to involve the Mob in; secondly, on some themes that you could use in your programs.



JOEY SCOUT SECTION TERM PROGRAM				
Year: _____		Term: _____		
DATE WEEKLY MEETING	TYPE OF MEETING + OUTSIDE EVENTS	MEETING THEME	MAJOR ELEMENT THAT WILL BE USED TO EMPHASISE THEME	LEADER RESPONSIBLE FOR ORGANISING THE MEETING
1	t			
	e			
2	t			
	e			
3	t			
	e			
4	t			
	e			
5	t			
	e			
6	t			
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9	t			
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10	t			
	e			
11	t			
	e			
12	t			
	e			
13	t			
	e			
14	t			
	e			

REMINDEES: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

This term program sheet is out of the *Joey Scouts Program & Record Book*.

### Themes

All programs run at Joey Scout meetings should have a theme. When we are trying to teach something to our Joey Scouts it is best to use as many methods as we can. By having a theme for a meeting and running games, telling stories, making things, singing songs etc, we are using as many ways as possible to get our message across about this theme.

### How Do You Find A Theme?

There are many methods of finding ideas for themes. The way to generate the most ideas is to use a starburst method and brainstorm ideas from a central starting point. This method also involves the participation of all the Mob Leadership Team. All ideas that develop should be written down. If you have the advantage of a white board or similar board in your hall, then this would be the ideal place to write down your ideas. You will find that as each idea is written down, it will generate more thoughts from others in the team. This idea will also work if you are the only leader. However, it is much easier to gain lots of ideas if you are not the only one participating. See the starburst on page 16 and smaller version on next page.



After all the ideas are noted, the team should then eliminate the themes that are unsuitable and combine themes that are similar or related. From the rearranged list, the team should then choose the theme or themes that they wish to develop.

Another method is to use the letters of the alphabet to create a selection of possible themes.

When the major theme has been chosen and the starburst has developed other ideas along this, the leaders need to decide how many meetings they wish to devote to this theme and whether or not a special activity will be involved. A special activity can be a dress-up adventure type meeting or it may be an outing to a nature reserve or some other highlight for the chosen major theme. Usually the special activity will occur at the end of a series of programs on a specific theme.

The leaders should then allocate the themes to the weeks. Each meeting program should emphasise some part of the Joey Scout Section Themes within its chosen topic i.e. Nature, Self, Others – Promise and Law, Duty to God, and fun should form part of all meetings. The checks that need to be made after the term’s programs have been allocated are:

- Are the Aim and Principles of Scouting met?
- Are the Joey Scout Section Themes involved?
- Are the needs of the Joey Scouts met?
- Is there an outdoor component?

### **THE WEEKLY PROGRAM**

This type of program is the one that puts into action all the planning and preparation you have done with your long range and medium range programs. Your weekly program contains the details of how you will develop the themes you have chosen for your Mob’s development goals. The success of your Mob depends on how you present your weekly program and how much imagination you are able to inject into the activities.

### **Program Ingredients**

The secret of being a good cook is to use the right ingredients in the correct proportion for the recipe.

So it is with running a Joey Scout Program. We have a selection of ingredients to choose from and we need to use them in the right proportion for the program and for the Joey Scouts in our Mob. It is also important to use fresh ingredients i.e. do not use the same games or activities each week.

### **Program Layout**

The program layout is the order in which your chosen ingredients are presented to the Joey Scouts. Here is an example:

**Coming-In Activity** – This gathers and organises the children while at the same time it may set the theme for the meeting.

#### **Opening Ceremony**

**Game** – This is usually a fairly active game that involves the entire Mob.

**Activity** – This is often the highlight of the meeting. It can be either craft-related or is some other practical activity.

**Game** – This may be a team game or one that allows the children to join in as they finish their craft.

**Story** – The teaching part of the theme is often presented in this way.

**Singing** – Remember to choose sufficient songs to fill the time allowed.

**Game** – If time allows a quiet game at this point, it will send the children home in a relaxed mood.

**Closing Ceremony** – Similar to the Opening Ceremony except that this one usually includes the giving out of messages.

You will note that the games have been used to separate the other activities and to move the children around between more stationary activities. Games can also be used to set the mood of the meeting. Try to quieten down the meeting towards the end as this will send the Joey Scouts home in a less excited state.

The timing of the segments of the meeting will depend on the activity. Generally games should be short – around five minutes. Singing usually takes about five minutes and stories usually not more than ten minutes. Craft or practical activities may take more time. Be prepared to be flexible with your time. If a particular activity seems to be achieving the aim of the program, it may need more time devoted to it and necessitate leaving out a less important item. For example, the creativity, development of teamwork, caring, sharing and helping that children experience from building a Mob Castle out of cardboard boxes, will warrant giving them more time on this activity.

### **Use of Leaders**

All leaders (including Youth Helpers) should have a part to run in the program. It is the responsibility of each person to be ready to run their part before the meeting begins. This allows flexibility within the program. It also helps to eliminate the gaps

between items and thus helps in the control of the Mob. If there is only one leader present then the Adult Helpers will need to be involved in the program. It is important that the jobs the leaders conduct in the meeting vary so that each leader will gain experience in all aspects of running the meeting.

### **Give Joey Scouts Ownership of Programming**

Using Joey Scout ideas and imagination encourages them to feel “ownership” of the program and ensures we meet their needs.

At the Mob meeting, discuss with the Joey Scouts their interests, what they like to do after school and on weekends, places they would like to visit, and special guests they would like to invite to the Mob meeting.

Divide the Mob into small groups and appoint a leader, Youth Helper or Parent Helper for each group. They will write down all the ideas the Joey Scouts have on what activities they would like to do for the term.

Every idea is to be accepted and not rejected. Every Joey Scout is to be encouraged to contribute.

### **What Happens Next?**

At the Leader Team Programming Meeting, use the Mob’s programming ideas to plan your weekly meetings for the term. The Mob can supply the ingredients (ideas) and the Leader Team make up the recipe (the program).

This method can be used at the end of every term or twice a year, which allows for newly invested Joey Scouts to have input into the program too through their ideas. Give a copy of the Program to every Joey Scout – this is the best form of advertising for your Mob’s Program, activities and excursions. Joey Scouts can see that their ideas have been accepted and are being used.

This is an incentive for other children to join your Mob when they will be able to actively contribute to program planning.

### **SUMMARY OF CREATING THE WEEKLY PROGRAM**

1. Choose a theme.
2. Choose an activity or craft on that theme.
3. Choose or create some games on the theme.
4. Choose or create some songs and a story for the theme.
5. Sort out the resources you need for this program.
6. Place all these items in order; add some ceremonies; allocate the jobs; and write the program in your *Joey Scouts Program and Record Book*. Have fun putting your program into action and then, with your team, evaluate it.

## **EVALUATING PROGRAMS**

At the end of each program the leaders should get together briefly and evaluate it. For every program you run, try asking the following questions:

- Was it fun for the children and for the leaders?
- How did this program relate to the previous program and to the next one (continuity)?
- Was the theme recognisable by the children?
- What outside resources or help from experts or parents did you use?
- Did such help enhance the program?
- Were there any surprises for the children or did the program follow a regular one?
- Was there something in the program for every Joey Scout?
- Was the program well balanced?
- Who planned the program?
- Were the leaders busy most of the time?
- Did the Joey Scouts do anything that they would be eager to talk about when they arrived home?
- Did the Mob as a whole seem to enjoy most or all of the program?
- Did you listen to what they said about the program?
- Did you have control of the situation, especially during games or activities?
- Were they attentive while games were explained or prayers said?
- What attempt was made to influence or allow for spiritual development?
- Did you get 60 minutes out of the hour?
- Could this program have been carried on outdoors/indoors?
- Are you repeating favourite games or other favourite things over and over again?

## **FINAL POINTS**

Keep It Simple; Keep It Flexible.  
Remember...Plan Your Work...Work Your Plan  
AND  
Have Fun!

## JOEY SCOUT MONTHLY SUMMARY

THEME:

PROGRAM ITEM	WEEK 1 SUB THEME:	WEEK 2 SUB THEME:	WEEK 3 SUB THEME:	WEEK 4 SUB THEME:

<b>JOEY SCOUT WEEKLY MEETING PROGRAM SHEET</b>				
<b>DATE:</b>	<b>THEME:</b>	<b>SUB THEME:</b>	<b>MEETING TYPE:</b>	<b>LEADER:</b>

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER

# STARBURST - INTERNATIONAL





## **DEVELOPING THE PROGRAMS**

From this starburst, sub themes under the theme of *International* were selected to develop into weekly programs. These sub themes, with their weekly program topics are:

### **AROUND THE WORLD**

Around the World 1  
Around the World 2  
Around the World 3  
Around the World 4

### **COSTUME**

Spain  
Hawaii  
Antarctica/Arctic  
Africa

### **CULTURE**

Legends – Loch Ness Monster  
Stories – St. George and the Dragon  
Traditions – Romulus and Remus

Programs have been over-programmed to cater for the variety of needs and circumstances of Mobs.

Other elements could be easily substituted especially with stories. Suitable stories regarding foreign countries and cultures can be found in many books such as geography and travel ones.

Each set of programs contains all essential elements for successful programming e.g. fun, Self and Others activities, Nature, Duty to God, Promise and Law, simple Scouting skills, sense activities, variety of self-expression, outdoor and indoor ideas, and usually simple equipment.

## JOEY SCOUT MONTHLY SUMMARY – INTERNATIONAL

**THEME: AROUND THE WORLD**

<b>PROGRAM ITEM</b>	<b>WEEK 1 SUB THEME: AROUND THE WORLD 1</b>	<b>WEEK 2 SUB THEME: AROUND THE WORLD 2</b>	<b>WEEK 3 SUB THEME: AROUND THE WORLD 3</b>	<b>WEEK 4 SUB THEME: AROUND THE WORLD 4</b>
GAME	FLY AWAY TO NZ - STAMP PASSPORTS	SLEDS	PAST THE SAND	LOOSE CABOOSE
GAME	WIND AND CLOUDS		WRAP THE MUMMY	CARRY WATER
GAME	SUPPORT THE FERN			TRAVEL TO AUSTRALIA
GAME	LOOKING FOR KIWIS			
STORY	THE HAKA		EGYPTIAN MYSTERY. THE WISE LEADER	SIX MEN AND AN ELEPHANT
ACTIVITY	MAKE PASSPORTS	BY BOAT TO ALASKA	DECORATE A PYRAMID – CRAFT	MARKET PLACE
ACTIVITY	PLAN TRIP	SNOWMAN SOUVENIRS OF ALASKA	ASSEMBLE NECKLACES – CRAFT	FEEDING THE BLIND PERSON
ACTIVITY	HOT AND COLD WATER	PLANE TRIP TO MEXICO	TO THE AIRPORT – FLY TO INDIA	CUSTOMS CHECK
ACTIVITY		FOOD SENSE		
ACTIVITY		MAKE SOMBREROS		
ACTIVITY		MEXICAN HAT DANCE		
SONG				AUSTRALIAN SONGS

## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:**      **THEME: AROUND THE WORLD**    **SUB THEME: AROUND THE WORLD 1**    **MEETING TYPE: IN/OUTDOORS**    **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	ACTIVITY	MAKE PASSPORTS	A4 PAPER, PENS/PENCILS, INK, STAMPS, TEXTAS.	
	ACTIVITY	PLAN TRIP	MAP OF WORLD, PINS, WOOL, BOARD.	
	GAME	FLY AWAY TO NEW ZEALAND - STAMP PASSPORTS	PLANE SOUNDS ON A TAPE.	
	GAME	WIND AND CLOUDS	NIL.	
	ACTIVITY	HOT AND COLD WATER	BOWLS FOR HOT, COLD, LUKE WARM WATER, TOWELS.	
	GAME	SUPPORT THE FERN	PIECES OF FERN or FOIL FERNS.	
	GAME	LOOKING FOR KIWIS	PAPER BAGS.	
	STORY	THE HAKA	PREFERABLY A TAPE RECORDING OF THE HAKA.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## AROUND THE WORLD 1

### RESOURCES - GAMES

#### **FLY AWAY TO NEW ZEALAND – STAMP PASSPORTS**

**Equipment:** If possible have a recording of an engine e.g. a mower motor.

**Method:** Run as planes around a set course and outdoors if possible.

#### **WIND AND CLOUDS**

**Equipment:** Nil.

**Method:** (*In keeping with NZ being the Land Of The Long White Cloud*).

All are clouds moving about. One is the “WIND” who tags the clouds. When tagged (they are blown away) they join the wind, until all clouds have gone

#### **SUPPORT THE FERN**

**Equipment:** Either a piece of fern for each pair or use foil ferns.

**Method:** Maoris rub noses for greeting people. The silver fern is the emblem of New Zealand. In pairs, place fern between shoulders and carry to end and back, rubbing own nose.

#### **LOOKING FOR KIWIS** (*Preferably outdoors*)

**Equipment:** Small Kiwi cardboard cut outs. Paper bag (the camera) for each team.

**Method:** Each small team selects a leader and all make up a signal and call for that team.

On “Go” all wander around looking for kiwis to photograph. When one is found, the finder makes the team’s signal and call and points to where the Kiwi is. The team leader comes and picks up the picture and puts it into the bag. Only the leaders can take the pictures, the others have to find them.

### RESOURCES - ACTIVITIES

#### **MAKE PASSPORTS**

**Equipment:** A4 paper for each, pen/pencils, textas, ink, stamps.

**Preparation:** Sheets have area for name at top and are then divided into eight.

**Headings:** About Me, Drawing of Me, Australia, New Zealand, Alaska, Mexico, Egypt, India.

Under “About Me” - I am ..... cm tall. Put a face with hair, two eyes (to be coloured in appropriate colours).

#### **PLAN TRIP**

**Equipment:** Map of World, pins, wool, board.

**Method:** Pin map to a board. Using pins and wool to show the route, briefly discuss countries to be visited - New Zealand, Alaska, Mexico, Egypt, India, then home to Australia. What sort of clothes would you pack?

#### **HOT AND COLD WATER**

**Equipment:** For each small group – two small ice cream containers, one with hand hot water and another with cold, a larger container with lukewarm water and towels.

**Method:** New Zealand has many hot springs and hot bubbling mud pools with geysers spurting up from them. People swim in the hot pools often to make them feel better; sometimes they then plunge into a cold pool. This experiment can be a strange experience for Joey Scouts. In small groups have them place their right hands into the hot water. Then the left hands in the cold water.

After a minute, they place both their hands in the larger container and the Joeys are asked what each hand feels like.

## **RESOURCES - STORIES**

### **THE HAKA**

Many have seen the New Zealand Haka carried out before sporting matches and as entertainment by Maoris who were the first people in New Zealand.

The Maoris did not write and their history and stories were passed from the older people to the younger ones in poetry and orally with chanting, songs and lots of actions. The famous war chant - the Haka - is a rhythmical poetry chant made up by a famous warrior chief called Te Rauparaha.

Enemies were chasing this chief and he came across a bearded old man, who hid him in a dark underground store pit. Hidden in the darkness of the pit, he could not hear anything, so he waited there a long time. He was not sure if the hairy old man would tell someone where he was hiding and he did not know if the enemy had passed and gone far away.

After a while he became braver and decided to lift the trap door a little bit. As sunlight flooded into the store, he rushed out chanting with wild actions, clapping and slapping thighs and elbows to take any by surprise and scare away anyone who might want to attack him.

Only men can take part in the Haka. The English words go something like this:

“It was death, was death;  
Now ‘tis life, ‘tis life;  
Here is the hairy man,  
Who caused the sun to shine.”

*(A tape recording of a Haka could be played now)*

Next week we go by boat to Alaska.

## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:**            **THEME: AROUND THE WORLD**    **SUB THEME: AROUND THE WORLD 2**    **MEETING TYPE: INDOORS**    **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	ACTIVITY	BY BOAT TO ALASKA	NIL.	
	CEREMONIES	OPENING STAMP PASSPORTS	FLAG.	
	GAME	SLEDS	PRE-MADE CARDBOARD SLEDS.	
	ACTIVITY	SNOWMAN SOUVENIRS OF ALASKA	SMALL AND LARGE FOAM BALLS, TOOTHPICKS, MARKERS, RIBBON, SMALL PAPER PLATES, PLASTICINE.	
	ACTIVITY	PLANE TRIP TO MEXICO	CARDBOARD SLEDS WITH STRING OR ROPE.	
	ACTIVITY	FOOD SENSE	MEXICAN FOODS THAT ARE SWEET, SOUR, SALTY, SPICY, TACOS, FOUR LARGE PLATES.	
	ACTIVITY	MAKE SOMBREROS	NEWSPAPER SHEETS, STICKY TAPE, CREPE PAPER.	
	ACTIVITY- DANCE	MEXICAN HAT DANCE	TAPED MUSIC.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## **AROUND THE WORLD 2**

### **RESOURCES - GAMES**

#### **SLEDS**

**Equipment:** Pre-made sled from pieces of strong packing cardboard with tow handles securely knotted and taped.

**Method:** In pairs, tow each other around the hall, dodging chairs like a slalom run (If there is a grass slope, use boxes to slip down the slope).

### **RESOURCES - ACTIVITIES**

#### **BY BOAT TO ALASKA**

**Method:** Form up in three or four lines facing leader. Roll and pitch along with leader's movements. During a calm spell, have an opening parade "on board", staying in this formation.

**After Opening Ceremony** - "Phew! We've arrived in Alaska. Were you seasick? It's really cold and we have to get to our hotel."

#### **SNOWMAN SOUVENIRS OF ALASKA**

**Equipment:** Small and large foam balls (from craft shops), toothpicks, markers, ribbon, small paper plates, plasticine. Pre-made signs "Souvenir of Alaska - made in Australia".

**Method:** Join small head to larger body with toothpicks between them. Draw face on head. Wrap ribbon around neck for scarf. Sit snowman on plate secured with plasticine.

#### **PLANE TRIP TO MEXICO**

**Equipment:** Sleds (or use large cardboard pieces e.g. flattened boxes, with string or rope to pull with something on them).

**Method:** Sled to end of the hall, change over, back to beginning. Leave sleds and "Alaska" to fly off to Mexico, which requires going around any trees or items outside hall and back. Arrive. You are now in Mexico in time for a feast and siesta.

#### **FOOD SENSE**

**Equipment:** Four large plates with each containing a small amount of one type of Mexican food for tasting - one is sweet, another sour, salty, spicy. Tacos/corn chips or similar for each Joey Scout – they break off pieces to taste foods.

**Method:** Sit in circle. Food plates passed around; Joey Scouts take an amount with piece of taco to taste. Joey Scouts could try a tortilla, a dip made of beans, some plain salsa etc.

#### **MAKE SOMBREROS**

**Equipment:** Newspaper sheets – two sticky taped together to form a large sheet. – two large sheets for each person and then cut into large circles, sticky tape and crepe paper.

**Method:** Working in groups of three with an Adult Helper. The two newspaper sheets are centred on a Joey Scout's head, others help form the crown over the head. Adult Helper tapes across above the forehead, above ears and over the bump at the back of the head. When securely taped, others start to roll newspaper edges towards brim. Secure with tape, decorate with bright crepe paper, etc.

#### **MEXICAN HAT DANCE**

**Equipment:** Taped Music - "Mexican Hat Dance" or a lively music.

**Method:** Dance around a hat, leader leads off to form up on the parade circle.

## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:** \_\_\_\_\_ **THEME: AROUND THE WORLD** **SUB THEME: AROUND THE WORLD 3** **MEETING TYPE: IN/OUTDOORS** **LEADER:** \_\_\_\_\_

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	COMING IN ACTIVITY	PAINT PYRAMIDS	QUICK DRY PAINT, BRUSHES.	
	CEREMONIES	OPENING STAMP PASSPORTS	FLAG.	
	STORY	EGYPTIAN MYSTERY	NIL.	
	GAME	PAST THE SAND	NIL.	
	ACTIVITY - CRAFT	DECORATE A PYRAMID	PAINTED PYRAMIDS, TEXTAS, EGYPTIAN PICTURES.	
	GAME	WRAP THE MUMMY	TOILET PAPER, SEALED CONTAINERS WITH TREASURE.	
	ACTIVITY - CRAFT	ASSEMBLE NECKLACES	TREASURE FROM BOXES.	
	STORY	THE WISE LEADER	NIL.	
	ACTIVITY	TO THE AIRPORT – FLY TO INDIA	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	



## AROUND THE WORLD 3

### RESOURCES - GAMES

#### **PAST THE SAND**

**Equipment:** NIL.

**Method:** Form up behind each other in teams of six to eight.

First one lies on the ground as the SAND. The second person jumps over and stands with legs apart as a BRIDGE. The next jumps over SAND, goes through legs of BRIDGE and stands in front with arms spread out as a TREE. The next person follows and then goes around the TREE and curls up in a ball as a ROCK. The next person follows, jumps (LEAP FROG STYLE) over the ROCK and lies down as SAND.

#### **WRAP THE MUMMY** (*See below*)

**Equipment:** Toilet paper (cheap stuff breaks easily), sealed containers with treasure.

**Method:** In teams, take turns to wrap one member or Helper in paper. Then break off the end of the paper after each person has a go for the next person to begin.

While this is happening, a Helper hides sealed containers with necklace parts inside - one has pieces of string, another Fruitloops, another has jelly snakes ends tied with thread to make rings and the other has uncooked macaroni. Have four clues written on paper e.g. “in the kitchen you will find a clue! Don’t open it yet - remember what might happen to you!” Clues are given to the “Mummy” to give the team when paper has been removed. Follow clues and bring treasure chest back to circle and sit. Sing to break curse.



## **RESOURCES - ACTIVITIES**

### **PAINT/DECORATE A PYRAMID - CRAFT**

**Equipment:** Pre-made pyramids mounted on larger base for stability, paint, brushes, sample Egyptian pictures and textas.

**Method:** First, paint pyramids for *Coming In Activity*. Then for the Activity, use dark textas to draw Egyptian (side-on) pictures and writing on pyramids.

### **ASSEMBLE NECKLACES**

**Equipment:** Treasure from boxes.

**Method:** Assemble necklace, (see “WRAP THE MUMMY” game below) each team sharing the treasure from the boxes. One box will have a ready-made fancy necklace to be given to the leader - The Missing Necklace.

### **TO THE AIRPORT – FLY TO INDIA**

**Method:** Return from the pyramids to the airport (join hands and follow leader through human spirals ready for next leg of the journey the following week which is India).

## **RESOURCES - STORIES**

### **EGYPTIAN MYSTERY**

We’ve just arrived in Egypt and already we have a mystery to solve! Sit down and listen to the clue.

You are all explorers of olden time, in ancient Egypt - listen to the rhyme -

“Much has been lost in the desert land, buried under the shifting sand.

Pharaohs and officers had lots of gold - in jewellery, plates and cups we’re told.

Explorers like us come to find these things - tombs full of priceless necklaces and rings

To be successful in your quest, each explorer must do his best -

Though travel is hard and the path is rough, the treasure you find is reward enough!

One word of warning before you start - exploring has one scary part -

Listen to warnings; find the clue - careful the mummy’s curse doesn’t fall on YOU!

Long ago the necklace was lost. Many explorers have paid the cost.

Now go! Find a necklace lost. Many explorers have paid the cost!”

### **THE WISE LEADER**

A religious leader, called Muhammed, once had a man come to see him. The man asked the wise leader if the bad things he said yesterday about another man yesterday would do any harm.

Muhammed told him to go and put some leaves at the door of the people in the town.

He did so and came back the next day to tell Muhammed what he had done.

“Now go and collect them and put them away,” he was told.

“But I can’t,” he said. “During the night a wind came up and blew them all about.”

“Well,” said the wise leader, “that is what happens when you use bad words - they are spread about and can not be taken back. Go and be careful of what you say.”

## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:** \_\_\_\_\_ **THEME: AROUND THE WORLD** **SUB THEME: AROUND THE WORLD 4** **MEETING TYPE: INDOORS** **LEADER:** \_\_\_\_\_

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	LOOSE CABOOSE	NIL.	
	ACTIVITY	MARKET PLACE	INDIAN FOODS TO TRY.	
	ACTIVITY	FEEDING THE BLIND PERSON	MUGS, SPOONS, POPCORN, BLINDFOLDS.	
	GAME	CARRY WATER	ICECREAM CONTAINERS, BEANBAGS.	
	STORY	SIX MEN AND AN ELEPHANT	NIL.	
	GAME	TRAVEL TO AUSTRALIA	RECORDING OF MOTOR SOUNDS.	
	ACTIVITY	CUSTOMS CHECK	AUSTRALIAN STAMP, WORLD MAP, WOOL, PINS, CARDBOARD SHEET, STICKY TAPE AND FOREIGN SOUVENIRS	
	SONGS	AUSTRALIAN SONGS	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## **AROUND THE WORLD 4**

### **RESOURCES - GAMES**

#### **LOOSE CABOOSE**

Arrived in India. Trains are a great way to get about in India.

**Method:** In pairs, the Joey Scout at the back holds the waist of the Joey Scout at the front - this is a train. One loose person (the caboose) tries to attach to the back of a train. When successful, the front Joey Scout is released to become the next caboose. More than one caboose may be introduced.

#### **CARRY WATER**

**Equipment:** Ice cream containers, beanbags.

In India, the only water for many villages is in a well. Every day people walk to the well to fill their clay pots with the precious water. Pots are carried on the head.

**Method:** In small teams. First person walks to the well with an empty container on their head. At the well a beanbag is placed in the container and then return to team. The beanbag is then taken back to the well and the next Joey Scout walks to the well with an empty container.

#### **TRAVEL TO AUSTRALIA**

**Equipment:** Recording of motor sounds e.g. a lawnmower.

**Method:** Travel to Australia by Joey Jumbo - Joey Scouts in rows of two with arms outstretched like wings, fly around the hall or outside.

### **RESOURCES - ACTIVITIES**

#### **MARKET PLACE**

**Equipment:** Have some different types of Indian foods, not hot and spicy ones e.g. pappadums, mild Tikka, used as a dip and naan bread.

**Method:** Place foods along a table; allow them to be tasted. Water can be drunk afterwards.

#### **FEEDING THE BLIND PERSON**

**Equipment:** Mugs, spoons, popcorn, blindfolds.

**Story:** Mother Theresa was a famous nun who cared about the poor and disabled people in India.

Like her, nuns go into the streets and help wherever they can. There are more people who need their help than there are nuns to go around; they have to teach people to help one another.

**Method:** In pairs sitting opposite one another, one is blindfolded. The blindfolded one holds the cup of popcorn and has a spoon to feed the other one who has their arms behind their back. After a while, with a new spoon and mug of popcorn, the roles are changed.

#### **CUSTOMS CHECK**

**Equipment:** Australian stamp, the world map, wool and pins. Cardboard sheet, sample of souvenirs from each of the countries and sticky tape.

**Method:** Customs check on arrival - check that all stamps have been entered in passports. Add an Australian stamp. Recall the places visited, join the places on the map with wool and pins. Tape the souvenirs onto the sheet of cardboard.

### **RESOURCES - SONGS**

**AUSTRALIAN SONGS** suggestions could include - Waltzing Matilda, and other folk songs could be sung - children learn these at school.

## **RESOURCES - STORIES**

### **SIX MEN AND AN ELEPHANT - *A story from the Hindu religion of India.***

*(At the start of this story the Joey Scouts sit with their eyes closed. The leader holds up something and asks what it is. The leader then waves the item around so that there is some sound and again asks what it is. The leader may get up and walk to the door and ask what is going on - to focus on what it is like to be blind.)*

An elephant was walking up the main street. Six blind men could hear the noises of the crowd and feel the crush of people running onto the street to see it. They wondered what it was as they had never seen an elephant before.

Soon they heard the trampling of the feet and as the elephant stopped in front of them they decided to find out what it was like (open eyes, show picture of elephant).

They all put out their hands to feel the elephant.

The first man could feel the trunk and said he now knew what the elephant was like - "it is like a long thick tough rope that moves around, wrinkling as it curled up and down."

The second man was touching the tusk and said that the first person was wrong as "it was hard, smooth and always curved and not so thick"

The next person could feel a floppy ear and thought the first two were wrong as he could feel something "big and soft, with hairs on one side that kept flapping".

A fourth man had his ear against the tummy and said that when he pushed "the big tough, hairy skin he could hear funny noises".

When the fifth man felt down the hind leg to the foot, he shook his head as he was sure he was the only one who really knew anything about an elephant. He could feel "a very thick post like a creature covered in tough wrinkly skin with hairs and hard smooth shells around the base of the post".

Now the last person, holding the tail, wondered what was wrong with his friends for surely they knew that an elephant was "a long skinny hard rope that moved about a bit".

They began to argue and then along came a person who had eyesight and asked what the problem was. They all explained what they thought an elephant was like. The person listened then said, "All of you are right for the part you know about. However, you have to listen to the others to get the full picture."

This is how most people around the world are - they know about where they live, and who they are and the people they live among. They need to listen to people to learn about other places and to get the full picture. Even in our own homes, schools and communities, things would be more peaceful if we listened to others to find out about their story.

**JOEY SCOUT MONTHLY SUMMARY – INTERNATIONAL**

**THEME: COSTUME**

<b>PROGRAM ITEM</b>	<b>WEEK 1 SUB THEME: SPAIN</b>	<b>WEEK 2 SUB THEME: HAWAII</b>	<b>WEEK 3 SUB THEME: ANTARCTICA/ARCTIC</b>	<b>WEEK 4 SUB THEME: AFRICA</b>
GAME	SPANISH FLEAS	CANOE RACE	PENGUIN WALK	ROAD TO ZULULAND
GAME	MATADOR RELAY	COCONUT BOWLING	SNOWBALL	CHASE THE LIONS
GAME	PINNING THE BULL	ISLAND PADDLE	ICEBERGS	RETURN BY ROAD FROM ZULULAND
STORY	CHOOSE A STORY ABOUT A BULL		DICK SMITH OR SIR DOUGLAS MAWSON	WHEN THERE'S FIRE IN THE JUNGLE
ACTIVITY	BULL HORNS	MAKE GRASS SKIRTS AND LEIS	ESKIMO DRESS	AFRICAN BEADS
ACTIVITY	CASTANETS	ANKLETS	IGLOO	FOOD GATHERING
ACTIVITY	FLAMENCO DANCE	SEA SHELL	FISHING	CIRCLE OF LIFE DANCE
ACTIVITY		LUAU		PUT THE LION BACK IN THE JUNGLE
SONG			SHAPE UP SONG	

## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:** \_\_\_\_\_ **THEME: COSTUME** **SUB THEME: SPAIN** **MEETING TYPE: INDOORS** **LEADER:** \_\_\_\_\_

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	SPANISH FLEAS	BALLOONS, STRING/WOOL.	
	ACTIVITY	BULL HORNS	CARDBOARD ROLL 10CM LONG, ELASTIC.	
	GAME	MATADOR RELAY	BULL HORNS, MATERIAL FOR CAPES.	
	ACTIVITY	CASTANETS	METAL LIDS, ELASTIC.	
	ACTIVITY - DANCE	FLAMENCO	CASTANETS, MUSIC TAPE.	
	GAME	PINNING THE BULL	PICTURE OF BULL, TAILS, BLINDFOLDS, LONG DRAWING PINS.	
	STORY	CHOOSE A STORY ABOUT A BULL	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## SPAIN

### RESOURCES - GAMES

#### **SPANISH FLEAS**

**Equipment:** Balloons, string/wool for each.

**Method:** Tie off balloon (flea) and other end of string is tied around ankle of Joey Scout. When leader calls out “Spanish Fleas are around” all try to stomp on the fleas.

#### **MATADOR RELAY**

**Equipment:** Bull horns, material or large sheets of paper for capes.

**Method:** Two teams. Two leaders stand at one end of hall holding capes. Joey Scouts wearing their horns, run to the leaders and “through” their capes, then back to tag the next.

#### **PINNING THE BULL**

**Equipment:** Pictures of bull, tails (plaited wool), long drawing pins, blindfolds.

**Method:** Depending on number of Mob, one or two pictures can be used.

### RESOURCES - ACTIVITIES

#### **BULL HORNS**

**Equipment:** Two cardboard rolls ten centimetres long, elastic per person.

**Method:** Punch holes at one end of each roll, thread enough elastic to go over head and under chin to hold horns in place. Cut “v” in other end to fold to form horns.

#### **CASTANETS**

**Equipment:** Metal lids (four for each), elastic.

**Method:** Punch two holes in metal (jam jar) lids; thread with elastic enough to go around one finger (two for each hand).

#### **FLAMENCO - DANCE**

**Equipment:** Castanets, tape of Spanish or guitar music

**Method:** Using castanets and tape, stomp feet loudly to the beat of the music. Form a circle with one or two in the centre who twirl with arms balancing and feet stomping while rest clap or stomp to the music.

### RESOURCES – STORIES

**CHOOSE A STORY ABOUT A BULL** e.g. “The Littlest Bull” or a similar book (from children’s stock of books or the library).



## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:** \_\_\_\_\_ **THEME: COSTUME** **SUB THEME: HAWAII** **MEETING TYPE: OUTDOORS** **LEADER:** \_\_\_\_\_

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	COMING IN ACTIVITY	MAKE GRASS SKIRTS AND LEIS	CREPE PAPER, MASKING TAPE, SCISSORS, STREAMERS, PATTY PANS, STRING.	
	CEREMONIES	OPENING	FLAG	
	GAME	CANOE RACE	CARDBOARD BOXES, CARDBOARD PADDLES (LEADERS MAKE PRIOR).	
	ACTIVITY	ANKLETS	THREE DIFFERENT COLOURED CARDBOARDS, STRING.	
	GAME	ISLAND PADDLE	CARDBOARD BOXES AS IN THE "CANOE RACE" GAME.	
	ACTIVITY	SEA SHELL	SHELL SAMPLES, PLAYDOUGH.	
	GAME	COCONUT BOWLING	PET BOTTLES, FOOD COLOURING, BALL.	
	ACTIVITY	LUAU	FRUIT AND FRUIT DRINK, CLOTH AND TAPED HAWAIIIN-TYPE MUSIC	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## HAWAII

### RESOURCES - GAMES

#### **CANOE RACE**

**Equipment:** Cardboard boxes, cardboard paddles (pre-made)

**Method:** Two Joey Scouts to each canoe. Bend boxes at an angle to form diamond shapes. Cut along other pieces of cardboard to represent paddles. Joey Scouts run their canoes over a set course and return to start.

#### **ISLAND PADDLE**

**Equipment:** Same cardboard boxes to be used as canoes as in “Canoe Race”.

**Method:** 1. Run a mystery tour to an island.

2. Chalk large islands on floor and name each island. Call an island for each canoe to paddle to. Set out an activity for small group on each island.

#### **COCONUT BOWLING**

**Equipment:** P.E.T. bottles, food colouring, ball.

**Method:** Fill bottles with coloured water with caps on tightly. Joey Scouts bowl ball at bottles to see how many can be knocked down.

### RESOURCES - ACTIVITIES

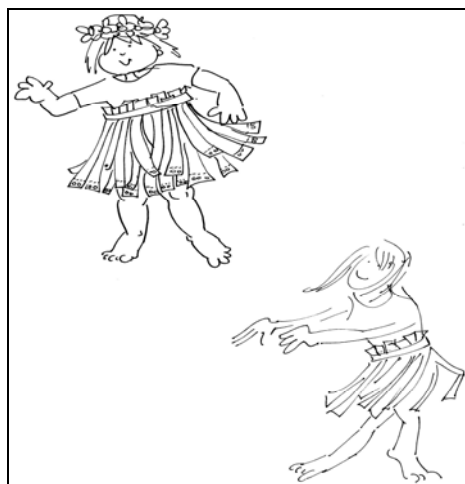
#### **MAKE GRASS SKIRTS AND LEIS**

**Equipment:** Crepe paper, masking tape, scissors, streamers, paper patty pans, string.

**Method: Grass Skirts:** Adult wraps crepe paper around Joey Scout waist with good overlap and cuts across that length. Fold over the top and tape down to strengthen.

Lay them on the floor for the Joey Scout to cut strips leaving ten centimetres from the top. Wrap around waist and secure with tape.

**Leis:** Punch holes in patty pans, thread string through different coloured ones to make lei. Tie a reef bow and wear around neck.



## **ANKLETS**

**Equipment:** Three different coloured cardboards, string/wool.

**Method:** Cut different sized flowers from each of the cardboards with two holes punched at centre of each. Joey Scouts take three different coloured and sized flowers, thread string or wool through and tie around ankle using a reef bow.

## **SEA SHELL**

**Equipment:** Shell samples, play dough.

**Method:** Show a few shells. Using playdough or plasticine, Joey Scouts create a seashell.

## **LUAU**

**Equipment:** Fruit and fruit drink, cloth, taped Hawaiian, surfing, guitar or ukulele music.

**Method:** Pieces of fruit are hidden under a cloth. Joey Scouts then try to identify each.

Play the music, to which the Joeys sway hula style. Joey Scouts can then have the fruit and drink.

## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:**                      **THEME: COSTUME**                      **SUB THEME: ANTARCTICA/ARCTIC**                      **MEETING TYPE: INDOORS**                      **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	COMING IN ACTIVITY	ESKIMO DRESS	CREPE PAPER, SCISSORS, STICKY TAPE.	
	CEREMONIES	OPENING	FLAG.	
	GAME	PENGUIN WALK	BALLOONS.	
	ACTIVITY	IGLOO	CARDBOARD BOXES, TAPE, SCISSORS, PAINT, BRUSHES.	
	STORY	DICK SMITH or SIR DOUGLAS MAWSON	REFERENCE MATERIAL CONTAINING INFO. ABOUT THESE TWO PEOPLE.	
	GAME	SNOWBALL	BALL(S).	
	GAME	ICEBERGS	NEWSPAPER SHEETS, BLINDFOLDS.	
	SONG	SHAPE UP SONG	NIL.	
	ACTIVITY	FISHING	HOOP/DRAWN CIRCLE, CARDBOARD FISH WITH MAGNET STRIP/PAPER CLIP, STRING WITH PAPER CLIP/SMALL MAGNET, STICK OR CARDBOARD TUBE.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## ANTARCTICA/ARCTIC

### RESOURCES - GAMES

#### **PENGUIN WALK**

**Equipment:** Balloons.

**Method:** Penguins protect eggs by putting them between their legs under lower feathers to keep them warm. Joey Scouts in teams, place balloons between their ankles and lower legs and walk to the end and back.

#### **SNOWBALL**

**Equipment:** Ball(s).

**Method:** Joeys stand in a circle with one or two Joey Scouts in centre. The Joeys throw (snow)balls at those in a circle aiming to hit them below the knees. If hit, that one joins the others in the centre and throws snowballs.

#### **ICEBERGS**

**Equipment:** Newspaper sheets, blindfolds.

**Method:** In pairs. One is blindfolded and three sheets of paper are scattered in front of them across the hall. The Joey who is able to see calls directions to the blinded one so they avoid the icebergs. Change roles to return.

### RESOURCES - ACTIVITIES

#### **ESKIMO DRESS**

**Equipment:** Crepe paper, scissors, sticky tape.

**Method:** Cut crepe paper in strips and fringe one side. Use fringed edge to form around face, neck and wrists.

#### **IGLOO**

**Equipment:** Cardboard boxes, tape, scissors, paint, brushes.

**Method:** Use boxes to make igloo. Paint large squares on side like ice blocks.

#### **FISHING**

**Equipment:** Hoop/drawn circle, cardboard fish with magnet/paper clip, stick or cardboard tube, string tied to a paper clip/magnet.

**Method:** Tie string to stick/tube for fishing rod. Place fish within hoop/circle. Joey Scouts fish in turns.

### RESOURCES - SONGS

#### **SHAPE UP SONG** (*Tune: Farmer In The Dell*)

We're jumping up and down (Repeat)

We're getting lots of exercise

We're jumping up and down.

We bend and touch our toes.....

We kick our legs up high .....

We jog around the room .....

We stretch up to the sky .....

We wiggle all our body .....

## **RESOURCES - STORIES**

### **DICK SMITH or SIR DOUGLAS MAWSON**

Story of Mawson's hut or Dick Smith's Flight Pole To Pole (these can be found in old editions of Australian Geographic) or a similar story of courage in these regions.

## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:**                      **THEME: COSTUME**                      **SUB THEME: AFRICA**                      **MEETING TYPE: OUTDOORS**                      **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	COMING IN ACTIVITY	AFRICAN BEADS	MACARONI, FOOD DYE, STRING.	
	CEREMONIES	OPENING	FLAG.	
	GAME	ROAD TO ZULULAND	COLOURED MARKERS	
	GAME	CHASE THE LIONS	NIL.	
	ACTIVITY	FOOD GATHERING	CLIPLOCK BAGS, HEALTHY FOOD	
	ACTIVITY - DANCE	CIRCLE OF LIFE DANCE	TINS, MUSIC.	
	ACTIVITY	PUT THE LION BACK IN THE JUNGLE	PHOTOCOPIES, CARDBOARD, RUBBER BANDS.	
	STORY	WHEN THERE'S FIRE IN THE JUNGLE	NIL.	
	GAME	RETURN BY ROAD FROM ZULULAND	COLOURED MARKERS.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## AFRICA

### RESOURCES - GAMES

#### **ROAD TO ZULULAND**

**Equipment:** Coloured markers.

**Method:** Coloured markers or pegs are set in a trail for Joey Scouts to follow. This can lead the children to an area for an activity.

#### **CHASE THE LIONS**

**Method:** "It" is the Hunter who chases Lions. When the lions are caught, they become Hunters. Set boundaries for this game.

#### **RETURN BY ROAD FROM ZULULAND**

**Method:** The same as for the game "Road To Zululand" but picking up markers this time.

### RESOURCES - ACTIVITIES

#### **AFRICAN BEADS**

**Equipment:** Macaroni, food dye, string/wool.

**Method:** Macaroni is pre-dyed different colours and threaded onto string/wool to form necklace and anklets that are tied with reef knots or bows.

#### **FOOD GATHERING**

**Equipment:** Clip lock bags, healthy food.

**Method:** Food hidden in plastic bags in bushes. When found, becomes afternoon tea.

#### **CIRCLE OF LIFE DANCE** (*From "The Lion King"*)

**Equipment:** Large empty tin cans (drums), music.

**Method:** Dance while some beat drums.

#### **PUT THE LION BACK IN THE JUNGLE** *Courtesy of the Scout Association of New Zealand*

**Equipment:** Photocopies, cardboard, rubber bands.

**Method:** Cut out the two same sized pictures (jungle and lion). Cut cardboard the same size. Glue pictures to each side of cardboard (one upside down). Punch a hole in each side and put rubber band through holes using a Lark's head (push loop up through hole and thread loop of other side of band up through the first loop; pull to secure). Hold with hand on each side, wrap rubber band around thumbs; turn cardboard over several times. Stop turning; pull thumbs apart; let card spin to see lion enter jungle.

### RESOURCES - STORIES

#### **WHEN THERE'S FIRE IN THE JUNGLE\*** (*Martin Honeysett*)

When there's fire in the jungle, they call the elephant brigade,  
Who race with their trunks full of water, to the place that has to be sprayed.  
But if the fire is a big one, it happens as often as not,  
That the elephants drink all the water, to stop themselves getting too hot.

*\* All reasonable attempts to contact copyright owner of this work have been made and all claims will be settled in good faith.*



**JOEY SCOUT MONTHLY SUMMARY – INTERNATIONAL**

**THEME: CULTURE**

<b>PROGRAM ITEM</b>	<b>WEEK 1 SUB THEME: LEGENDS – LOCH NESS MONSTER</b>	<b>WEEK 2 SUB THEME: STORIES – ST. GEORGE AND THE DRAGON</b>	<b>WEEK 3 SUB THEME: TRADITIONS – ROMULUS AND REMUS</b>	<b>COMMENTS</b>
GAME	WELLY THROWING	GEORGE AND THE DRAGON	FIND YOUR TWIN	
GAME	RIVER BANK	SHIELD BALLS	CHARIOT RACE	
GAME	LOCHBANKS	DRAGON BOAT RACE		
GAME	PEASOUPER	SHIELD PROMISE AND LAW		
STORY	LOCH NESS MONSTER	GEORGE AND THE DRAGON	ROMULUS AND REMUS	
ACTIVITY	MAKE A SERPENT	MAKE A SHIELD	MAKE STANDARDS	
ACTIVITY	SERPENT IN THE HAND	MAKE DRAGON HEAD	ROMAN FEAST	
ACTIVITY			ROMAN END	
SONG			RAVIOLI. THREE CRAGGY VULTURES	

## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:**            **THEME: CULTURE**    **SUB THEME: LEGENDS – LOCH NESS MONSTER**    **MEETING TYPE: INDOORS**    **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	STORY	LOCH NESS MONSTER	NIL.	
	GAME	WELLY THROWING	GUMBOOTS/SNEAKERS	
	GAME	RIVER BANK	NIL.	
	ACTIVITY	MAKE A SERPENT	HOSE, PLASTIC DESSERT SPOON, CARDBOARD.	
	GAME	LOCHBANKS	SMALL CARDBOARD TOKENS, CHALK, MUSIC, PAPER PLATE.	
	ACTIVITY	SERPENT IN THE HAND	GLOVE FOR EACH, FELT, WOOL GLUE, SCISSORS.	
	GAME	PEASOUPER	OBSTACLES, BLINDFOLDS.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## LEGENDS - LOCH NESS MONSTER

### RESOURCES - GAMES

#### **WELLY THROWING**

**Equipment:** Gumboots or sneakers.

**Method:** In groups, Joey Scouts have a turn at “throwing the welly” to see which group can throw the furthest distance. Place markers at regular intervals so that the Joey Scouts can easily identify the distance.

#### **RIVER BANK**

**Method:** As for On the Bank, In the Pond - Joeys stand behind a line that is the “bank”. When they jump forward it is in the “river”. The leader calls “On the bank”, or “In the River”, with it getting faster and repeating the same words in order for the Mob to jump in the direction called.

#### **LOCHBANKS**

**Equipment:** Small cardboard tokens, chalk, music. Paper plate.

**Method:** On one side of the plate write “Loch”, on the other write “Lochbanks”. Draw two lines down centre of room. Between the lines is the Loch and the sides are Lochbanks. When music plays, Mob runs around. When it stops each must choose whether to stand in the Loch or be on the bank. Flip the plate and whichever comes up, give a token to Joey in that spot.

#### **PEASOUPER** (*explain this is a thick fog*)

**Equipment:** Obstacles (chairs, tables, boxes etc), blindfolds.

**Method:** In pairs, one is blindfolded. The sighted one directs their partner safely through the obstacles in order to reach the other side of the hall.

### RESOURCES - ACTIVITIES

#### **MAKE A SERPENT**

**Equipment:** Pieces of garden hose about 60cm long for each person, plastic dessert spoons and cardboard.

**Method:** Place spoon in one end for the monster’s head and paint a face. Cardboard is used to make a pointed tail and a forked tongue.

#### **SERPENT IN THE HAND**

**Equipment:** Glove for each, felt, wool, glue, scissors.

**Method:** Give each person a glove to create their own serpent using materials provided. When they have finished, hold a “pet show” to find the “horriblest” serpent. Ensure each Joey Scout is congratulated for their effort.

### RESOURCES - STORIES

#### **LOCH NESS MONSTER**

The story of the Loch Ness Monster has baffled locals and visitors for many, many years. There have been many reported sightings of the monster and many expeditions without success in searching the Loch for proof that the Monster actually exists. The Scottish people who live near the Loch swear that there is a Monster (they call it “Nessie”) but it has never been photographed and no-one has ever seen it in daylight. They claim it is seven metres long, has flippers, one or two humps and a long slender neck like a prehistoric sea creature. The Loch (which is what Scottish people call a lake) is also quite often covered by a thick fog so things aren’t always what they appear to be.

## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:**            **THEME: CULTURE**    **SUB THEME: STORIES - ST. GEORGE AND THE DRAGON**    **MEETING TYPE: INDOORS**    **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	GAME	GEORGE AND THE DRAGON	NIL.	
	STORY	GEORGE AND THE DRAGON	NIL.	
	ACTIVITY	MAKE A SHIELD	CARD, FOIL, PENS, SCISSORS, GLUE, STAPLES, PAINT, TEXTAS.	
	GAME	SHIELD BALLS	SHIELDS, LARGE BALL/BALLOON.	
	ACTIVITY	MAKE DRAGON HEAD	DRAGON HEAD TEMPLATE, SCISSORS, PENS, STICKS, TAPE	
	GAME	DRAGON BOAT RACE	DRAGON HEADS JUST MADE.	
	GAME	SHIELD PROMISE AND LAW	PAPER CIRCLE WITH PARTS OF PROMISE AND LAW, PINS OR CLIPS.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## **STORIES - ST. GEORGE AND THE DRAGON**

### **RESOURCES - GAMES**

#### **GEORGE AND THE DRAGON**

**Method:** Two teams, one team at each end of hall. One team is St. George and the other is the Dragon. On “GO” both teams advance towards the centre slowly until they are standing a metre apart in the middle of the hall. If the leader calls “St. George” the Dragons run to the St. George team’s end as St. George tries to capture them for their team. Likewise if “Dragons” is called, the Dragons try to capture the St. George team.

#### **SHIELD BALLS**

**Equipment:** Shields, large balls or balloons.

**Method:** Shields are held in the left hand to protect the body while the right is used for fighting. Two teams, divided by a line. Hold the shield in left hand with right hand behind the back. A ball/balloon is battered back and forth using the shields to protect the body.

#### **DRAGON BOAT RACE**

**Equipment:** Just made dragon heads.

**Method:** Mob form themselves into boats, sitting on the ground with the front Joey Scout holding a dragon head. They stand up and pretend to row as they move around a course and back to the starting place.

#### **SHIELD PROMISE AND LAW**

**Equipment:** Large plate sized paper circles, each with a word from the Promise and Law. Have enough circles for each Joey Scout (you may have to combine some words.) Paper clips or safety pins.

**Method:** Pin a circle to the back of each child (so that they do not see what is on themselves). On “GO”, all look at the others and work out in which order they should be placed to read correctly.

### **RESOURCES - ACTIVITIES**

#### **MAKE A SHIELD**

**Equipment:** Cardboard, foil, pens, scissors, glue, staples, paint, tectas.

**Method:** Using materials provided, cut out and decorate.

#### **MAKE DRAGON HEAD**

**Equipment:** Dragon head template, scissors, pens, sticks, tape.

**Method:** Working in small groups with adult help, the Joey Scouts cut out and decorate the dragon heads. These are then fixed to the end of the sticks.

## **RESOURCES - STORIES**

### **GEORGE AND THE DRAGON**

Baden-Powell chose St. George as the patron saint of all Scouts everywhere because he was a worthy role model for all to follow - with big efforts, sense of duty, courage, truthfulness and he was a good leader - what every Scout should try to be.

St. George is also the patron saint of England and we can see the cross of St. George consisting of a red cross on a white background on the British flag (show this on the Australian flag).

The story of St. George is a famous legend. George was the son of a nobleman in the Roman army and became an officer in the cavalry as he liked riding horses. The emperor of Rome at that time ruled that all Christians should be killed. George did not like this, so he left the army and became a Christian himself. The emperor ordered that he be killed and he died in AD 303.

There is a famous legend about him and it is a story of good overcoming evil. George rode into a town where he had heard of a dragon that was fed one of the citizens every day. On that day, the person to be eaten was the king's daughter. George killed the dragon and saved the princess. The king was so grateful and impressed that he and all his citizens became Christians.

## JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

**DATE:**                    **THEME: CULTURE**                    **SUB THEME: TRADITIONS – ROMULUS AND REMUS**                    **MEETING TYPE: INDOORS**                    **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	STORY	ROMULUS AND REMUS	NIL.	
	GAME	FIND YOUR TWIN	NIL.	
	ACTIVITY	MAKE STANDARDS	1M POLE PER 5 JOEYS, PAPER SHEETS, BOTTLE CAPS, GLUE.	
	ACTIVITY	ROMAN FEAST	ITALIAN FOODS, PLATES, CUTLERY, CUSHIONS.	
	GAME	CHARIOT RACE	STRONG CARDBOARD BOX PER 3 JOEYS, CHAIRS.	
	ACTIVITY	ROMAN END	CANDLE AND STICK	
	SONGS	RAVIOLI. THREE CRAGGY VULTURES	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## **TRADITIONS - ROMULUS AND REMUS**

### **RESOURCES - GAMES**

#### **FIND YOUR TWIN**

**Method:** In pairs, number Joey Scouts “one” and “two”. They stand in a circle with the “ones” on the outside and the “twos” on the inside. On the call: “The River Tiber races” the outer circle runs clockwise around the room. On the call “wolf” the number “ones” have to find the number “twos”, i.e. their twin and sit down together.

#### **CHARIOT RACE**

**Equipment:** Strong cardboard box per three Joeys, chairs.

**Method:** Space three chairs down the length of the hall. Each group of three chooses a charioteer, who crouches in the box holding onto the sides. The other two are the horses and hold onto the edge of the box. The leader (the Emperor) stands with one arm raised as soon as all the chariots are ready. When the arm is dropped, the horses pull the chariot box along the course around the chairs and back again. Choose a new charioteer for the next race.

### **RESOURCES - ACTIVITIES**

#### **MAKE STANDARDS**

**Equipment:** One metre pole per five Joeys, paper sheets, bottle caps, glue.

**Method:** Every legion of the Roman Army had its own standard (flag). In groups of five, make own standard. Mark out an emblem onto a large sheet of paper. They can fill in the emblem using bottle caps and other collage materials. Allow the collage to dry and put the standard onto the pole. Cut out a large eagle to sit on top of the standards.

#### **ROMAN FEAST**

**Equipment:** Italian foods, plates, cutlery, cushions (can use cardboard pieces).

**Method:** Before Mob meeting, prepare a selection of Italian foods for the Mob to try. Lay food on a tablecloth on the floor and have “cushions” to sit or lie on, Roman style.

Serve various courses of the meal, explaining the food is similar to that eaten in Italy and that the Romans used to lie on the floor for their banquets.

#### **ROMAN END**

**Equipment:** Candle, marked at one centimetre intervals and clock.

**Method:** For a quiet end to the meeting, light the candle, see how long it takes to burn down to one centimetre. While this is happening, play some music or have quiet singing (try this first at home first as some candles burn slowly).

### **RESOURCES - SONGS**

#### **RAVIOLI**

1. Ravioli, I like ravioli; ravioli, just the food for me.  
Have I got some on my chin?  
Yes, you have some on your chin.  
On my chin? On your chin. Oohh!



2. Ravioli, I like ravioli, ravioli, just the food for me.  
Have I got some on my front?  
Yes you have some on your front.  
On my front. On your front.  
On your chin, on your chin. Oohh!
3. ....on my lap
4. ... on my shoe
5. ... in my tum.....
6. Ravioli, I like ravioli; ravioli, just the food for me! (last lone slower)

### **THREE CRAGGY VULTURES\***

1. Three craggy vultures, three craggy vultures, (*Appropriate actions*)  
Sitting in a dead tree, sitting in a dead tree. (*Appropriate actions*)  
One flew away .... Ooohhh!
2. Two craggy vultures .....
3. One craggy vulture .....
4. No craggy vultures .....
- ..... One flew back again ... Hooray!
5. One craggy vulture .....
6. Two craggy vultures .....
7. Three craggy vultures, three craggy vultures,  
Sitting on a dead tree, sitting on a dead tree  
This is the end! (slowly)

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## **RESOURCES - STORIES**

### **ROMULUS AND REMUS**

Romulus and Remus were twin grandsons of a king. They are said to have founded Rome and Romulus became the first king of Rome.

The king's younger brother locked up the king so he could rule the city and put the twin babies into a basket and thrown into the Tiber River. A female wolf found the babies and fed them like her own.

A shepherd found them and he and his wife raised the boys as their own children. When the twins were young men, they learned who they were and overthrew their great uncle and brought back their grandfather to the throne.

Soon Romulus and Remus set out to found their own city. They quarrelled over where the city should be built. To settle the argument, they agreed that the one who saw the largest number of vultures in flight should choose the site. Romulus claimed he saw 12 vultures, while his brother only saw six. Remus was killed in an accident and Romulus became the only ruler of the city of Rome, which was named after him. He had a big army, found wives for all his soldiers, was a wise and popular king. Rome became the biggest city in the country. After being the king for nearly 40 years he disappeared during a storm.

## OUTING PLAN

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG.	
	DISCUSSION	ABOUT THE VENUE, RULES.	NIL.	
	GAME	SUNCARE TUNNEL	HATS AND SUNSCREENS	
	GAME	FOXES AND GEESE	LENGTHS OF CLOTH FOR TAILS OR CREPE PAPER.	
	DISCUSSION	BY RANGER OR LEADER (DRINKS ISSUED)	IMPORTANCE OF NATURE, FEATURES OF VENUE.	
	ACTIVITY	SPOTTO WALK	COLOURED DISCS, LIST OF ITEMS.	
	ACTIVITY	TREES DESTROYED	NIL.	
	GAME	BRIDGE ROCK TREE	NIL.	
	LUNCH	PICNIC LUNCH OR SAUSAGE SIZZLE	FOOD.	
	GAME	SOLDIERS AND SPIES	CORKS WITH STRING TIED AROUND THEM, TWO DIFFERENT COLOURED HEAD BANDS.	
	ACTIVITY	PLAITING REEDS	REEDS OR SIMILAR (MUST NOT CUT HANDS).	
	GAME	AROUND THE WORLD	NIL.	
	GAME	UP OR DOWNHILL	NIL.	
	ACTIVITY	ROCK or SHELL SORT (DRINKS ISSUED)	FIND AREA WITH SHELLS OR ROCKS/PEBBLES.	
	CEREMONIES	CLOSING	FLAG, PRAYER.	

## **OUTING PLAN**

### **DISCUSSIONS**

**ABOUT THE VENUE** - Brief discussion, rules, purpose of visit to venue.

**IMPORTANCE OF NATURE, FEATURES OF VENUE** - A ranger, forester or similar or the leader gives brief talk.

### **RESOURCES - GAMES**

#### **SUNCARE TUNNEL**

**Talk** - About importance of being sunsmart with sun protection - very important whenever we travel or do things at home or in the community.

**Equipment:** Cloth hat and sunscreen per team.

**Method:** Teams line up standing a step behind each other, legs apart. A hat is passed down through the tunnel between each person's legs. With each person saying "Hat" as it is passed, to the last who runs up and continues the game. When the hat has reached the third person, sunscreen is passed down, each saying "Sunscreen". More hats can be passed down if desired.

#### **FOXES AND GEESE**

**Equipment:** Crepe paper tails

**Method:** *Foxes originally came from countries in the northern part of the world. They can be pests in those countries as they are here in Australia.*

Split into two or four teams, children stand behind each other holding onto the one in front. One or two of the team(s) are foxes with mother fox at the front out, hunting for a goose for tea for her family. The other team(s) are the geese with the goslings trailing behind the parents who are up front to protect the family. The last gosling has a crepe paper tail tucked into their waistband.

While still holding on, they (geese) must protect the last gosling from the mother fox that tries to grab its tail. If the line is broken, all must stop until it is joined again. After a while, or when a gosling is caught, change roles.

#### **BRIDGE ROCK TREE**

**Method:** In every country are bridges, trees and rocks. Some are very different from what we are used to. Depending on the number in the Mob, form up one behind the other - about eight to ten in a team. First one steps forward and stands with legs apart as a BRIDGE. Second crawls under the bridge and curls into a ball about a metre in front as a ROCK. The third goes under the bridge, leapfrogs over the rock and stands straight with arms outstretched for a TREE a metre away. The fourth follows through as before and goes around the tree and forms another bridge. This is a continuous game with the Mob moving along.

#### **SOLDIERS AND SPIES**

**Equipment:** Corks with string tied around them; two sets of different coloured headbands eg crepe paper, tied around hats.

**Method:** This is known as a wide game. Half Mob are soldiers who have come to find bombs to destroy before any more hurt people. The other half are spies who have come to discover what type of bombs was used in the warfare.

The corks are bombs hidden in grass or scrubby area and can be diffused by swinging around the head three times and running with them to the team leader who has the same colour headband.

Both teams look for bombs, diffuse them and take them to their leader. After diffusing a bomb, the finder can be tagged on the way back, but not while diffusing the bomb. Bombs must be carried in the hand and taken back one at a time and not kept in the pocket until the end. After all have been found, bombs are counted - biscuits can be a prize to be shared by all.

### **AROUND THE WORLD**

**Method:** Four spots are indicated to represent Africa, America, Asia and Australia. The names are called and Joey Scouts run in that direction. Call the names fast to increase their sense of direction.

### **UP OR DOWNHILL**

**Method:** Indicate a path with one end as the top of the hill and the other as the bottom. Leader stands in the middle and calls “uphill” or “downhill.”

## **RESOURCES - ACTIVITIES**

### **SPOTTO WALK**

**Equipment:** Coloured discs, lists of items to assist adults.

**Method:** Read out list of items to be found on the walk. Joey Scouts with buddies ie in pairs, watch out for the items as they walk with the Mob. When anyone sees an item listed, call “Spotto” and point it out to the leader or Helper supervising the pairs and a disc is handed over. Each pair can only identify the item once.

### **TREES DESTROYED**

**Method:** In many countries forests have been destroyed by natural causes and by man. When this happens the animals, birds and other creatures that relied on the forest for homes, food and shelter are left on their own and unless they can find somewhere else, they die. In the search for somewhere else, they are often run over by cars, or are hunted because they go too close to homes. In some communities, people are becoming aware of the problem and are planting large areas of trees suitable for the creatures that have been displaced.

Find trees that are damaged - was it by natural causes or by something man has caused? Natural causes could be fire, (this can also be man-made), disease, drought, and lightning. Man can put in roads, wood chip, mine, poison, ring bark, cause erosion (roots are effected) and building developments.

Is there any effort to repair the damage or replace the damaged trees? Where would be a good place to plant trees so they will be in a position to get less damaged?

### **PLAITING REEDS**

**Equipment:** Reeds or similar, make sure they do not cut hands.

**Method:** Joey Scouts learn to plait using reeds. People use plaiting for various items in their lives.

### **ROCK or SHELL SORT**

**Method:** Find an area with lots of shells or rocks/pebbles. In small groups or pairs, mark out areas of eg 30cm, suitable for area. Collect all pebbles in the given area; sort them into categories eg rocks/pebbles into coloured groups; shells into different types etc. What is most popular? Does everyone agree? What is the least popular? Are any unusual? Find other comparisons.

**INDEX - INTERNATIONAL**

**RESOURCES - GAMES**

AROUND THE WORLD	52
BRIDGE ROCK TREE	51
CANOE RACE	34
CARRY WATER	28
CHARIOT RACE	48
CHASE THE LIONS	40
COCONUT BOWLING	34
DRAGON BOAT RACE	45
FIND YOUR TWIN	48
FOXES AND GEESE	51
FLY AWAY TO NEW ZEALAND – STAMP PASSPORTS	20
GEORGE AND THE DRAGON	45
ICEBERGS	37
ISLAND PADDLE	34
LOCHBANKS	43
LOOKING FOR KIWIS	20
LOOSE CABOOSE	28
MATADOR RELAY	32
PAST THE SAND	25
PEASOUP	43
PENGUIN WALK	37
PINNING THE BULL	32
RETURN BY ROAD FROM ZULULAND	40
RIVER BANK	43
ROAD TO ZULULAND	40
SHIELD BALLS	45
SHIELD PROMISE AND LAW	45
SLEDS	23
SNOWBALL	37
SOLDIERS AND SPIES	51
SPANISH FLEAS	32
SUNCARE TUNNEL	51
SUPPORT THE FERN	20
TRAVEL TO AUSTRALIA	28
UP OR DOWNHILL	52
WELLY THROWING	43
WIND AND CLOUDS	20
WRAP THE MUMMY	25

**RESOURCES - ACTIVITIES**

AFRICAN BEADS	40
ANKLETS	35
ASSEMBLE NECKLACES	26
BULL HORNS	32
BY BOAT TO ALASKA	23
CASTANETS	32
CIRCLE OF LIFE DANCE	40

CUSTOMS CHECK	28
ESKIMO DRESS	37
FEEDING THE BLIND PERSON	28
FISHING	37
FLAMENCO – DANCE	32
FOOD GATHERING	40
FOOD SENSE	23
HOT AND COLD WATER	20
IGLOO	37
LUAU	35
MAKE A SERPENT	43
MAKE A SHIELD	45
MAKE DRAGON HEAD	45
MAKE GRASS SKIRTS AND LEIS	34
MAKE PASSPORTS	20
MAKE SOMBREROS	23
MAKE STANDARDS	48
MARKET PLACE	28
MEXICAN HAT DANCE	23
PAINT/DECORATE A PYRAMID - CRAFT	26
PLAITING REEDS	53
PLAN TRIP	20
PLANE TRIP TO MEXICO	23
PUT THE LION BACK IN THE JUNGLE	40
ROCK or SHELL SORT	53
ROMAN END	48
ROMAN FEAST	48
SEA SHELL	35
SERPENT IN THE HAND	43
SNOWMAN SOUVENIRS OF ALASKA	23
SPOTTO WALK	52
TO THE AIRPORT – FLY TO INDIA	26
TREES DESTROYED	52

### **RESOURCES - SONGS**

AUSTRALIAN SONGS	28
RAVIOLI	48
SHAPE UP SONG	37
THREE CRAGGY VULTURES	49

### **RESOURCES - STORIES**

CHOOSE A STORY ABOUT A BULL	32
DICK SMITH or SIR DOUGLAS MAWSON	38
EGYPTIAN MYSTERY	26
GEORGE AND THE DRAGON	46
LOCH NESS MONSTER	43
ROMULUS AND REMUS	49
SIX MEN AND AN ELEPHANT	29
THE HAKA	21
THE WISE LEADER	26
WHEN THERE'S FIRE IN THE JUNGLE	40