

## 2016 TERM THREE – “Always Do What is Right Not What is Easy (Challenge Yourself)”

Welcome to Term 3, 2016.

Our theme for this term is **Always Do What is Right Not What is Easy (Challenge Yourself).**

This is highlighted in the scout law element “Do What is Right”.

As scouts, we need to think about our Scout Law in everything we do, this is what makes us who we are and makes us better people for it



### Have Respect

- For yourself and others
- For the environment



### Do What is Right

- Be trustworthy and tolerant
- Have integrity



### Be Positive

- Accept challenges with courage
- Be a friend to all



We have our jamboree at the end of the year, which I hope you are all excited about.

Keep looking at the jamboree website [jamboree.org.nz](http://jamboree.org.nz) as it is updated continually to ensure you are up to date with what is happening.

The Jamboree team have suggested two things that will help make the jamboree a more enjoyable event.

Firstly, having experience **camping in Patrols** is highly recommended. The more nights you have camping in a Patrol environment the better (especially for the younger scouts and PL's).

Secondly, being **as fit as possible** will also make the jamboree more enjoyable.

So, when planning this term, ensure there is time allocated for organising and running at least one Patrol camp, and time and activities for getting fitter (such as 10 min each night for exercise)

## Cubs Transitioning to Scouts

### Scout Badge

Scout Badge
Prepare First Aid Kit
Learn about the NZ Flag
Explain the flag ceremony
Knowledge of the Law & Promise
Describe the life of Baden-Powell
Make the Scout sign correctly
Demonstrate the Scout handshake
Take part in a troop activity

During this term, it is suggested that the PL's attend some Cub meetings to teach the older Cubs that are coming up to Scouts at the start of term 4 the Scout Badge.

Also, the older Cubs that are due to come up to Scouts could be invited to some of the Scout nights so they become more familiar with you. There are plenty of opportunities during this term for this.



## TERM 3 2016 Overview

### “Do What is Right”

Week	Date	Activity	Elements	Special Requirements
1	July 25th	Term Plan review and Patrol Team Building	<ul style="list-style-type: none"> <li>Personal Development</li> <li>New Experiences</li> </ul>	
2	Aug 1st	Doing What is Right	<ul style="list-style-type: none"> <li>Personal Development</li> </ul>	
3	Aug 8th	Sewing	<ul style="list-style-type: none"> <li>New Experiences</li> </ul>	
4	Aug 15th	Communication and Observation	<ul style="list-style-type: none"> <li>Community</li> <li>Personal Development</li> </ul>	
5	Aug 22nd	Cyber Safety with UL	<ul style="list-style-type: none"> <li>Community</li> <li>Outdoors</li> </ul>	
6	Aug 29th	Patrol Camp	<ul style="list-style-type: none"> <li>Outdoors</li> </ul>	
7	Sept 5th	Zone Training	<ul style="list-style-type: none"> <li>All Elements</li> </ul>	
8	Sept 12th	DOC Conservation Week	<ul style="list-style-type: none"> <li>Community</li> <li>New Experiences</li> </ul>	
9	Sept 19th	Final Night	<ul style="list-style-type: none"> <li>All Elements</li> </ul>	

### Weekend Activities

Conservation Activity  
Patrol Camps

Term Theme: **“Always Do What is Right Not What Is Easy  
(Challenge Yourself)”**

Overview :

- Review term plan
- Team building activities/games

Week: 1	Session theme: <b>“Term Plan and Patrol Team Building”</b>	Resources	Timing:
<b>Coming in activity</b>	Duty Patrol to select quick, fast, energy release game. Game ideas can be found on our website.		
<b>Opening</b>	Opening Ceremony Welcome back to Term 3 Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
<b>Game/Physical</b>	Duty Patrol to select a game, or pick a team building game from the pages below.		20 mins
<b>Activity</b>	Review the term programme and discuss with your patrol any changes/improvements needed to best suit your Patrol and/or Troop. Use the Region/Zone/Group calendars to see what other activities are coming up over the term.	Pens, paper	20 mins
<b>Activity</b>	Team Building Building a Light Tower See below for instructions	See instructions for resources	60 mins
<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>• Prayer / reflection / thanks / flag down</li> </ul>		10 mins
<b>Duty Patrol Clean up</b>			
Resources	As mentioned above		
Notes			

## Team Building Games

### Paper Fold

Give each Patrol a sheet of newspaper; tell them all to stand on it. Everyone off, fold in half on the long edge, and then everyone back standing on it. Keep folding in half until one of the Patrols is the winner. Various techniques of standing on one leg etc., and other acrobatic tricks allowed & encouraged!

Note: Works better if Patrols have equal numbers.

### The Team Game

This game has three aims. One to teach a knot, Two to throw a life line and Three, which is the big one, is to teach Team Work within a Patrol.

Equipment;

Each Patrol to be issued with a life line, (which is a long rope with or without a monkey's fist in the end), an old car tyre and a carpet mat.

Where to play?

You can play this anywhere, but in your troop hall is a good place to start.

How to Play.

1. Each patrol is to line up at one end of the hall. Patrol Leader in front of each Patrol with the Assistant Patrol Leader at the back.
2. On the GO! command, the first Scout, PL, runs to the end of the hall with the car tyre and carpet mat. When he gets to the end of the hall, he is to place the carpet mat on the floor. He then must place the car tyre on the mat. When this has been done he must then sit on the tyre with his/her arms out to the sides to catch the life line.
3. The second Scout, who was behind his Patrol Leader, must throw the life line at the Patrol Leader so that it lands over his stretched out arms. Don't forget to hold on to the end of the life line when you throw it!
4. When the Patrol Leader has got the life line, he must then tie a knot, (Round Turn and Two Half Hitches, Bowline or what you want them to tie), around the tyre. When he/she has done this it must then be inspected by a Scout Leader.
5. When the Scout Leader gives the OK, the rest of the Patrol are to pull the Patrol Leader back.
6. Once the Patrol Leader is back with his Patrol, the knot is untied, the Patrol Leader goes to the back of the line, the second Scout then takes the tyre and mat to the top of the hall, the third Scout must get ready to throw the line, and we repeat as above until each Scout has thrown the line and sat and pulled back on the tyre.
7. The game must be timed. The winning Patrol must stand at the alert with the life line coiled correctly on the tyre, with the tyre on the mat in front of the Patrol.

## Team Building Activity

### Light tower

Your Patrol (which includes a blindfolded person) is caught by growing darkness in an open space with head-high tall grass around you. You decide to wait to be rescued. You have some gear in your pack that might be useful to help your rescuers locate your group.

To build a tall, strong self-supporting tower holding a light so that your rescuers can find you in the dark.

- 20 full sheets newspaper
- 1 small roll sellotape
- 3 m household string
- 1 D size battery
- 1 2.5v torch bulb
- 5 cm piece tin foil
- 200 mm copper insulated wire
- 2 milk straws
- 1 blindfold
- scissors (for construction only)

One of the Patrol must be blindfolded and actively involved throughout the construction.

You can use only the materials provided to build the tower and support it. It can be fastened to the floor only with equipment supplied.

To establish a winner, points can be given for first finished, strongest construction and to the Patrols who worked the best together.



Term Theme: **“Always Do What is Right Not What Is Easy  
(Challenge Yourself)”**

Overview :

- Reinforcing scout law – Doing what is right

Week: 2	Session theme: <b>“Doing What is Right”</b>	Resources	Timing:
<b>Coming in activity</b>	Duty Patrol to select quick, fast, energy release game. Game ideas can be found on our website.		
<b>Opening</b>	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
<b>Game/Physical</b>	Duty Patrol to select a game. As a challenge, pick a new game each week.		20 mins
<b>Activity</b>	Do What is Right – Our Scout Law Refer to notes on following pages	Pens, paper	20 mins
<b>Game</b>	Duty Patrol to select a game.		15 mins
<b>Activity</b>	Sewing next week Choose what your Patrol wants to make		15 mins
<b>Activity</b>	Patrol Corners – Award scheme	Pens, paper	30 mins
<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>• Prayer / reflection / thanks / flag down</li> <li>• Thank you to the people that came along to help sew</li> </ul>		10 mins
<b>Duty Patrol Clean up</b>			
Resources	Pens, paper or tablet/notebook		
Notes			

## Activity – Doing What is Right

In Patrols or as a Troop, discuss what you believe “Doing What is Right” means to you as a scout.

Look at what you have planned for the term and discuss how you can ensure you “Do What is Right” in the activities you do.

There is a YouTube clip (search the Scouts New Zealand channel for the Scout Law video) that would be good to watch for ideas on what to discuss.

		
<b>Have Respect</b>	<b>Do What is Right</b>	<b>Be Positive</b>
<ul style="list-style-type: none"> <li>– For yourself and others</li> <li>– For the environment</li> </ul>	<ul style="list-style-type: none"> <li>– Be trustworthy and tolerant</li> <li>– Have integrity</li> </ul>	<ul style="list-style-type: none"> <li>– Accept challenges with courage</li> <li>– Be a friend to all</li> </ul>





## Integrity

in'tɛgrɪti/  
*noun*

noun: **integrity**

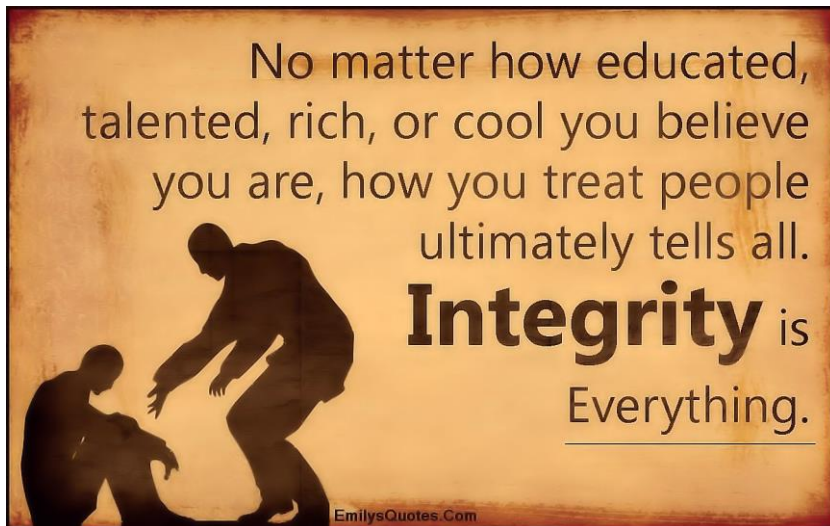
The quality of being honest and having strong moral principles.

"a gentleman of complete integrity"

synonyms:

**honesty**, **uprightness**, **probity**, **rectitude**, **honour**, honourableness, upstandingness, good character, principle(s), **ethics**, morals, **righteousness**, **morality**, **nobility**, high-mindedness, right-mindedness, noble-mindedness, **virtue**, **decency**, fairness, scrupulousness, **sincerity**, **truthfulness**, trustworthiness

"I never doubted his integrity"



## Activity – Patrol Corners – Award Scheme

In Patrols or Award groups, continue working on the Award Scheme.

Look at our updated scout website ([members.scouts.org.nz](http://members.scouts.org.nz)) to find resources to help with the requirements of the award scheme. The resources are under the login section so you will need to get a logon name and password (this is done on the website)

## Next week - Sewing

As most of you are off the jamboree at the end of the year, this activity is designed for you to make something that you would find useful there.

Here are some ideas that you may like to look at, but you may wish to make something different

- Duffel bag
- Bum Bag
- Small bag to put swapping badges in
- Ditty bag
- Personal 1<sup>st</sup> Aid pouch
- Dirty laundry bag
- Aprons or chefs clothing for cooking at jamboree

Once you have decided what you want to make, organise sewing experts along with their sewing machines to help

**This can be either at the scout den, or in patrols at someone's house**

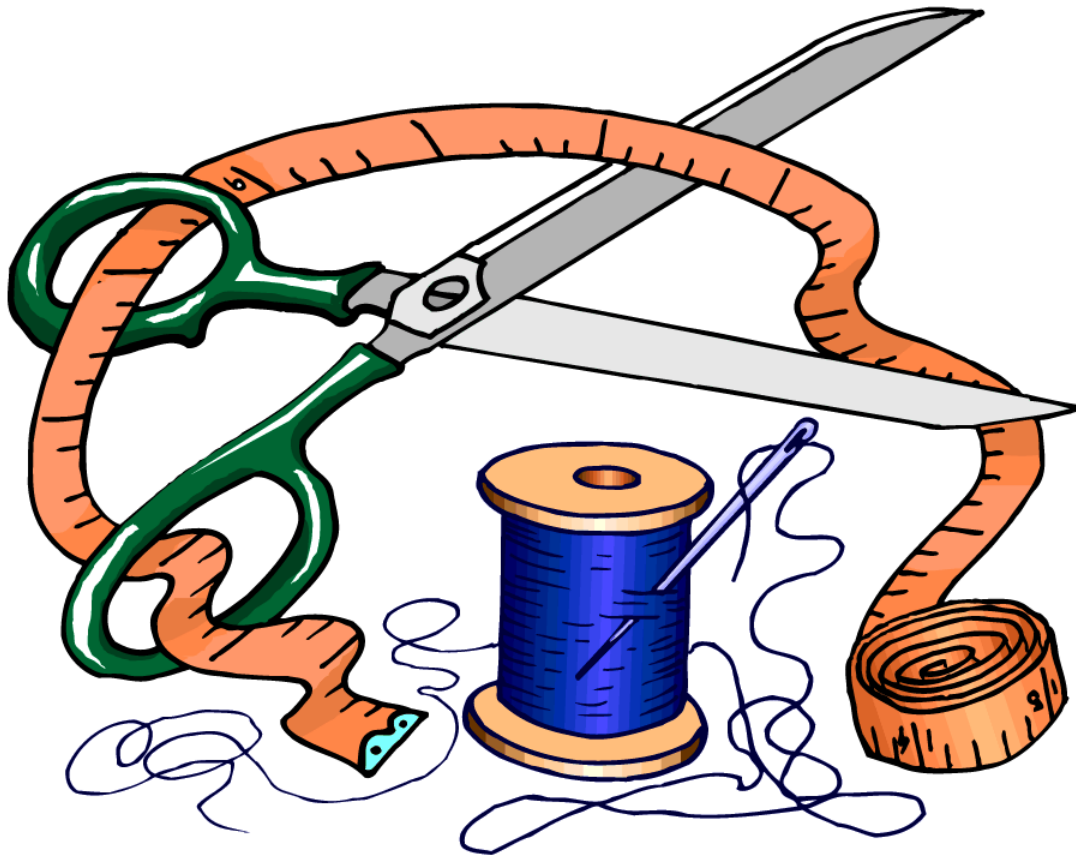
Term Theme: **“Always Do What is Right Not What Is Easy  
(Challenge Yourself)”**

Overview :  
 • Sewing

Week: 3	Session theme: <b>“Sewing”</b>	Resources	Timing:
<b>Coming in activity</b>	Duty Patrol to organise		
<b>Opening</b>	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
<b>Activity</b>	Sewing  In Patrols or other groups, make the item or items you choose last week		100 mins
<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>• Prayer / reflection / thanks / flag down</li> <li>• Thank you to the people that came along to help sew</li> </ul>		10 mins
<b>Duty Patrol Clean up</b>			
Resources	Sewing equipment, sewing experts		
Notes			

## Activity – Sewing

Make the item you decided to make last week



Term Theme: **“Always Do What is Right Not What Is Easy  
(Challenge Yourself)”**

Overview :

- Communication activities
- Observation activities

Week: 4	Session theme: <b>“Communication and Observation”</b>	Resources	Timing:
<b>Coming in activity</b>			
<b>Opening</b>			10 min
<b>Game</b>	Duty Patrol to choose		20 min
<b>Activity Kim’s Game</b>	Play a version of Kim’s game that you have not played before. Choose for the ideas mentioned on the next page		20 min
<b>Activity – Phonetic Alphabet Game</b>	In Patrols or as a Troop, follow instructions on how to play the Phonetic Alphabet Game on the following pages		20 min
<b>Game</b>	Duty Patrol to choose a quick, energy game		10 min
<b>Activity – Observation Game</b>	See notes below		20 min
<b>Patrol Corners</b>	Patrol Corners – Award scheme		20 min
<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>• Prayer / reflection / thanks / flag down</li> <li>• Thank you to the people that came along to help sew</li> </ul>		10 mins
<b>Duty Patrol Clean up</b>			
Resources	Memory/Observation quiz questions Items for Kim’s game		
Notes			

## Activity – Kim’s Game

Kim’s Game is a game of observation and memory. In Rudyard Kipling’s 1901 novel *Kim*, the hero, Kim plays the game as a part of his training as a spy. Kim spends a month in Simla, India at the home of Mr. Lurgan, who runs a jewel shop as a cover for his real work as a secret agent for the British against the Russians.

In his book *Scouting Games* Robert Baden-Powell describes Kim’s Game

“The Scoutmaster should collect on a tray a number of articles – knives, spoons, pencil, pen, stones, book and so on – not more than about fifteen for the first few games, and cover the whole over with a cloth. He then makes the others sit round, where they can see the tray, and uncovers it for one minute. Then each of them must make a list on a piece of paper of all the articles he can remember. The one who remembers most wins the game.”

There are number of ways to adapt Kim’s Game:

### Long Distance Kim’s Game

Instead of a tray or table top at close quarters the objects are viewed at some distance (the distance proportional to the size of the objects). This can be extended to a hundred yards and the objects can be displayed against a sheet or other background.

### Vertical Kim’s Game

Hang the objects in a tree or from the ceiling.

### Kim on the trail

Distribute the objects along a trail or path. Scouts are given a fixed amount of time to cover the trail and find and remember the objects.

### Flying Kim

Each object is tossed either from one instructor to another or from an instructor to a Scout and then tossed back. Everyone has the opportunity to observe as this is going on and then to write down what they remember.

### Passing Kim’s Game

Objects are passed around a circle of players very quickly (a time limit for getting the articles around is set).

### Blind Kim

Scouts are blindfolded and objects are handed from Scout to Scout who have a set period of time to observe each by the sense of touch alone.

## Activity – Phonetic Alphabet Game

This is a fun game to help in learning the phonetic alphabet.

**PARTICIPANTS:** In Patrols or as a Troop

The phonetic alphabet is used to clearly communicate by spelling words using special names for each letter. While a single letter may be misunderstood over a noisy radio or phone connection, the words are different from each other, and those who know the phonetic alphabet can communicate accurately.

All the participants sit in a circle. Each one is assigned a letter of the alphabet. After reviewing the phonetic alphabet (see below) with all participants, the game begins.

First, whoever has the letter A starts by saying 'alpha to' then the next letter of the alphabet, in this case 'bravo'.

The person with letter B then must say 'bravo to charlie' and so forth.

Once every person has said their letter, then the fun starts. Each person picks a random letter to go to. The person named must answer correctly, and pick another random letter.

Anybody who makes a mistake is "out" and in the end, the last person left is the winner.

To make it easier: hand out a phonetic alphabet guide

To make it more challenging: (if you have less participants) assign each more than one letter!

**Alpha**

**Bravo**

**Charlie**

**Delta**

**Echo**

**Foxtrot**

**Golf**

**Hotel**

**India**

**Juliet**

**Kilo**

**Lima**

**Mike**

**November**

**Oscar**

**Papa**

**Quebec**

**Romeo**

**Sierra**

**Tango**

**Uniform**

**Victor**

**Whiskey**

**X-ray**

**Yankee**

**Zulu**



## Activity – Observation Quiz

This activity is to test scouts observation skills and memory.

Compile a list of questions (this will need to be made before the quiz) that you can quiz the Patrol or Troop with.

The questions need to make the scouts think about their local environment and everyday things that they come in contact with.

Such questions could be:

- How many steps lead up into the scout hall?
- What is the colour of the house closest to the scout hall?
- What side of the Queens face do you see on our coins – left or right?
- Is Mt Taranaki on the left or right side of or 50c piece
- Draw from memory both sides of a \$5 note
- Draw from memory both sides of a 50c piece
- What colour is the scout hall roof?
- What is the Scout Law?

## Activity – Patrol Corners – Award Scheme

In Patrols or Award groups, continue working on the Award Scheme.

Term Theme: **“Always Do What is Right Not What Is Easy  
(Challenge Yourself)”**

Overview :

- Cyber Safety
- JOTA/JOTI

Week: 5	Session theme: <b>“Cyber Safety”</b>	Resources	Timing:
<b>Coming in activity</b>			
<b>Opening</b>			
	<b>Refer to UL resources for programme ideas.</b> (see next page)		
<b>Resources</b>			
<b>Notes</b>			

## Cyber Safety

About UL, Safety Smart and the partnership:

UL is a global independent safety science company, dedicated to promoting safe living and working environments. In an effort to help keep children safe and healthy around the world UL, in partnership with The Walt Disney Company, developed Safety Smart® - a global educational programme designed to improve children's awareness and understanding of safety, health and environmental issues.

Underwriters Laboratories (UL) and Disney have produced resources and activities focused on a range of safety-related subjects including Fire Safety, Online Safety and Water Safety. UL have partnered with SCOUTS New Zealand with the aim of keeping as many young kiwis safe from harm as possible. This year, UL are supporting Scout Groups in New Zealand by providing resource packs with DVDs and supporting worksheets.



# Underwriters Laboratories

As we have JOTTA/JOTTI coming up in a few weeks, UL's resources on Cyber Safety could be used for tonight's programme.



JOTA/JOTI 15 16 October 2016 week 1 term 4

**NOTE: AT TIME OF WRITING THIS TERM, THE RESOURCES ARE NOT YET ACCESSABLE. INFORMATION WILL BE FORWARDED LATER.**

Term Theme: **“Always Do What is Right Not What Is Easy (Challenge Yourself)”**

Overview :

- Training
- Getting ready for Jamboree

Week: 6	Session theme: <b>“Patrol Camping”</b>	Resources	Timing:
<b>Coming in activity</b>			
<b>Opening</b>			
	<b>Tonight is organised by the PL’s and Leaders.</b>		
<b>Resources</b>			
<b>Notes</b>			



## **Patrol Camping**

As mentioned on the cover page of this term, it is recommended that the best training for the Jamboree is to go camping in Patrols.

Due to the different skill levels of Patrols and troops around the country, it is impossible to compile a programme for organising a Patrol camp. It is up to each Patrol/Troop to organise their own.

Those who do need help organising a patrol camp, contact your Zone Scout Leader or you Zone Jamboree Troop Leaders for guidance.

Term Theme: **“Always Do What is Right Not What Is Easy (Challenge Yourself)”**

Overview :

- Zone/Jamboree Training

Week: 7	Session theme: <b>“Zone Training”</b>	Resources	Timing:
	Zone Scout Leaders or Zone Jamboree Troop Leaders to organise this night.		
Resources			
Notes			

## Skill Instruction Session - Skills Training

This is an opportunity to organise and run a training night for the PL's and Leaders.

This night could be used to:

- Upskilling PL's.
- Add activities to balance skill levels based on upcoming events.
- Run a first aid course.
- Or any other training as deemed necessary by the leaders or Zone leaders.



An alternative could be that the Zone runs a training night, where PL's, leaders and even APL's all meet at the same place for a combined secession (like having a mini Cosgrove).

## Jamboree

It is suggested that the best training for scouts going to the jamboree is by having Patrol Camps. This will give the PL's the experience in planning, organising and running a camp, long with giving the younger scouts experience in a camping environment.

Along with all scouts needing the Bronze Scout Award, these two requirements need to be addressed at all levels to ensure the youth attending will get the most out of the Jamboree.

Term Theme: **“Always Do What is Right Not What Is Easy  
(Challenge Yourself)”**

Overview :

- Introduction to the new format for the National Programmes

Week: 8	Session theme: <b>“DOC Conservation Week”</b>	Resources	Timing:
<b>Coming in activity</b>	Duty Patrol to select quick, fast, energy release game. Game ideas can be found on our website.		
<b>Opening</b>	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
<b>Game</b>	Duty Patrol to select a game. As a challenge, pick a new game each week.		20 mins
<b>Conservation week Project</b>			60 mins
<b>Closing</b>	<b>Closing Ceremony</b> Prayer / reflection / thanks / flag down		10 mins
<b>Duty Patrol clean-up</b>			
Resources	As needed		
Notes	Invite parents for next week		



## **This week is Conservation week.**

This is a great opportunity for you to get involved in conservation and connecting with nature. DOC and our partners will host a range of events, competitions and activities around the country in beautiful New Zealand landscapes, making it easy for you to head along and discover new places.

Nature is everywhere. It has the power to not only invigorate, refresh, and amaze you, but it can also be beneficial to your body and mind.



Department of  
Conservation  
*Te Papa Atawhai*

Term Theme: **“Always Do What is Right Not What Is Easy  
(Challenge Yourself)”**

Overview : Final Night – FUN Night

Week: 9	Session theme: <b>“Final Fun Night”</b>	Resources	Timing:
<b>Coming in activity</b>	Duty Patrol to select quick, fast, energy release game.		
<b>Opening</b>	<b>Opening ceremony</b> <ul style="list-style-type: none"> <li>Flag and Prayer book</li> </ul>		10 mins
Game	<b>PL’s to pick game</b>		20 mins
<b>Patrol Council</b>	In Patrols, discuss what you have achieved this term. You will present what you have done to the rest of the Troop and parents later on in the evening		10 mins
<b>Game</b>	PL’s to choose game		20 mins
<b>Supper</b>			30 mins
<b>Troop Council</b>	<b>Review of the term.</b> In Patrols, present to the troop and parents what your patrol achieved over this term. What badges you earned, what you did for your conservation project, where your Patrol camp was and what you enjoyed.		20 mins
<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Prayer / reflection / thanks / flag down</li> </ul>		10 mins
Resources			
Notes			