

2017 TERM EARTH - "EARTH"

Welcome to Term 4, 2017

The theme for this term is: **'EARTH'**

This term we will be heading outdoors, learning about the environment and helping scouts to develop practical skills in the outdoors.

We will also be focusing on developing strong, motivated teams and individual skills so that everyone in your Scout section has the opportunity to have a go and try something new, especially if you have new Cubs that have just started this term.

We also have a new Scout Promise. Can you use this at the start of each Scout night to make sure your Scouts are familiar with it? There are also a number of activities and resources in the SCOUTS website Members' page to use with your Scouts to get them familiar with it. If you haven't done this in Term 3, put some time aside this term to introduce it to your Scouts.

Our Scout Promise

*On my honour, I promise to do my best,
To develop my spiritual beliefs,
To contribute to my community, country and world,
To help other people,
And to live by the Scout Law.*

Master List

All of these items must be done for each trip / Camp

- Venue
- Notice to Parents
- Activity Intention form
- Parent Consent form
- RAMS
- Programme
- Transport
- Menu
- Food list
- Budget
- Gear list

Conservation Week 2017

DOC's Conservation Week is taking place during 14–22 October 2017. Get involved by getting outside and protecting, growing, nurturing and caring for nature near your Scout hall. For ideas, events and competition details, visit <http://www.doc.govt.nz/news/events/conservation-week>.



JOTA/JOTI

Jamboree on the Air/Internet is taking place on the weekend of 20th, 21st & 22nd October. It is the largest Scouting event in the world with over 1 million Scouts participating across 150+ countries.

The purpose of JOTA-JOTI is to enable and encourage Scouts around the world to communicate with one another by means of amateur radio and the internet, providing a fun and educational Scouting experience and promoting their sense of belonging to a worldwide Scout Movement. To get involved, and for more information, visit <http://jotajoti.info>.



Remember to head to www.members.scouts.org.nz for resources and ideas for your term programme.

Your feedback is valuable to us and if you would like to contact the National Scout Section Team to provide us with programme feedback or if you have any questions you can email callum@scouts.org.nz.

Kind Regards,

Callum Clark

National Scout Leader

Murray Brown

Assistant National Scout Leader

Steve MacManus

Assistant National Scout Leader

SCOUTS New Zealand (SCOUTS) is committed to a comprehensive 'Safe From Harm' approach to health and safety.

A comprehensive approach to health and safety is a fundamental part of building a safe learning environment for young people and volunteers. It is important that all volunteers and Scouts know about and understand their responsibilities.

This includes the health and safety of everyone performing work or undertaking activities at SCOUTS and the health and safety of others whose activities are influenced or directed by SCOUTS.

Everyone involved with SCOUTS has a responsibility to practice Safer Scouting.

Have fun but be safe

As part of Safer Scouting, activities used in weekly programmes will be graded based on their Health and safety Risk:

Low Impact – Minimal Risk	Medium Impact – Low Risk	Major – Medium Risk	Life changing - High Risk
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Please ensure that you have completed the Activity Intention form and Risk Assessment Management forms where required and follow due process.

To assist your planning and delivery, we have identified potential risks and ways to mitigate them for the medium and high risk see below:

Week:	Activity	Risk	Mitigation
2	Making Bird Feeders	Use of power and DIY tools	<ul style="list-style-type: none"> • Parents/carers advised of activity • Full supervision of the young people • Clear guidance regarding use • Safety equipment used correctly: Goggles, Gloves

TERM 4 2017 Overview

"EARTH"

Week	Date	Activity	Elements	Special Requirements
1	16/10	Scouts around the World/ Camp Garden	<ul style="list-style-type: none"> • Outdoors • Community 	Pre-plan – Handouts or online. Garden Materials.
Weekend	20-23/ 10	JOTA/JOTI	<ul style="list-style-type: none"> ● Community ● New Experiences 	Weekend activity/ International. Planned in Term 3
2	23/10	Circus Circus	<ul style="list-style-type: none"> • New Experiences 	
3	30/10	Shape the Earth	<ul style="list-style-type: none"> • 	
4	6/11	Having a Ball	<ul style="list-style-type: none"> • Teamwork 	Alternative option - Ballroom Dancing requires advance planning
5	13/11	Give it a go	<ul style="list-style-type: none"> • New Experience 	Book activity with local Club.
6	20/11	Where am I		
Weekend Hike		Hike		Plan W1-3
7	27/11	See it for yourself	<ul style="list-style-type: none"> • Community 	
8	4/12	Patrol Leaders night	<ul style="list-style-type: none"> • Outdoors 	
9	11/12	Cooking on the Earth	<ul style="list-style-type: none"> • Outdoors 	
10	18/12	End of Term	<ul style="list-style-type: none"> • 	
Weekend	20-23/10	JOTA/JOTI		Weekend activity

SCOUTS NATIONAL PROGRAMMES

<p>Overview :</p> <ul style="list-style-type: none"> Get in touch with the Earth by gardening. 			
Week: 1	Session theme: "Scouts Around The World"	Resources	Timing:
Coming in activity	Team game		5mins
Opening	Youth Leading Opening Ceremony Karakia/Reflection Flag Break Scout Promise Outline of Session/Evening		10mins
Game	Team Building - Welcome to new members who have just joined this term		15mins
Activity	<ul style="list-style-type: none"> Build a garden for your hall (or to be transported to someone's place to be looked after. Think about the space that you have to work with and what you can grow for use by Scouts & Community. Who can grow the best crop of Tomatoes? 	See notes	40mins
Game	Slow motion tag <i>(Like normal tag but everyone has to move in super slow motion with dramatic facials! Make a couple of people 'in' to make it more interesting)</i>		10mins
Activity	Scouts around the World – Patrol Leaders to Coordinate- Learn a song, game or activity from somewhere else in the World that has Scouting. (Opportunity to bring a guest presenter)	See notes	30mins
Closing	Closing Ceremony <ul style="list-style-type: none"> Hand out any term notices. Flag down and closing reflection of the night by scouts about what they learned and what went well or not so well.		10mins

SCOUTS NATIONAL PROGRAMMES

Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5mins
Notes	Scouts around the World- activities at Bronze, Silver & Gold award levels in Community Cornerstone section of award scheme. See notes below – planting equipment, research activities from other Scout countries		
Health & Safety	Consider the following: - RAMS/AIF forms where needed for activities - Safety procedures when using gardening tools and equipment		

Week:	Activity	Risk	Mitigation
1	Build a garden	<ul style="list-style-type: none"> • Hidden/buried litter with sharp edges • Strains/sprains • Inhalation of fumes from potting mix/compost • Contracting Legionnaires disease 	<ul style="list-style-type: none"> • Check area for garden and ensure it is clean and safe • Please read and follow: http://www.arphs.govt.nz/news/articletype/articleview/articleid/221/taking-precautions-with-compost-and-potting-mix • Wear appropriate clothing/footwear • Use Safety equipment for protection i.e. face mask and gloves • Show young people how to use appropriate tools and equipment • Supervision of the young people and clear guidance given on what needs to be done • Complete Activity Intention form and RAMS, consent forms if visiting another venue • Pre visit and assessment of alternative venue if required • First aid kit and medication at hand

Scout Garden

This will require some planning and obtaining some materials. You may find that some family members are keen gardeners and can pass on some skills. You could consider an outing to a garden centre.

Consider:

- Available space & security/ accessibility of space. Do you want to be able to move the garden about?
- What will you plant into (Containers, Dirt/ potting mix/ compost)

- Take steps to protect yourself- wear a face mask when opening/ pouring potting mix or compost. Wear gloves and face mask
- Equipment: Buckets/Tubs/Containers, Trowels/small spades, Water supply (hose/buckets)
- Potting Mix, Dirt, Compost, Fertiliser.
- Seedlings/ Seeds/ Plants – get some advice on what will grow best for you.
- Maintaining the garden- allocate some time each week.
- When will it be ready?

Tomato growing competition

Challenge amongst group to start with seedlings and grow at home, or at the Scout hall, in whatever the Scout decides is the best container and growing compound. Decide as a Troop what you are measuring (eg. number of tomatoes, Weight, volume of tomato sauce...), and what the timeframe is.

Kia Ora! Bonjour! Guten Tag! Hola! Namaste!

NB: Activities at Bronze, Silver & Gold award levels in Community Cornerstone section of award scheme.

Where else are there Scouts?

Start at www.scout.org/nso/ to find National Scout Organisations around the world.

What can you learn about them.

Gold Award activity: Find out what region of World Scouting New Zealand belongs to.

Find out about Scouting in one of the other countries in our region. Introduce a game or activity to the Troop (or Team).

Can you make contact with Scouts from this country during JOTI/JOTA?

Overview : <ul style="list-style-type: none"> Physical & Mental challenges for Patrols & Individuals with a carnival theme. 			
Week: 2	Session theme: "Circus Circus"	Resources	Timing:
Coming in activity	Team game		
Opening	Youth Leading Opening Ceremony Karakia/Reflection Flag Break Scout Promise Outline of Session/Evening		10 mins
Activity	<ul style="list-style-type: none"> Circus games part one. Select from activities or come up with other ideas. 		40 mins
Game	Shopping Game		10 mins
Activity	<ul style="list-style-type: none"> Circus games part two. Select from activities or come up with other ideas. 		40 mins
Closing	Closing Ceremony <ul style="list-style-type: none"> Hand out any term notices. Flag down and closing reflection of the night by scouts about what they learned and what went well or not so well.		10 mins
Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night. Check Garden		5 mins
Resources	Circus games.		
Notes	Opportunity for Scouts of different levels of experience to shine.		
Health & Safety	- Mark off safe areas for throwing (especially Darts), Give slackliners space to move and do not bounce the line. Manage		

height of any balance beam activities.
- RAMS

Week:	Activity	Risk	Mitigation
2	Circus activities	<ul style="list-style-type: none"> • Face paints – allergies • In the eyes • In the mouth 	<ul style="list-style-type: none"> • Check on allergies and paint contents • Discuss the “what if’s” ... Paint gets in my eye! • Clean wipes for cleaning faces and removing paint • supervision
	slacklining	<ul style="list-style-type: none"> • Falls/slips • Head injuries • Breaks/fractures 	<ul style="list-style-type: none"> • Ensure space is clear of anything to slip or fall on • Ensure line is not too high and rigid enough for the activity • supervision
	Tumbling/gymnastics	<ul style="list-style-type: none"> • Falls/slips • Head injuries • Breaks/fractures • strains 	<ul style="list-style-type: none"> • Clear guidance/discussion around safety and supervision around this activity • Warm up prior to activity to avoid strains and sprains • Safe area; mattress, mats etc. for falls • supervision
	Chair races	<ul style="list-style-type: none"> • falls/slips • bruises • breaks/fractures • head injuries 	<ul style="list-style-type: none"> • Ensure chairs are stable and suitable for racing • Remove or minimise any potential hazards • Discuss games rules and how to play with a safety component
	Bean bag toss	<ul style="list-style-type: none"> • Broken lights with broken glass on the floor • Light bulbs shattering on people 	<ul style="list-style-type: none"> • Area of play is safe from breaking windows or lights (lights have a safety covering) • Clear guidance/discussion around safety and supervision around this activity
	Balloon darts	<ul style="list-style-type: none"> • Puncture/piercing wounds 	<ul style="list-style-type: none"> • Clear guidance/discussion around safety and supervision around this activity
	Unicycle	<ul style="list-style-type: none"> • falls/slips • bruises • breaks/fractures • head injuries 	<ul style="list-style-type: none"> • Clear guidance/discussion around safety and supervision around this activity • An area that is free from hazards • Assistance from other persons to support the rider • Wearing a helmet

Circus, Circus

Aim: To encourage sharing of ideas & coaching, as well as trying something in a new way.

Limited only by team leaders imagination and equipment!

Ideas:

- Clown Faces - Need Face paint and a sense of humour. Paint each other with a clown face.
- Juggling – You will need balls of some kind to practice with and plenty of space. Can you find someone to teach you? Youtube clips?

- Slacklining – like tightrope walking, but using a webbing strap. Look online for ideas and equipment. (This can become a good camp activity). Walk, Balance, Jump, stand one on one foot, crouch down low. You can have a helper stand beside you or use a guide line for a little support.
- Tumbling/Gymnastics/Martial arts – can you borrow equipment/ find a coach or experienced gymnast to teach a few moves?
- Clown Car – You need a large cardboard box (and probably some packing tape). How many Scouts can fit in the box (be careful not to squash smaller Scouts!). Can you fit your Troop in a single box? Appliance boxes would be great- recycle afterwards. (This should make a good video).
- Chair Races - Needs solid chairs! Patrol lines up half on each side of hall, and each Scout takes turnabout to cross from one side of the hall to other on a chair. But the rider cannot touch the ground. Swap riders when they reach the other side. Winning patrol is first patrol to have all members cross the hall.
- Throwing challenges: **Bean Bag Toss**- Throw small bean bags into an area with several targets on the ground (Buckets, tubs, hoops). Encourage challenges by having a higher score if you hit a harder target (smaller, further away). **Can toss** - Set up empty cans in a pyramid on a stand. Scout stands behind a line and throws tennis balls. How many throws to knock cans down? (Have spare cans in case of dents, recycle afterwards).
- Scout Pong - Set up a table with 6 plastic cups in a triangle at each end. One Patrol at each end of the table, take turns to throw a table tennis ball trying to land in the other Patrols cups. When a cup is hit (ball stays in), remove it from the table. Turnabout at throwing and change throwers everytime you miss. Winning team is first to sink other teams cups (hit all 6 cups). No goal tending/blocking the cups- Do what is right.
- Balloon Darts – Write numbers/ score on balloons and blow them up. Attach blown balloons to a board with tape. Set up Scout behind a line with 3 darts. Throw darts and get points for each balloon that you pop. Replace balloons as you go to keep challenge even.
- Unicycle – Ask your Scout families if anyone has a unicycle! Get the Scouts to have a go trying it with two Scouts on either side helping them ride/balance. Who can stay on unbalanced for the longest?

For every activity, get Patrols to discuss:

- How can you do better? Can you teach someone else how to do better/ throw better?
- There are a number of activities that you can keep track of a score. How do you want to recognise achievements for Scouts & Patrols?
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Safety:

- Mark off safe areas for throwing (especially Darts), Give slackliners space to move and do not bounce the line. Manage height of any balance beam activities.

Shopping Game:

Equipment: Nil

Method:

One Scout leaves the Troop while they quickly decide what job the person is to be doing.

The Scout returns and asks each person in the circle what he/she should buy when shopping.

After asking everyone (6-8 people) the Scout has 2 chances to guess what the job is.

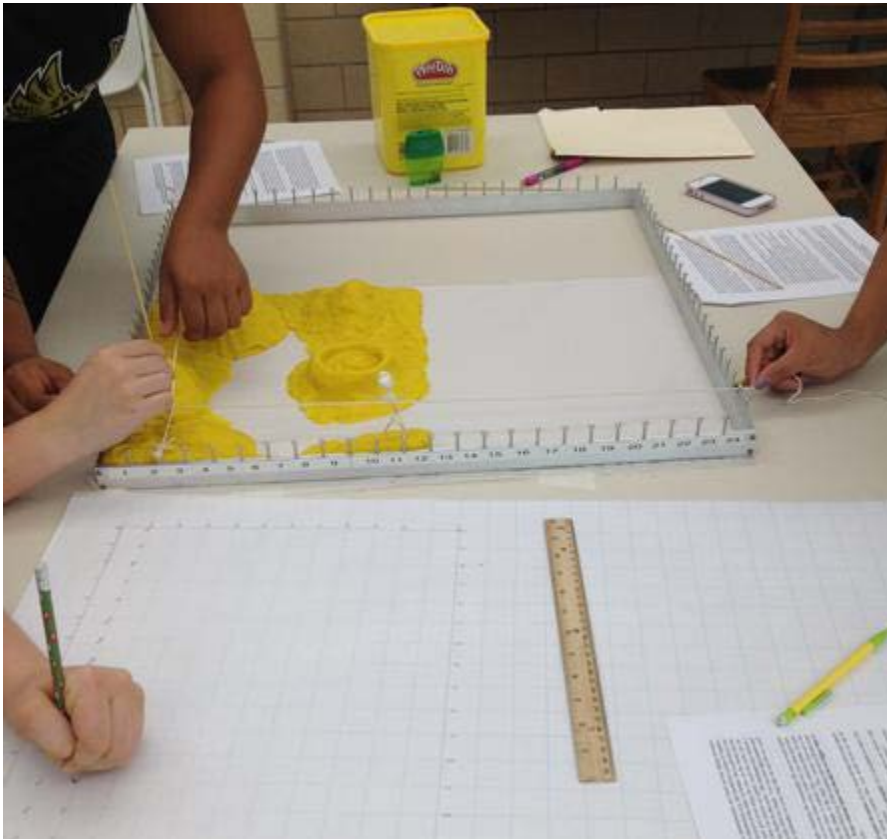
E.g. the Troop may choose "Policeman" as the Job. The shopping list could include handcuffs, torch, boots, blue shirt, dog, taser, siren, notebook etc.

Overview : <ul style="list-style-type: none"> Bringing Topo maps to life by Modelling an area with Playdough (or dirt/sand/mud/lego) 			
Week: 3	Session theme: “Shape the Earth”	Resources	Timing:
Coming in activity	Team game		
Opening	Youth Leading Opening Ceremony Karakia/Reflection Flag Break Scout Promise Outline of Session/Evening		10 mins
Game	Outside if possible- Chain Tag		15 mins
Activity	<ul style="list-style-type: none"> PL led discussion about Topo Maps and what they show. 	Topo Maps, Maps how to resource from knowledge base	20 min
Game	Captains Coming – using compass directions.		15 min
Activity	<ul style="list-style-type: none"> Build a model in playdough of a grid square on topo map. Review Grid references & orientate maps. PL discuss Contour lines & relief features (use Key). 	Topo map, Playdough & an area of cardboard to model on.	40 min
Closing	Closing Ceremony <ul style="list-style-type: none"> Hand out any term notices. Flag down and closing reflection of the night		10 min

	by scouts about what they learned and what went well or not so well.		
Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night. Check Garden.		
Resources	<p>Topo Maps, playdough (or dirt/sand/mud/lego) & cardboard pieces for each Scout. www.Scouts.org.nz - Members resources - Knowledge base, Common How to- Topo50 Map Guide.</p> <p>There are sections on Maps & navigation for completion at Bronze, Silver & Gold award levels. Patrol Leaders should be able to sign off achievement by Scouts towards this.</p>		
Health & Safety			

Resources: Scouts.org.nz Members resources- Knowledge base, Common How to- Topo50 Map Guide.

For modelling a grid square you should provide a cardboard surface with some gridlines drawn on it to allow Scouts to scale from Topo50 to model.



Playdough recipe:

Ingredients

- 1 cup of flour (whatever kind you have on hand)
- $\frac{1}{4}$ cup of salt
- $\frac{1}{2}$ cup of water
- 3 to 5 drops of natural food colouring

Instructions

1. Mix together the flour and the salt.
2. Mix together $\frac{1}{2}$ cup of warm water with a few drops of food colouring.
3. Slowly pour the water into the flour mixture, stirring as you pour. Stir until combined, then knead with your hands until the flour is completely absorbed. If the dough is too sticky, add more flour until it doesn't stick at all.

Term Theme: “Earth”			
Overview: <ul style="list-style-type: none"> • Team Building • Team Leader Training 			
Week: 4	Session theme: Balls	Resources	Timing:
Coming in activity	Ball Tag played as Scouts arrive		10 mins
Opening	Youth Leading Opening Ceremony Karakia/Reflection Flag Break Scout Promise Outline of Session/Evening		10 mins
Game	Chair Leaning Back Game		20 min
Activity	Team Building Volcanic Zone Marble Run XL Extreme In Patrols or as a Troop, construct a structure that enables a marble to be put in one end and it rolls through to the other. See Activity instructions for more details		60 min
Game	One word Story		20 min
Closing	Closing Ceremony Hand out any term notices. <ul style="list-style-type: none"> • Notice of the Hike/Camp to be given out. Notice for Week 7 outing to be given out. • Flag down and closing reflection of the night by scouts about what they learned and what went well or not so well. 		10 min
Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night. Check Garden.		5 min

As part of the 2017 Volcanic Zone Sandford course, the patrols had a session on planning a Troop night. The following nights programme is what they decided on.



Game - Chair Leaning Back Game

Required:

A chair for each scout (you could use bamboo, manuka poles or tent poles)

Instructions:

Everyone stands in a circle, facing inward, holding their chair so it is leaning back on its back legs, or with their stick standing on end directly in front of them.

The leader gives a command of "Ready - Right" and everyone must let go of their chair, or stick, and move to the right, grabbing that chair, or stick before it falls.

Or, "Ready - Left" and scouts go to the left.

If someone fails to catch his target chair or stick, they and the chair or stick are out.

When someone moves the wrong way, a collision may occur and remove two scouts at once. Keep going until there is only one person remaining.

You can use different commands to replace left and right such as:

Left = Port = Red = maui

Right = Starboard = Green = matau

Team Building - Volcanic Zone Marble Run XL Extreme

In Patrols or as a Troop, design, build and test a structure that enables a marble or small ball to travel from one end to the other.

The aim of this activity is to build the biggest structure you can with the equipment you have. You could use guttering, plumbing pipes, electrical conduits or other pipes/channels and use your pioneering skills to make supports to hold it up.

If you want to make smaller ones, you could use cardboard or recycled materials.



If made in teams, you could have a competition to see who's marble takes the longest to travel from one end of the marble run to the other.

If working in teams and the PL's have been to a Sandford, this is a great opportunity to put into practice the skills you learnt, such as SALADA.

Game – One Word Story

Troop stands in a circle facing inwards

One person says a single word to begin a story. The person to his left says another word, then the next person says another word, continuing around the circle. The object is to tell a coherent story, one word at a time.

Another option is to have a ball that is thrown to another person and they continue the story and then pass the ball to someone else in the circle.

Remember – the story has to make me sense.

Alternative Programme

Ballroom Dancing

Contact your local Ballroom Dancing club and either organise a visit to their hall or invite them to your hall for Ballroom Dancing lessons.

Alternatively contact: <http://www.dancesportcouncil.com/>

Week:	Activity	Risk	Mitigation
4	Ballroom dancing	<ul style="list-style-type: none"> Twisted ankles, sprains and bruises 	<ul style="list-style-type: none"> Pre-visit to venue to assess risk Complete RAMS, Activity Intention forms and consent forms Clear guidance/discussion around safety and supervision around this activity – guide by the venue

Overview :			
<ul style="list-style-type: none"> • New Experience • Teamwork & Coaching 			
Week: 5	Session theme: "Give it a go- Lawn Bowls"	Resources	Timing:

Activity:

Make contact with a local bowls club and coordinate a coaching session. Information about this activity is being circulated via BowlsNZ, but not every club will know about it.

Aiming for 60-90 minute session with coaches at a local bowls club to take Scouts, Leaders & supporting parents through the basics of Lawn Bowls and getting them playing a few ends in small groups.

This activity would benefit from parent support, especially if you have to transport youth to Bowls Club. Parents should take part in being coached.

You may need to adjust your normal Scout time & night to suit availability of bowls coaches & club greens to practice on (many clubs have lights on greens).

Typically the only equipment required by you will be flat soled shoes (no heavy treads).

A number of bowls clubs have all weather greens, but be prepared to swap nights if poor weather interferes (base this on advice from Bowls coaches).

You may find an opportunity to challenge another Troop to a bowls competition later in the term – a good challenge for PL's.

South Island Bowls Centre details:

Centre	Contact	Email	Phone
Bowls Southland	Karen Witham	office@bowlssouthland.co.nz	0275314259
Bowls Marlborough	Maurice Symes	mauricesymes@xtra.co.nz	0274456953
Bowls South Canterbury	Howard	h.jsmith@xtra.co.nz	036888307
Bowls West Coast	Lyn Oliver	bowlswestcoast@vodafone.co.nz	
Bowls Buller	Maurice Tipping	Bowlsbuller@gmail.com	7895070
Bowls Nelson	Kaye Brown	kayebrown@kinect.co.nz	035457330
Bowls Dunedin	Darryl Young	bowlsdn@xtra.co.nz	4559579
North Otago	Venessa NG	bowlnorthotago@gmail.com	034346995
South Otago	Katee Paulin	Katee.bowlssouthotago@gmail.com	0275550796
Central Otago	Ruth Grant	grant.alex@xtra.co.nz	034487680

North Island Bowls Centre details:

Check out:

<https://clubsnz.org.nz/sports-37/bowls/outdoor-bowls.html>

<https://clubsnz.org.nz/find-your-nearest-club.html>

<http://www.nzindoorbowls.co.nz/>

Week:	Activity	Risk	Mitigation
5	Bowls (Lawn)	<ul style="list-style-type: none"> Twisted ankles, sprains and bruises Slips/falls Young person protection 	<ul style="list-style-type: none"> Pre-visit to venue to assess risk Complete RAMS, Activity Intention forms and consent forms Clear guidance/discussion around safety and supervision around this activity – guided by the venue CYP awareness

Overview : <ul style="list-style-type: none"> Learn about locations and giving directions 			
Week: 6	Session theme: <p style="text-align: center;">“Where am I”</p>	Resources	Timing:
Coming in activity	Team game		5mins
Opening	Youth Leading Opening Ceremony Karakia/Reflection Flag Break Scout Promise Outline of Session/Evening		10mins
Game	Sardines <i>One person hides anywhere in the vicinity of the Scout hall, and the rest of the troop have to individually find them and hide with them. Could also be done in teams</i>		15mins
Activity	<ul style="list-style-type: none"> Latitude and Longitude 	See notes	30mins
Activity	<ul style="list-style-type: none"> Scavenger Hunt 	See notes	40mins
Closing	Closing Ceremony <ul style="list-style-type: none"> Hand out any term notices. Flag down and closing reflection of the night by scouts about what they learned and what went well or not so well.		10mins
Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night. Check Garden		5mins
Resources	Computer with internet, or Scouts' phones		

Health & Safety	AIF/RAMS forms to be completed
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Week:	Activity	Risk	Mitigation
6	Scavenger Hunt	<ul style="list-style-type: none"> Getting lost Slips/trips/falls Getting distracted and move out of the intended area Risky objects around that could cause injury; broken glass, needles and unsanitary objects. 	<ul style="list-style-type: none"> Pre-walk round of points/area to be used to assess risk Complete RAMS, Activity Intention forms and consent forms Clear guidance/discussion around safety and supervision around this activity

Latitude and Longitude

Give them a few key landmarks or addresses in your area / country and in Patrols, use <http://www.latlong.net> on their phones or a computer / iPad to write down the latitude/longitude of each address (eg. Local school, Scout hall address, Parliament Building).

Then give them the following Latitude/Longitude and ask them to work out which landmarks they are:

Lat -36.848448 Long 174.762191 (= Skytower)

Lat 48.858370 Long 2.294481 (= Eiffel Tower)

Lat -33.852306 Long 151.210787 (= Sydney Harbour Bridge)



Scavenger Hunt

Teams have 20 minutes to hide an item of their choice, anywhere in the Scout hall or outside boundaries. Working backwards, they then have to place cryptic clues which will lead the other teams to find it. They should lay 6-8 clues in total, which will lead them to the next location, which will have another clue.

For example: "Once you are done with me, this is the place I will be" = by the rubbish bin and "these spheres are played with every week" = where you keep the balls. You could also use compass directions or other landmarks to write the clues, eg. "to the north east of the watering can".

Then, each team will give their first clue to another team, who will then follow the clues until they find the hidden object.

Overview : <ul style="list-style-type: none"> Getting out into your local area to explore a Geological or Historical point of interest. Do you know your own neighbourhood? 			
Week: 7	Session theme: "See it for yourself"	Resources	Timing:
Activity	<ul style="list-style-type: none"> Get out and explore, match a location on a map to a point of significance. 		180mins
Resources			
Health & Safety	Consider hazards associated with this activity and ensure AIF/RAMS forms are completed and approved.		

Week:	Activity	Risk	Mitigation
7	Get out and explore	<ul style="list-style-type: none"> Getting lost Slips/trips/falls Getting distracted and move out of the intended area Risky objects around that could cause injury; broken glass Burns/scolds from portable cooker 	<ul style="list-style-type: none"> Pre-walk round of points/area to be used to assess risk Complete RAMS, Activity Intention forms and consent forms Clear guidance/discussion around safety and supervision around this activity Ensure safe use and refuelling of appropriate portable cookers for drink preparation

Activity:

Planning and notice is needed for this activity. PL to submit AIF & RAMs as appropriate.

Locate and investigate a Geological or Historical point of interest in your local area. Ideas include: Landslides, Faultlines, Fossils, Harbour, Old Military installations, River, River Mouth, Cave, Land Bridge, Dam, Pa, Tunnel.

If possible, meet with / invite an expert to gain more knowledge, otherwise some Scouts will need to research and provide information to inform others (Backed up by Leaders as required).

- Can you match how the area appears with different maps or satellite images.
- What difference has this place made? (e.g. Harbour may have brought settlers & trade, Faultline evidence of old or recent earthquake). Can you see evidence of changes by looking around or at map?
- Why were things built where they were?

Note: You could combine this activity with a meal or drink prepared on portable cookers.

Additional ideas:

You could turn this activity into a 'walking tour' around a significant part of town, and/or a scavenger hunt for Scouts to explore the area, read the signs etc. You could also see if there are any interesting geocaches to search for in the area.

Safety:

Location specific AIF/RAMS as needed.

Equipment:

As required

Overview :			
<ul style="list-style-type: none"> • Teamwork & Coaching • Team Leader training 			
Week: 8	Session theme:	Resources	Timing:
	“Teams Night”		
Coming in activity	Team game		5mins
Opening	Youth Leading Opening Ceremony Karakia/Reflection Flag Break Scout Promise Outline of Session/Evening		10mins
Game	Team game selected		15mins
Activity	<ul style="list-style-type: none"> • Activity selected/run by PLs 		35mins
Game	Team game selected/run by PLs		15mins
Activity	Activity selected/run by PLs		30mins
Closing	Closing Ceremony <ul style="list-style-type: none"> • Hand out any term notices. Flag down and closing reflection of the night by scouts about what they learned and what went well or not so well.		10mins
Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night. Check Garden		5mins
Resources	For resources or ideas for activities head to www.members.scouts.org.nz		
Health & Safety	In teams consider any hazards or risks associated with this activity and complete AIF/RAMS forms as required. At the end of the night reflect on what went well and scouts to identify any hazards during activities.		

Overview :			
<ul style="list-style-type: none"> Learning to cook a meal without electricity and using the earth and natural elements 			
Week: 9	Session theme: "Cooking on the Earth"	Resources	Timing:
Coming in activity	Team game - soccer		10mins
Opening	Youth Leading Opening Ceremony Karakia/Reflection Flag Break Scout Promise Outline of Session/Evening		10mins
Game	Team Relays – hit the ball under the chair with a stick		10mins
Activity	<ul style="list-style-type: none"> Make a Camp oven and cook a meal! <p>Note: This activity needs some preparation and a bit of pre-work before the Scouts have arrived. See instructions below.</p> <ul style="list-style-type: none"> During this time, the Scouts should prepare their food and lay it in the pit for cooking. 	See guide	30mins
Game	While the food is cooking, have a run around game outside if possible, but not too close to the camp oven! Eg. Octopus		30mins
Activity	Eat your meal!		25mins
Closing	Closing Ceremony <ul style="list-style-type: none"> Hand out any term notices. Flag down and closing reflection of the night by scouts about what they learned and what went well or not so well.		10mins
Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night. Check Garden		5mins
Resources	See below: Spades, stones, food, cooking utensils, tinfoil and/or edible leaves		
Health & Safety	As you are working with fire, ensure you follow all fire safety rules. Have buckets of water available near the cooking area, keep a fair distance from the fire pit, and an evacuation area specified. Please ensure scouts complete a RAMS form for this activity to ensure that risks and hazards are thought about and identified by scouts		

Week:	Activity	Risk	Mitigation
9	Make a camp oven	<ul style="list-style-type: none"> Your fire causes other local fires Burns/Scolds Exploding rocks Blisters/bruises Food poisoning choking 	<ul style="list-style-type: none"> Complete RAMS, Activity Intention forms and consent forms Clear guidance/discussion around safety and supervision around this activity Fire blankets and buckets of water at hand Ensure that food is thoroughly cooked Wear appropriate safety gear i.e. gloves, safety goggles, long sleeved shirts – avoid synthetic clothing and hair tied back Avoid using wet or river stones for the fire pit

Make Your Own Earth Oven

- 1) Select an area free of dry brush and other fire hazards, and dig a hole measuring 2 feet wide by 3 feet long by 1 foot deep. Pile the excavated dirt as near the hole as possible without allowing it to fall back in. (You'll need the dirt later.) *Note: A pit oven need only be about three times the size of the food that you intend to prepare.*
- 2) Line both the pit's bottom and sides with fairly flat rocks... *Note: Don't use stones from a stream bed; such rocks tend (because of the moisture that's trapped inside them) to explode when they're subjected to extreme heat.*
- 3) After you've completely "tiled" the floor and walls of your pit, it's time to build a small fire to heat the rocks. (Before going any further, check with local authorities to see that you are not violating any ordinances. If a fire permit is required, by all means get one!). Lay the blaze so it will heat the entire length and width of the pit, and keep the flames relatively small. (Remember, you're only trying to heat the rocks, not all outdoors.) *Note: Use hardwood twigs and branches if at all possible: They'll produce the best bed of coals and will burn the hottest and longest.*
- 4) Allow the fire to burn for 45 minutes to an hour before it dies down. The smoldering coals will then keep the pit hot while you prepare the food that will go into the "oven."

Loading the Pit

- 1) Scoop all the coals from the interior of the pit. (or just scrape them down to one end of the oven and cook your food in the other end).
- 2) Lay a thick layer of your insulator on the pit's stone floor – this could be edible leaves, watercress, or aluminium foil
- 3) Place your food on top of the edible leaves (wrapped in foil or other leaves), then spread another heavy layer of greens over the meal and sprinkle about a cup of water over everything (the water, of course, will produce steam during the cooking period).
- 4) Place a piece of cowhide (or carpeting, or slabs of bark, or plywood, or anything else that'll keep dirt from sifting through to the food) over the top layer of foliage. Quickly cover the entire area with about four inches of soil, then just go do something else for half an hour! (Leave at least one person supervising).
- 5) When you return, carefully remove the cowhide (or other protective cover) and prepare yourself for some mighty good eating!

Prepare the Food

Decide on a recipe – there are plenty available online if you search for pit oven recipes. Damper is a Scout classic, and very easy to prepare. Another good option is bananas filled with chocolate chips for dessert!

Damper

Ingredients:

- 2 cups self-raising flour
- Pinch of salt
- Water

In a bowl add 2 cups of self-raising flour and a pinch of salt. Slowly add water until the ingredients start to combine and form a dough. Don't knead, but using your hands, cup it and slowly work the dough until you get a nice round damper shape. Place the damper in tinfoil and put in the camp oven for about 20 – 25 minutes.

Note: It's even possible to use the "steaming pit" method in places where digging a hole is (for one reason or another) impractical. All you have to do is construct an aboveground "pit" by piling rocks in a circular fashion over a stone base. You can then proceed in the same manner as with the underground oven.

Safety:

As you are working with fire, ensure you follow all fire safety rules. Have buckets of water available near the cooking area, keep a fair distance from the fire pit, and an evacuation area specified.

Overview :			
<ul style="list-style-type: none"> Bringing the Scouts and their families together to celebrate the end of the year 			
Week: 10	Session theme:	Resources	Timing:
	“End of Term”		
Coming in activity	Mingling with other families, preparing plates for shared meal		10 mins
Opening	Youth Leading Opening Ceremony, parents to join in Karakia/Reflection Flag Break Scout Promise Outline of Session/Evening		10 mins
Game	Parents vs Scouts Relay - Running, skipping, hopping, kicking a ball, blindfolded		15 mins
Activity	Shared meal, play photo slideshow from the year’s activities. Can eat meal during next activity too.		15 mins
Activity	Trivia Quiz night for parents/Scouts See notes below.		60 mins
Closing	Closing Ceremony <ul style="list-style-type: none"> Any special end of year presentations Thank yous to the parents, leaders, PLs etc Flag down and farewell		10 mins
Clean up	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night.		5 mins
Resources	Trivia pursuit quiz – answer sheets for the teams to complete and Master Quiz questions/answers for the quiz master.		
Notes	Trivia Quiz Get the families into teams of 6-8 and give them some paper and pen to write down their answers. Quiz master (can be a Scout or Leader) to read out questions for each category round. There are plenty of pub quiz categories/questions/answers available online, or make your own up! https://www.quiz-questions.net/ - for examples		