

1st Carlingford Joey Scout Mob (NSW)

THEME: Creativity SUBTHEME: Scouts in Action Badge

5:50: COMING IN ACTIVITY: Drawing on paper

6:00: OPENING CEREMONY

6:05: Art – Free Painting on Art Boards

6:20: GAME: “Lap, Lap, Clap, Snap”: Sit on the floor in a big circle. Have everyone go around introducing their names. Teach the Joeys the main pattern, “Lap, Lap, Clap, Snap”. This is done by patting one’s legs with both hands twice in a row, clapping in front of you, and then snapping with both hands. Do it several times until everyone in the circle is comfortable with the rhythm. Then the game begins. The leader starts the action: “Lap, Lap, Clap, Snap.” But instead of saying “Snap”, the leader then calls out the name of a person in the “snap”. That person must then continue the pattern, calling out a different name in the place of the “snap”. For example: LEADER: Lap, Lap, Clap Sasha! SASHA: Lap, Lap, Clap, John! JOHN: Lap, Lap, Clap, Linda! etc.

6:25: Game: Zombies: Have the Mob stand in a circle. Go around the circle having each Joey loudly say his/her name as a zombie. (“Saaaarrrraaaaahhhh!”). Then choose one Joey to be the “zombie”. The “zombie” walks in the middle of the circle zombie-style; arms stretched in front, head to the side. Call a Joey’s name. The zombie heads toward that Joey. The Joey must try to call another Joey’s name before the zombie reaches him/her. If the zombie is able to tag the Joey before he/she can call a new name, that person becomes the zombie.

6:30 GAME: Freeze: Joeys walk around the space, constantly changing the shapes of their bodies, exploring unusual poses (consider adding instrumental music to help their imagination) The leader at any point can call out “Freeze!” at which point all the Joeys freeze in their current pose. The leader calls out a name and asks them to “Justify” their pose. For instance, a Joey posed with their arm raised high above their head might be “cleaning cobwebs from the ceiling” or “raising his hand in a classroom” or “playing basketball and just threw and 3 pointer”. It is the Joey’s job to imagine a situation in which their pose makes sense. After the leader asks about 3 or 4 Joeys to justify, unfreeze everyone and let them walk around again, posing and contorting some more. Repeat!

6:35: GAME: Morphing the Movement: Joeys stand in a circle. One Joey starts by choosing a physical action with repetitive motion (i.e. digging) The Joey to their right begins to imitate their action so that now, two Joeys are performing identical actions. Once the first Joey feels that the second has adopted the action to his satisfaction he stops the movement. The second Joey now begins to loosen his action and exaggerate the movement and lets it morph until he has found a new action (i.e. throwing a ball). It should be noted that this is most productive when the transition is gradual, a result of a player listening to his own body as opposed to thinking of an alternate action. When the Joey to his right feels that Joey #2 has a clear action, he mimics the action. The morphing of the movement continues until it has reached the end of the circle, at which point it can stop or go around again.

6:4: Activity: Music – Banjo the Bunyip. Listening activity + playing accompaniment (percussion)

6:55 CLOSING CEREMONY

ADDITIONAL EQUIPMENT NEEDED:

Art Canvas

Paint

Percussion Instruments