

## 2017 TERM One – WATER

Welcome back from the Jamboree to Term 1, 2017.

Our theme for this term is **WATER**.

During this term we are looking at water based activities.

With any water based activity (away from your hall) please make sure your regional water activity is advised.

This term we have a Camp / Hike planned for the around the 17-18 March, as a lead up to this trip, Patrols will need to work thought the Mater List.

The aim of the camp / hike is one of the following

- Follow a river
- Trace a stream
- Water Catchment
- Walk to a lake
- Walk around a lake

The camp can be a Patrol camp or a Troop camp. It can be either a Hike / tramp or a camp what the Patrol or Troop decides to do.

It is suggested that when you can the Game or Physical activity is done outside.

Each night – including the Duty Patrol clean up needs to done by the finish time (Parents don't

### Master List

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

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

like waiting around 5 min after for flag down for Duty Patrol to clean up).

Does your Troop give each section at least \$50 per term to help run their programme?

The programme this term was written by Brendon Millard – Zone Scout Leader Rimutaka, Murray Brown Assistant National Scout Leader.

Reminder: That no one can pick up a programme and run with it on the night, you must be looking at the week about 4-5 weeks ahead of time.

## TERM 1 2017 Overview

### "WATER"

Week	Date	Activity	Elements	Special Requirements
1	6/2	Term Plan Review Patrols	<ul style="list-style-type: none"> <li>New Experiences</li> </ul>	
2	13/2	Paper Boat or Gust speaker	<ul style="list-style-type: none"> <li>Personal Development</li> </ul>	
3	20/2	Personal Challenge	<ul style="list-style-type: none"> <li>New Experiences</li> </ul>	
4	27/2	Lashing	<ul style="list-style-type: none"> <li>New Experiences</li> </ul>	
5	6/3	Dry Land Regatta	<ul style="list-style-type: none"> <li>Outdoors</li> </ul>	
6	13/3	Weather	<ul style="list-style-type: none"> <li>New Experiences</li> </ul>	
7	20/3	Zone training – Blank Night	<ul style="list-style-type: none"> <li>All Elements</li> </ul>	
8	27/3	Fishing	<ul style="list-style-type: none"> <li>Outdoors</li> </ul>	
9	6/4	Visit	<ul style="list-style-type: none"> <li>Community</li> <li>Outdoors</li> </ul>	
10	13/4	Final Night	<ul style="list-style-type: none"> <li>All Elements</li> </ul>	

## Weekend Activities

22/2 Founders day /Mud Slide

18-19/3 Hike / Tramp / Camp

Term Theme: <b>"WATER"</b>			
Overview : <ul style="list-style-type: none"> <li>• Review term plan</li> <li>• Patrol Allocation</li> </ul>			
Week: 1	Session theme:	Resources	Timing:
	<b>"Term Plan and Patrol Team Building"</b>		
<b>Coming in activity</b>	Suggest: Ball tag		10 mins
<b>Opening</b>	Opening Ceremony Welcome back to a new year Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
<b>Game/Physical</b>	Suggest: Water bucket race (Outside)		20 mins
<b>Activity</b>	PL's too look at members that have returned and sort out who is in what Patrol. While that is in place APLs to run a run water balloon game outside. Once PL's are done join game outside		30 mins
<b>Activity</b>	PL to announce who is in what Patrol, Patrol to get together and get to know each other  Patrol to talk about the following items <ul style="list-style-type: none"> <li>• Personal challenge badge week 3</li> <li>• What doing for hike (18/3)</li> <li>• What the Patrol wants to do on week 7</li> <li>• Steps from the master list can also be undertaken</li> </ul>		30 mins

<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Hand out any term notices, and notice of founders day camp</li> <li>Prayer / reflection / thanks / taps/ flag down</li> </ul>		10 mins
<b>Duty Patrol Clean up</b>	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 mins
Resources	Term programme, Master list of tasks to be undertaken		
Notes			

## Ball tag – Game

Game can be played with any number of people – can be played as people arrive.

Game starts with 2 people in.

About 5-6 balls (different types) are dropped in the centre of the hall

People that are in throw any ball at any one that is not in. You can't move with a ball. If a person is hit below the waste they join the 'in' members. Once people are hit they join the people that in. Once every one is in the game starts again.

## Water Bucket race - Game

Outside game.

Break into 3-4 even teams.

Each team has 2 buckets and a sponge.

A bucket full of water is placed at the start. The Scouts have to work in a relay getting all the water into the other bucket with only the sponge. The Scouts are not allowed to touch or move the bucket.

Winning group is group done first with most water in bucket.

## Water Balloon – Game / Activity

Outside game.

Break into 2 teams (team A and B).

Fill up about 30 water balloons.

Create a volleyball net (a bit of rope about 1.5 meter high is fine)

Team A starts off by throwing the water balloon to the other team over the net, if it is thrown so that team B can't catch it then a point is given to Team B. Team B tries to catch the water balloon, if they fail to catch it after it has been thrown the point goes team A.

Repeat

Term Theme: "WATER"			
Overview : Paper Boat			
Week: 2	Session theme:	Resources	Timing:
	<b>"Paper boats"</b>		
<b>Coming in activity</b>	Suggest: Circle Dodge Ball	Many balls	10 mins
<b>Opening</b>	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
<b>Activity</b>	Origami Paper Boat	A4 paper per person	20 mins
<b>Game</b>	Game of Ice hockey	Ice  Rolled up News Paper	20 mins
<b>Activity</b>	Origami make a cup	Square bit of paper per person	20 min
<b>Patrol Corners</b>	Time is allocated over the next 4 weeks for organising your Patrol camp. Work to the Master list – This week it is suggested that you look at a location for the Hike.  Reminder that you have some time each night you are at the hall for the next 4 weeks to do everything that is needed for the Hike / Camp	Master List	20 Min
<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>• Hand out notice of founders day camp and next week</li> <li>• Prayer / reflection / thanks / taps / flag down</li> </ul>		10 mins
<b>Duty Patrol Clean up</b>	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 mins



Resources	
Notes	Next week is Personal challenge not at the hall

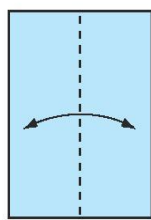
## Circle Dodge Ball – Game

Everyone forms a circle around 2 players

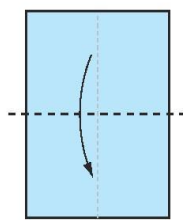
Using a range of balls, the Scouts on the circle try to hit the 2 in the centre below the knees. If they are hit they swap with the person that hit them

## Origami Paper boat - Activity

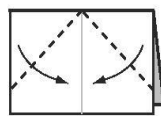
In this activity Scout will make a paper boat and float them (A Oven tray, a Sink a bucket can be used to float them)



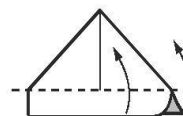
1. Start with a rectangular piece of paper, coloured side up.  
Fold in half, then open.



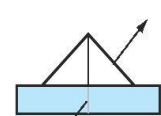
2. Fold in half downwards.



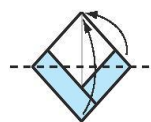
3. Bring corners in to centre line.



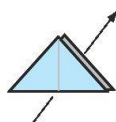
4. Fold uppermost layer upwards & do the same to the back. Crease well.



5. Pull the sides out and flatten.



6. Fold front layer up to top, then do the same at the back.



7. Pull the sides apart and flatten.



8. Gently pull the top parts of the model outwards, making a boat shape.



9. Flatten well to crease all folds. Then open out slightly, forming a boat shape. Finished Boat.


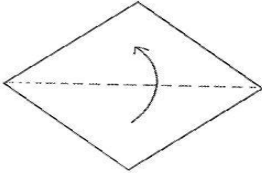

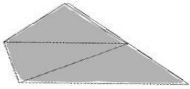

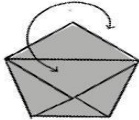

- <http://www.origami-fun.com/support-files/origami-boat-print.pdf>
- <https://s-media-cache-ak0.pinimg.com/236x/c0/72/cd/c072cd14cb659ee08bcc3b6ee77649c3.jpg>

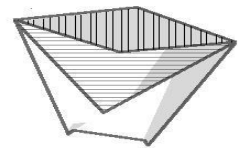
- <http://www.crusaders.edu.au/files/2012/02/Paper-Boat.pdf>
- [www.wikihow.com/Make-a-Paper-Boat](http://www.wikihow.com/Make-a-Paper-Boat)

## Origami cup - Activity

Here is how to make a cup out of paper

### How to make an origami paper cup

<b>1</b>		Start with a square piece of paper
<b>2</b>		Fold the paper in half ...
<b>3</b>		... to make a triangle
<b>4</b>		Fold one side of the triangle over
<b>5</b>		Fold the other side of the triangle over
<b>6</b>		Fold the top of the triangle down
<b>7</b>		Here is your cup! Have a drink of water!



See also

- [www.okido.co.uk/sites/default/files/origamicup\\_cc\\_0.pdf](http://www.okido.co.uk/sites/default/files/origamicup_cc_0.pdf)
- <http://www.thameside.oxon.sch.uk/wp-content/uploads/2014/01/origamipapercup.pdf>

- <https://www.dreamstime.com/stock-illustration-paper-cup-instructions-origami-make-your-own-cup-tutorial-easy-steps-orange-background-landscape-orientation-image54000160>
- <https://www.dreamstime.com/stock-illustration-step-step-instructions-how-to-make-origami-cup-illustration-image73210075>

## ICE Hockey - Game

Indoor game.

Per-work: Freeze 2 margarine containers fill of water at least 3 days before hand.

Break the Scouts in to 2 teams, Number the Scouts in each team so they match their height.

Scout sit on each side of the hall.

2 rolled up taped Newspapers are placed in the centre with the ice.

The person running the game calls out a number. The Scouts with that number run up and pick up the newspaper and then try hit the Ice Block to the other end of hall.

Scouts can be changed over at any time.

Warning – if a Scout is hit by ice it may hurt.

To change it around it bit have 4 roles of paper and call out 2 numbers.

### Alternative

As a alternative for the night you could get a guest speaker to talk about:

- Model Boats
- Radio Controlled boats

Or visit a Radio Controlled boat club.

Term Theme: <span style="float: right; font-weight: bold; font-size: 1.2em;">"WATER"</span>			
Overview : <ul style="list-style-type: none"> <li>Review term plan</li> <li>Patrol Allocation</li> </ul>			
Week: 3	Session theme:  <b>"Personal Challenge"</b>	Resources	Timing:
<b>All night activity away from hall</b>	<p>This night is away from the hall to look at a Personal Challenge badge</p> <p>Suggest the Swimming badge is under taken at the local pool. Any person challenge badge if it has a water theme or if you are a Sea Scout Troop you might want to look at the Boatman badge</p> <ol style="list-style-type: none"> <li>1. Swim 200 metres (continuous swim) by any stroke.</li> <li>2. Dressed in swimming gear plus t-shirt and long trousers (not jeans), swim 50 metres by each of two strokes chosen from front crawl, back crawl, breaststroke, sidestroke, butterfly, survival backstroke.</li> </ol> <p>Survival backstroke uses underwater arm strokes combined with a breaststroke kick on the back. The arms and legs work together, not alternately. The two strokes must be strokes other than the one chosen for the 200-metreswim.</p> <ol style="list-style-type: none"> <li>3. Enter the water safely by                     <ul style="list-style-type: none"> <li>A plain header from the side of the pool.</li> <li>A compact jump from a height above 1 metre</li> <li>an entry from a height above one metre, wearing a buoyancy vest or lifejacket (not a neck buoyancy vest as this can cause injury to the neck), which must be the correct size and properly fastened.</li> </ul> </li> <li>4. Surface dive to a depth of at least 1.6 metres and with both hands recover an object that must be returned to the poolside.</li> <li>5. Carrying with you a flotation aid or some other improvised towing aid, swim 25 metres to a tired swimmer, but staying out of reach. Pass the aid to the victim, instruct them how to use it and tow them to safety. At no time is the swimmer to get within reach of the victim, except when safely at the</li> </ol>		10 mins

	<p>edge of the pool or helping them out.</p> <p>6. Explain the "buddy system.</p> <p>7. Explain how to recognise a rip in the sea and what to do if caught in a rip or in a strong river current.</p> <p>Suggest that items are done as a relay with Patrol vs Patrol</p> <p>Make sure the Scouts are given a copy of the badge requirements before the night</p>		
Resources			
Notes	Remind Scouts about the Founder Day activity, your Zone / Group should have sorted something out for Founders day		



# SCOUTS NATIONAL PROGRAMMES

Term Theme: "WATER"			
Overview :			
<ul style="list-style-type: none"> <li>Lashings</li> </ul>			
Week: 4	Session theme:	Resources	Timing:
	<b>Lashing</b>		
<b>Coming in activity</b>	Quick team game – Use the resources in the Scout web site - <a href="http://members.Scouts.org.nz/Resources">http://members.Scouts.org.nz/Resources</a> - Knowledge base - Activities and games (Scout race and Romp games)		10 mins
<b>Opening</b>	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
<b>Activity</b>	Lashings Patrol Leaders to teach their Patrol the following  Clove hitch <a href="http://www.Scoutingresources.org.uk/downloads/knots_clovehitch.pdf">http://www.Scoutingresources.org.uk/downloads/knots_clovehitch.pdf</a>  Timber Hitch <a href="http://www.Scoutingresources.org.uk/downloads/knots_timberhitch.pdf">http://www.Scoutingresources.org.uk/downloads/knots_timberhitch.pdf</a>  Square lashing <a href="http://www.pioneeringmadeeasy.co.uk/knotsandlash/square.html">http://www.pioneeringmadeeasy.co.uk/knotsandlash/square.html</a>  Diagonal Lashing <a href="http://www.pioneeringmadeeasy.co.uk/knotsandlash/diaglashing.html">http://www.pioneeringmadeeasy.co.uk/knotsandlash/diaglashing.html</a>  <a href="https://www.Scoutactivitycentres.org.uk/wp-content/uploads/2014/01/factsheetLashings.pdf">https://www.Scoutactivitycentres.org.uk/wp-content/uploads/2014/01/factsheetLashings.pdf</a>		50 mins
<b>Game</b>	Water based game. Use the resources on the Scout web site		10 mins
<b>Patrol Corners</b>	Time is allocated over the next 3 weeks for organising your Patrol camp. Work to the Master list. Reminder that you have some time each night you are at the hall for the next 3 weeks to do everything that is needed for the Hike	Master List	20 Min

# SCOUTS NATIONAL PROGRAMMES

	/ Camp		
<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>• Hand out notice of Hike in a 3 weeks' time</li> <li>• Prayer / reflection / thanks / taps/ flag down</li> </ul>		10 mins
<b>Duty Patrol Clean up</b>	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 mins
Resources			
Notes			

# SCOUTS NATIONAL PROGRAMMES

Term Theme: "WATER"			
Overview :			
<ul style="list-style-type: none"> <li>Dry Land Regatta</li> </ul>			
Week: 5	Session theme:	Resources	Timing:
	<b>Dry Land Regatta</b>		
<b>Coming in activity</b>	Quick team game. Use the resources in the Scout web site - <a href="http://members.Scouts.org.nz/Resources">http://members.Scouts.org.nz/Resources</a> - Knowledge base - Activities and games (Scout race and Romp games)		10 mins
<b>Opening</b>	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
<b>Activity</b>	This week we build on the skills that we used last week – Lashings Patrols to work together to build a Dry Land Regatta raft. The raft does not have to float, and has to be carried by members of the Patrol		30 mins
<b>Game</b>	Water based game. Use the resources on the Scout web site		10 mins
<b>Activity</b>	Outside race of the Dry Land Regatta rafts. This is a simple race of about 50m carrying the raft It is suggest that a few different races are held – over different terrain. Each one is a race with the Patrol working together to get the raft around the course		20 Min
<b>Patrol Corners</b>	Time is allocated over the next 2 weeks for organising your Patrol camp. Work to the Master list – This week it is suggested that you look the paper work required. Reminder that you have some time each night you are at the hall for the next 2 weeks to do everything that is needed for the Hike / Camp	Master List	20 Min
<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>Remind of hike in 2 weeks</li> </ul>		10 mins

# SCOUTS NATIONAL PROGRAMMES

	<ul style="list-style-type: none"> <li>Prayer / reflection / thanks / taps/ flag down</li> </ul>		
<b>Duty Patrol Clean up</b>	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 mins
Resources			
Notes			

## Dry Land Regatta

A Dry Land Regatta is making rafts that can be carried on land and raced in Patrols



Each Patrol is to build a raft that can be used on land. The raft has to be able to carry of all members of the Patrol in a running race, the raft are to build using the lashing covered last week.

# SCOUTS NATIONAL PROGRAMMES

Term Theme: "WATER"			
Overview :			
<ul style="list-style-type: none"> <li>Weather Clouds</li> </ul>			
Week: 6	Session theme:	Resources	Timing:
	<b>Weather</b>		
<b>Coming in activity</b>	Quick team game. Use the resources in the Scout web site - <a href="http://members.Scouts.org.nz/Resources">http://members.Scouts.org.nz/Resources</a> - Knowledge base - Activities and games (Scout race and Romp games)		10 mins
<b>Opening</b>	Opening Ceremony Opening Prayer/Reflection Flag Break Outline of Session/Evening		10 mins
<b>Activity</b>	Cloud in a bottle		10 mins
<b>Game</b>	Weather based game. Use the resources on the internet.		10 mins
<b>Activity</b>	Cloud types Patrol Leader to go over the type of clouds and explain what they are		20 Mins
<b>Game</b>	Outdoor Water game. Use the resources on the Scout web		10 Mins
<b>Activity</b>	Cloud matching game Working in Patrols each Patrol is given a cloud sheet Each cloud is cut into 4 bits, The Cloud name, The Short code for Picture of the cloud, the description of the cloud. Patrols race each other to see who can match the clouds the fastest (When cutting it out if there is white space cut that off – so Scouts don't just try to match up scissors cuts)		10 Mins
<b>Patrol Corners</b>	This is the last week to sort out what is needed for the hike on the weekend, work on the master list and action anything that	Master	20 Min

# SCOUTS NATIONAL PROGRAMMES

	has not been done	List	
<b>Closing</b>	<b>Closing Ceremony</b> <ul style="list-style-type: none"> <li>• Remind of hike on the weekend</li> <li>• Prayer / reflection / thanks / taps/ flag down</li> </ul>		10 mins
<b>Duty Patrol Clean up</b>	Sweep hall, fold flag, dishes and any other tasks that need to be done at the end of the night		5 mins
Resources	Cloud charts  Stuff required for cloud in a bottle		
Notes	Hike on the weekend		

## Cloud in a bottle – Activity

See <https://www.youtube.com/watch?v=44GH2gs8avo>

You need a set of gear for every 2 people

Need:

A clear large glass

Boiling water

Matches

Small bag of Ice (about Sandwich size)



Instructions:

1. Fill the glass about  $\frac{3}{4}$  of the way with boiling water  
Wait 1 Min
2. Empty out all but  $\frac{1}{4}$  of the water
3. Light a match and hold it over the glass, drop the match in the glass
4. Place the bag of ice on top of the glass, making sure to have no gaps



1.



2.





The warm air hitting the cold air creates a cloud (the Smoke allows us to see what is happening)

This is the same principle that rain clouds work to – Hot Air rises joining with the cold air making rain clouds, then the rain cloud gets too full it rains

# New Zealand Cloud Types

Cirrus

Ci



White, fibrous-looking cloud made of ice crystals. This cloud is often the first sign of an approaching front. Cirrus streaks are sometimes known as 'mares' tails'.

Photographer: Unknown Location: Unknown

Cirrostratus

Cs



Whitish veil-like high cloud made of ice crystals. It is usually translucent and has a smooth appearance. The sun, when viewed through Cs, is often seen to be surrounded by a rainbow-like ring called a *solar halo*. This cloud often invades the sky well ahead of a frontal system and may thicken to As as the front approaches.

Photographer: Peter Keefe Location: Wellington

Cirrocumulus

Cc



Whitish high cloud made of ice crystals and composed of small billow-like cloud elements. This cloud type is not often observed.

Photographer: John Coash Location: Hutt Valley

## High Clouds

Base usually above 6000m (20000ft) over New Zealand

- Ci Cirrus hair-like or streaky ice cloud
- Cs Cirrostratus layer of ice cloud
- Cc Cirrocumulus billowy ice cloud

## Middle Clouds

Base usually between 2000m (6500ft) and 6000m (20000ft) over New Zealand, but Ns may lower to near the Earth's surface.

- Ac Alto cumulus billowy cloud at middle levels
- As Altostratus layer cloud at middle levels
- Ns Nimbostratus rainy layer cloud

## Low Clouds

Base usually below 2000m (6500ft) over New Zealand

- St Stratus layer cloud
- Cu Cumulus heaped cloud
- Cb Cumulonimbus rainy heaped cloud
- Sc Stratocumulus flattened heaped cloud

Alto cumulus

Ac



A grey or whitish middle-level cloud that generally has some shading and texture. Ac may follow Cs during the approach of a front.

Photographer: Peter Keefe Location: Wellington

Alto cumulus Lenticularis

Ac



This middle-level wave cloud often forms when a layer of air is lifted over hills or mountains in stable conditions. Ac *lenticis* can occur as single lens-shaped clouds or as many lens-shaped clouds 'stacked like pancakes'.

Photo: Peter Fisher Location: Near Larned

Northwest Arch

Ac/As/Cs



This middle and high cloud often forms east of New Zealand's main mountain ranges as a result of an increasing northwest flow ahead of a frontal system. At first single Ac *lenticis* form but, as the front approaches, upper-level moisture increases and an arch cloud develops of Ac, As and Cs. This arch cloud displays a very sharp western edge.

Photo: Sarah Gurlick Location: North of Christchurch

Altostratus

As



A greyish or bluish middle-level cloud sheet. It usually develops from gradually thickening Cs, and it may thicken further and lower to Ns. Unlike Cs, solar halos are not observed with this cloud. The low cloud in this photo is Sc.

Photographer: Peter Keefe Location: Wellington

Nimbostratus

Ns



Dark grey middle-level cloud usually associated with a frontal system. The cloud base can be hard to see because of more or less continuously falling rain or snow beneath it. The base may lower to near ground level as precipitation increases the low-level moisture.

Photographer: Peter Keefe Location: Wellington

Stratus

St



A low-level cloud which can occur in layers or patches. St often forms when low-level air is moistened by frontal rain, and when warm moist air moves over a cool sea. If under other clouds St appears grey; it looks white if in direct sunlight as in the photo. Fog is a type of St that forms on the ground, often under slow-moving anticyclones.

Photographer: John Coash Location: Wellington

Stratocumulus

Sc



Grey or whitish layer cloud, often with a lumpy looking base. Sc can be formed by low-level turbulence and also by Cu spreading out when reaching a stable layer. Sc layers are usually only about 300m (1000ft) to 600m (2000ft) thick. Sc is common in anticyclonic conditions, particularly over the sea.

Photographer: Paul Malinson Location: Hutt Valley

Cumulus Humilis

Cu



A low-level heaped cloud that is also called fair weather cumulus. It has little vertical development and individual clouds are short lived. These clouds form in weak thermals rising from the Earth's surface during fair weather.

Photographer: Peter Knudsen Location: Near Greytown

Towering Cumulus

TCu



This heaped cloud usually has a sharp horizontal base and a cauliflower-shaped top. TCu may grow from Cu into Cb if the conditions are suitable. The vertical extent of TCu (and Cb) is much greater than Ac and Cc, the higher-altitude types of cumulus.

Photographer: Peter Keefe Location: Wellington

Cumulonimbus

Cb



Tall heaped cloud, usually with an anvil-shaped top. In New Zealand, Cb tops may reach 10,000m (35,000ft). Cb clouds can occur individually, in organised groups, as squall lines or embedded in fronts. They often produce thunderstorms with strong wind gusts, hail, heavy showers and even tornadoes.

Photographer: Alister Gorman Location: Wellington

## Weekend Activity – Hike / Camp

Over the weekend of 17-18 March we have a Scout Hike / camp planned.

Troops can work as a full Troop or a Patrol.

You can decide if you want to do a Hike or Camp

The aim of this camp or hike with one of the following reasons

- Follow a river
- Trace a stream
- Water Catchment
- Walk to a lake
- Walk around a lake

### 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

During this term Patrols had time to work in their Patrols to sort out items from the master list

Term Theme: <span style="float: right; font-weight: bold; font-size: 1.2em;">"WATER"</span>			
Overview : <ul style="list-style-type: none"> <li>• Patrol Time</li> </ul>			
Week: 7	Session theme:  <b style="text-align: center;">Patrol training / Zone Training</b>	Resources	Timing:
	Zone Scout Leaders or Patrol Leaders to organise this night.  Or  Patrol to do an activity  Or  Blank Night		120 mins

# SCOUTS NATIONAL PROGRAMMES

Resources			
Notes	Fishing next week		

## Skill Instruction Session - Skills Training



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

At Zone level, this night could be used to:

- Upskilling PL's.
- Add activities to balance skill levels based on upcoming events.

At Troop level, this night could be used to:

- Run a Troop night organised by the PL's
- Patrol night – Patrol to organise their own night (work on personal challenge badges or award scheme, social time e.g. movie, community service, visit another Troop.

Term Theme: "WATER"			
Overview :			
<ul style="list-style-type: none"> <li>Fishing</li> </ul>			
Week: 8	Session theme: <b>Fishing</b>	Resources	Timing:
	<p>This night is set aside so the Troop can go fishing. It might be to a lake, river, beach, wharf or a boat. Just remember to get any licenses require.</p> <p>Scouts will need to bring all the gear needed for fishing.</p> <p>This is night is the National Commissioner challenge to catch the best looking fish. Send a photo of your fish (and the Scout that caught it) to Clarke (clarke@Scouts.org.nz) he will judge the best fish and award a prize.</p> <p>Here are some tips from MPI</p> <div data-bbox="368 1037 798 1135" data-label="Image"> </div> <p>Remember: <b>Catch – Photo – Release</b></p> <p>Call 0800 00 83 33 to find your local office and ask them what you can catch. You can visit <a href="http://www.mpi.govt.nz">www.mpi.govt.nz</a> where you will be able to look at, or print out a copy of your local fishing rules brochure.</p> <p><b>DO THESE THINGS TO BE AN AWESOME FISHER</b></p> <ul style="list-style-type: none"> <li>Remove fish from the water only if you have to:</li> <li>Wear cotton or rubber gloves to hold fish or at least make sure your hands are wet</li> <li>Lie fish on a soft wet surface if you need to handle them out of the water</li> <li>Change to a larger hook size if you are catching a lot of small fish</li> <li>Keep fish out of the water for as short a period of time as you can</li> <li>Take out the hook carefully from mouth-hooked fish</li> <li>Cut the line for gut-hooked fish</li> <li>Always put fish back gently and as near to the surface of the sea</li> </ul>		120 mins

	<p><b>LOOK AFTER OUR FISH AND DON'T DO THIS!</b></p> <ul style="list-style-type: none"> <li>• Hold fish by putting your fingers inside the gills</li> <li>• Poke or touch the eyes</li> <li>• Never hold fish by the eye sockets</li> <li>• Squeeze the gill covers or gut area</li> <li>• Lift fish by the tail as this can dislocate the spine</li> <li>• Drop or place fish on a hot, dry deck or on rocks</li> </ul>		
Resources	Simple Fishing gear		
Notes			



# SCOUTS NATIONAL PROGRAMMES

Term Theme: <b>"WATER"</b>			
Overview :			
<ul style="list-style-type: none"> <li>• Visit</li> </ul>			
Week: 9	Session theme:	Resources	Timing:
	<b>Visit</b>		
	<p>The aim of this night is to visit a place that deals with water</p> <p>Some Examples are</p> <ul style="list-style-type: none"> <li>• Sea Museum</li> <li>• Hydro Power Station</li> <li>• Water treatment</li> <li>• Coast Guard</li> <li>• Sea Scout Troop</li> <li>• Sewage Treatment</li> <li>• Met Service</li> <li>• Boat Builder</li> </ul>		120 mins
Resources			
Notes	Scouts should sort out the visit		

Term Theme: <b>"WATER"</b>			
Overview :			
<ul style="list-style-type: none"> <li>• Final night - BBQ</li> </ul>			
Week: 10	Session theme:	Resources	Timing:
	<b>BBQ</b>		
	This is the last night of the term Have a BBQ at the river / Lake./ Sea / Pool Go somewhere that Scouts can swim and have a good time		120
Resources			
Notes	Last night of term – Easter is 14-16 April – ANZAC day 25 April		

