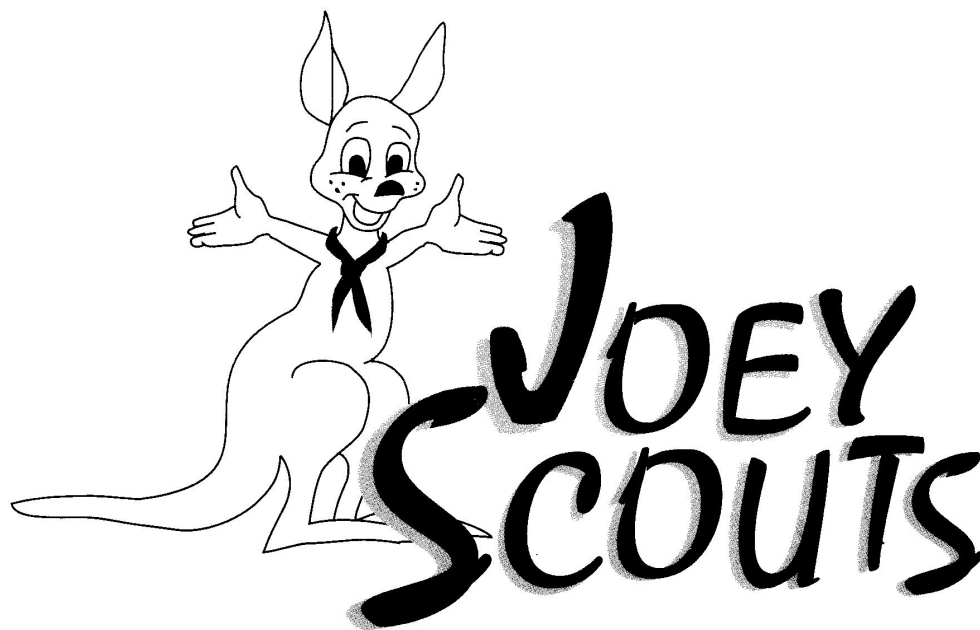


Performing Arts For

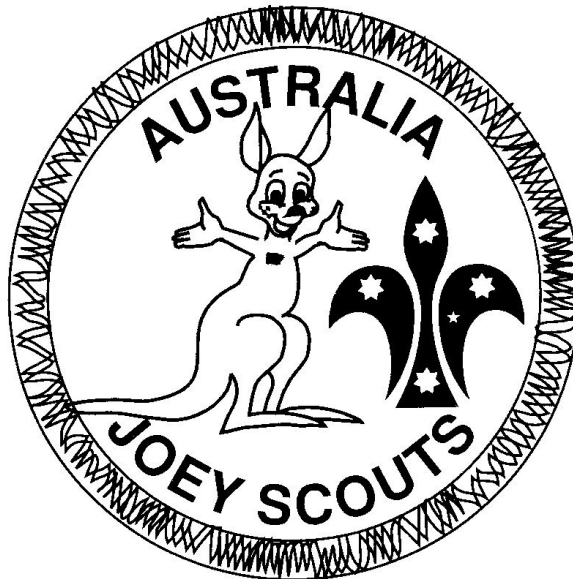


A Woodbadge Project by Sandy Knox (1st Ermington)

Performing Arts For Joey Scouts

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Games and Activities

Alien, Tiger, Cow

Standing game, strike a pose.

This game is based on three poses that each Joey can do. Demonstrate the poses.

1. Alien – make antennae with your fingers and make the noise “zeep, zeep, zeep”.
2. Tiger – expose ferocious claws and roar.
3. Cow – make the cow’s udder with your hand and moo.

Leader counts to 3. On 3 Joeys do one of the 3 character types – alien, tiger or cow. Keep repeating the cycle of 1-2-3 until everyone does the same creature. Generally dissolves into complete chaos before there is any synchronicity.

Variation – have the Leader stand by the wall facing away from the Joeys. Call out the creature and any Joey being that creature is eliminated and sits down.

Animals/Birds of a Feather (a group movement game)

Hand out cards or small pieces of paper with either pictures or the name of an animal. The Joeys have to act out the animal that they have been given and find other Joeys with the same animal. Make sure the Joeys are also making the appropriate sound for their animal – eg, dog, cat, crocodile, kookaburra, chicken, emu, elephant.

Animal Sounds

Walk around the room in a circle and Leader calls out name of a particular animal and you must make the sound of that animal – cats, cows, snakes, tigers.

Animal Tag

One Joey starts by being an animal or thing (such as a monkey or snake) and all other Joeys’ copy what they are doing. The ‘in’ player must try and tag another player, who must then become a thing, and so it goes on.

Anything Fabric

Equipment: a piece of fabric

Joeys sit in a circle. The Leader shows the fabric to the Joeys, saying, "What could this piece of fabric be? We’re going to pass it around the circle and each of you will show us something that it could become." The Leader demonstrates, turning the fabric into something (for suggestions, see list below) and stating what it is. The fabric is passed from Joey to Joey, with each participant sharing an idea. Some Joeys will need some help coming up with an idea – encourage them to think of their own idea, but have some spare ideas ready.

Some ideas include:

A Superman cape

A Nappy

A Magic carpet

A Flag

A Picnic blanket

A Dog’s leash

A Toga ("One of those things they wore in Greece" was the original description)

To The Ark

Label the corners of the hall as people, birds, fish and animals. Start with all the Mob safely in the centre where you have drawn a chalk 'Ark'. As you call out the name of one of the corners the Joey Scouts move to the correct corner using the appropriate action. People run, while animals are on all fours, birds fly, and fish make swimming movements. At the call of 'Flood' everyone runs back to the shelter of the Ark. This game gets quite fast and uses up a lot of energy. There are no winners or losers because everyone stays in.

Big Wind Blows

Joeys sit in a large circle sitting at an arm's length apart. One Joey is chosen to be the "wind", and stands in the centre of the circle. The game begins when the Joey in the middle acts like the wind (by turning in a circle and waving their arms) and says "THE BIG WIND BLOWS" At this point they must specifically state what the wind blows, a statement which must be true about themselves. i.e. "The Big Wind Blows everyone who has blue eyes." All of the kids who have blue eyes including the wind must stand up and run through the circle to a position that is now empty on the other side. Upon reaching this spot, they sit down. One Joey will be left over, they are now the wind and the game continues. There is no winner or loser, just a lot of fun.

Birds in the Air

Joeys are allocated a bird name. When the name of their bird is mentioned in the story they flutter their right hand in the air; if birds is mentioned, everyone flutters both hands in the air.

Catching Fish

Two Joeys are in. They are a fishing net and must run around and catch the other Joeys by tagging them with their free arms. As the nets get larger, they can break into separate nets, and the game ends when there are no fish left.

Chinese Whispers

Instead of passing a message verbally to team members, the message must be mimed.

Costume Relay (relay based, 2 or 3 teams)

The Joeys dress in costume then run to the end of hall and back. Costume is then passed to next person in team. Continues until all in team have had a turn. Joeys sit down when all in their team have had a turn.

Dead Ant

The Joeys walk around the room and then drop to the floor with their legs up in the air when the Leader calls out 'dead ants'.

Variation – Terry the Tiger

The Joeys walk around the room, and when the Leader calls out 'Terry the tiger' act like a tiger.

Deaf and Dumb

Have the Joeys sit in a circle and count round alternatively 'deaf' – 'dumb'. The deaf ones ask questions and the dumb ones can only reply by miming the answers. Then reverse the roles.

Ducks that Fly

When the leader says, "Ducks fly", and flaps his/her arms, all the Joeys must flap their arms. The leader goes on to say, "Cats Meow", with appropriate sounds or gestures, which must be imitated as above. He/she may continue, "hens cluck", "horses trot", and so on with appropriate gestures and sounds. When he/she chooses, he/she may substitute a false statement and motion, such as, "cows bark", "elephants fly", and so on. If a Joey imitates the false motion, he/she is penalized. If any Joey makes a false motion or sound at any time, he/she's out (can be given three chances).

Escape from the Monsters

Equipment: bean bags, blindfolds, ropes and keys

Four monsters are chosen and they are blindfolded and sat in the middle of a circle that is formed by the rest of the Joeys. In front of these Monsters sits their treasure (keys). They have beanbags for ammunition. The leaders chose one Joey to go through the circle and get the treasure. This person gets 3 monster de-activators. (ropes tied into a circle) These will de-activate the monster if it is put over their head. The monster can stop trespasser by hitting them with a beanbag. The players in the circle can help the monsters by telling them where the trespasser is

Fairytale Improvisation

Divide the Joeys into two or three small groups. This activity will give them the chance to re-tell a familiar fairytale and act it out with action, improvisation and sound effects. It also requires each group member to take on a different part to help tell the story.

This activity requires a Leader to help direct each small group. In the end each group will act out the fairy tale for other groups. Eg, Cinderella, Goldilocks.

Feeding Time

Equipment: small pieces of paper, peanuts or candies.

Divide the Joeys into small groups of at least 4 people. Each group needs to be a different animal and decide on the sound they will make. A leader needs to be chosen for every group. The object of the game is for each group to try and collect the most food. On the word "go", the players can start looking around the playing area for food. The only people that can actually pick up the food are the group leaders but they cannot pick up any food they want. The rest of the team members look for the food and when they find it, they stand on it or beside it and make their animal noise until their leader comes. Once the food is taken by the leader, the Joey would go and look for food again. The team that collects the most wins.

Fire Engines

The group or groups all stand facing one direction and each leader points to a fire 15 metres or more away. The fire engine leader goes first to put out the fire making a siren noise as she goes, taking out the hose and spraying the fire. It is too large a fire so she has to go back and get another fire engine, and so on, until the whole group have finally put out the fire together.

Fishes

Sit the group in a circle. Give each person the name of a fish in sequence around the circle, e.g. Cod, Haddock, Plaice, Cod, Haddock, Plaice, and so on until all have a fish name. When the teacher calls out the name of a particular fish, all those with that

name have to run clockwise around the outside of the circle and back to their place. It's basically a race to get back to your seat first and the last one back loses a life - each participant has three lives. The additional twist is that, during any time whilst the Joeys are running, the Leader can call out 'Tide Turn!' and all those running must immediately turn and run in the opposite direction back to their places. The command 'Tide Turn' can be called at any time and any number of times! This encourages Joeys to concentrate and listen carefully for the command. Once all three lives have gone, that Joey plays no further part in the game.

Follow my Leaders

In a new version of the old game, one Joey goes out of the room and a Joey is selected as the Leader. The first Joey returns and stands in the middle of the circle. The Joeys around the circle have to copy everything that the leader does. The Joey in the middle has to spot who the leader is.

Freeze

Everyone stands still when the command 'Freeze' is called. When 'Melt' is called each Joey Scout has to act like a well-known person or thing, the name of which is also called:

Car
Motorbike
Headmaster or Principal
Clown
Mickey Mouse
Superman

This continues until "Freeze" is called again and a new person or object identified. If noise is a problem, this could be mime or statue game (children have to hold a pose without moving, and anyone who does so longer than the others becomes a judge).

Fruit Bowl

Sit Joeys in a circle on chairs. Give each one the name of a fruit in sequence, e.g. apple, pear, banana, apple, pear, banana, and so on until everyone has a fruit name. Nominate one Joey to stand in the middle of the circle (or ask for a willing volunteer!) and take their chair away - you now have one less chair than there are participants.

The Joey in the middle shouts out the name of one of the fruits allocated and all Joeys with that fruit name must dash out of their seats and run to another chair. They are NOT allowed to go back to their own chairs, and in large groups they are also not allowed to simply move to the seat next to theirs. As the 'fruits' are changing places, the person in the middle must also try and find a seat. When everyone has dashed to swap seats, there will be one person left in the middle again. He or she calls out the name of a fruit - it can be the same one or a different one - and the whole process begins again. If, however, the Joey in the middle calls out 'FRUITBOWL!' everyone in the circle must change places and move to a new seat! Two fruits can also be called at once.

Gates, Bridges and Tunnels

Equipment: Rubber chicken

Place the Joeys into groups of three and form a circle so that they are standing beside

the people in their group. One person is the gate person, one is the bridge person and one person is the tunnel person. The Leader should be standing in the middle holding the rubber chicken. When Gates is called, the gate people leave their spot in the circle and run around the outside of the circle. The two people from the group then form a gate by putting their arms together. When the gates person gets all the way around they then run through their gate into the middle of the circle and try to grab the rubber chicken. The same thing happens for the tunnel and the bridge people, except their partners form tunnels and bridges. The first person to grab the rubber chicken is the winner. (Name your chicken; it is Fun, Fun, Fun!!!)

Guess the Song

In turn each Joey taps out a rhythm of a well-known song or nursery rhyme and the rest guess it.

Hat Tricks

Have a good selection of hats, and everyone chooses one to wear. They can go around the room to music acting what they think their character would be like, for example, a policeman's hat, clown's hat, a bowler, and so on.

Human Numbers

Divide the Joeys into groups. Leader calls out a number and the Joeys must arrange themselves on the floor so that they represent that number. The first most correct group gets a point.

Variation – instead of a number, make a letter, or the shape of an object such as a car.

Jungle Morning

Everyone lies still on the floor. Imagine it is night in the jungle and all the animals are asleep. With the first light of dawn the animals stir, awake, they stretch themselves, yawn, and begin to move around, speak by roaring, whistling, snorting, and barking at each other. We hear all the noise of a jungle waking up. Joeys could be given their particular animal beforehand or they could just improvise.

Variations – the same activity can be centered round a farmyard waking up in the morning.

Lemonade

Divide the Joeys into two teams (A and B). Team A (actors) and team B (guessers) are placed at least a metre away from each other.

Team says the following:

B: What's your name:

A: Lemonade:

B: What do you do?

A: Acts out an occupation that has been previously told to them by the Leader

Team B is given 3 tries to guess the occupation. If the guess is correct, team A must run to their safety line without being touched by a team B player. If all 3 guesses are wrong team B must run to their safety line without being caught. Any player touched must switch teams.

Lucky Dip Stories

Various articles are placed in a bag. Joey picks three articles out of the bag and weaves a story around them. There could be groups of three who share the story, taking one object each, or it could be a spontaneous story with each one introducing his object in it.

Variation – could act out the story.

Machines

Groups of 6-10 must create a moving machine by miming it all together, (each person is a part of the machine). Others must try to guess what the machine is. No talking or noises are allowed.

The Magic Broom

Everyone has to think of a job that they want to mime. The broom can be the prop that they can use for any purpose, except a broom. Then the one who guesses the job is the next one to mime. Other props can be – eg, a spade, a hockey stick, or a chair.

Monarch of the Court of Silence

Joey Leader announces sternly that they are the queen/king of the court of silence (could dress the part by wearing rope and crown). They command Joeys to go and sit at the other end of the hall. The monarch then sits on the throne at the opposite end and when silence is reached beckons silently to one of the Joeys to come to him/her. That Joey then has to walk without making a noise up to the throne. If the monarch hears them they are gestured at to sit down and another Joey is beckoned forward. If a Joey gets to the throne the monarch shows his/her pleasure by letting them choose other Joeys to approach the throne too. This continues until everyone is at the throne end of the hall. This game is often followed by a group yell to release the tension of the silence.

Monkey

Have the Joeys sit in a circle. One Joey is chosen to stand in the middle. They point to another Joey and say 'monkey'. This Joey must immediately put 2 cupped hands over the ears, and the players either side each put one hand over their outside ear. If this is not done immediately, that Joey takes over the pointing.

Monkey-See, Monkey-Do

Joeys sit in a circle and start to pass around a beanbag and chant the following:

Monkey, monkey, 1, 2, 3

Make a silly face like me.

The Joey holding the beanbag at the end of the chant makes a silly face. The other Joeys must try and make the same face. Repeat.

Musical Freeze

You can only move when the music (or drum) is played; when the music stops you freeze. Leader calls out how you should move – eg wearily, chirpily.

Variation – move about acting a character eg, a tiger.

Objectification

Put Joeys into groups. Give each group the names of objects that they must act out. Each Joey in each group must be a part of the object and they cannot act as a person. So for example, if the object was a lawn mower, two Joeys might work together to be

the mower and those left over could be the grass. No one would be a person pushing the lawn mower. The groups then act out their objects and the other groups must guess what the objects are.

Pass the Smile

Have the Joeys sit in a circle. The First Joey takes the smile off her face and passes it to the Joey on her left who is looking very solemn until the smile is directed at her: she then becomes radiant. This is repeated around the circle.

Poor Pussy

Have the Joeys sit in a circle. Choose one Joey to start the game. They pretend to be a cat and go up to another Joey in the circle. They 'meow' at chosen Joey. This Joey must reply 'poor pussy'; this is repeated three times. The object is to get this Joey to laugh. If he does, this Joey then becomes poor pussy.

Prisoner

An odd number of Joeys is needed. Place chairs in a circle. Ask Joeys to get into pairs, one person sitting on a chair and their partner standing behind them. One person will be left standing behind an empty chair. Discard all other chairs not being used. Those sitting down are the 'prisoners'; those standing behind them are the 'guards'. Any guard with an empty prison, i.e. no prisoner sitting in front of them, must try to fill it by calling the name of one of the prisoners seated. That prisoner then tries to escape to the new prison by making a mad dash for the empty chair in front of the guard who has just called his or her name. The guard standing behind the prisoner trying to escape must try and stop this by tapping the prisoner lightly on the shoulder or back. If the guard manages to tap his or her prisoner before he/she escapes, then the prisoner remains, if, however, the guard misses, then the prisoner is free to go to the new prison. There will now be a new guard with an empty prison and he or she must call out the name of a prisoner sitting down - it can be the same one but, preferably, someone new - to try and fill the empty prison in front of them. Guards must stand at all times a little way behind their prisons, with their hands behind their backs. Prisoners must sit firmly on their chairs and not perch on the edge! The game should continue until it builds up a bit of speed and everyone has had a 'turn' and then swap the Joeys over, to give new guards and prisoners a go.

Quick Change Actors

Joeys walk around the hall to music. When the music stops the Leader calls out characters like witches, Martians, cowboys, or spacemen. Joeys act like the character called. Start the music again and repeat.

Variation – feelings can be added, eg sad clowns.

Shadows

In pairs imitate what the other is doing. At first it can be mirroring as if one were standing in front of a mirror. Get the Joeys to use left hand only to make movements. As they get better could introduce both hands.

Ship to Shore (NSEW)

Joeys must do the following actions as they are called out.

- Ship – run to the left
- Shore – run to the right

- Sardines – jam together
- Crabs – with a partner back to back link elbows or assume crab position on floor, stomach up
- Jelly fish – wobble like a jelly fish
- SHARK ATTACK!!! – run to base before being tagged by the Leader

Sound Repeat

Have the Joeys sit in a circle on the floor. Leader starts by clapping an easy sequence. Joey to the right repeats and this goes around the circle. Have a Joey make up another sequence and repeat.

The Spider and the Fly

Joeys sit in a circle. Two Joeys are in – both are blindfolded and stand in the circle. One is the spider and one is the fly. The spider says “Where are you fly?” the fly says “Here spider” and moves three steps in any direction. The spider then can also move three steps in any direction. The object of the game is for the spider to catch the fly. If the spider or the fly look as if they are about to crash into the Joeys on the circle, these children say “boundary!” to warn them.

Tails

All Joeys are given “tails” (crepe paper or plaited material), which they wear. The aim of the game is to get as many tails as you can. One wall is bar, where players can go to safely, put their tails on, but once attached they must go off bar. The winner is the Joey with the most tails.

Team Mime

In turns each team chooses a theme to mime and the others guess it. It could be sports, jobs or whole scenes like a circus.

The Tiger and the Peasants

Select a Joey to be the tiger – who goes outside while the peasants work the fields. Suddenly there is a roar; it is the tiger coming to eat them! They must lie down and act as though they are dead, even when the tiger shakes them (gently) to see if they are alive (no tickling). Any caught can join the tiger or change place with the tiger.

The Tree of Life

Imagine yourself as a tiny seed in the warm earth. Feel yourself pushing through the soil and growing until you become strong and tall. Feel yourself living through the hot summer, the autumn when your leaves begin to fall, through the cold, bleak winter; feel the snow on your branches, the wind, the rain, the lightning; then it is spring and the buds of your leaves start to come out again; feel the warm sun on your branches and your leaves. You live through many summers, autumns, winters, and springs. Then feel yourself growing old, withering and dying until; finally, you become part of the earth again. The exercise is not that you are meant to look like trees, but that you feel and express the essence of a tree in the different stages.

Word Play

Write action words on paper and cut out. Place these face down in the middle of the circle. Joeys take turns to draw one of the words – then they need to act out what the

piece of paper says. Words could include the following:

Bounce	Chew	Climb	Crawl	Dance
Draw	Flip	Float	Hop	Knock
Laugh	Leap	Open	Peek	Peel
Pop	Sing	Pull	Melt	Grow
Push	Rip	Shake	Shrink	Sip
Smile	Sniff	Spin	Step	Stretch
Swim	Tumble	Wriggle	Vanish	Cry

You are Walking Through...

The Joeys form a large circle. The Leader should also join in to help them picture the scene. Everyone starts walking in that circle. (Instruct them which way to go to avoid collisions!). The Joeys walk normally, until the Leader changes the scene. The Leader does this by saying, "You are walking through thick, sticky mud!" Immediately the Joeys movements should change. They should be visibly having trouble lifting their feet off the ground, or shining through the mud. The Joeys facial expressions should also change, to one that shows struggling and maybe a little uncertainty.

After a lap of the circle, change the scene again, for example, "You are walking on ice!" The Joeys will start slipping and sliding all over the place. Arms will be flying around and facial expressions will be very comical. Change the scene again. Below are some possible scenes you may wish to create:

You are walking on the moon.

You are walking through thick grass.

You are walking on hot coals.

You are walking on quick sand

You are walking on clouds

You are walking on hot sand

You are walking on bubble gum

You are walking on a tightrope

Change the scene as often and quickly as possible to create an atmosphere of unpredictability. The Joeys have a lot of fun and exercise at the same time.



Action Songs

A great way to start to introduce Joey Scouts to play-acting is to include some action songs in your programming. As the whole Mob is joining in, it will appeal to the Joey Scout who is quiet and shy.

Some great action songs you might like to try with your Mob include:

Aroochi Cha
Baby Bumble Bee
Black Crow's Spirit
BP Spirit
Cabin in the Wood
Head Shoulder Knees and Toes
Hello My Name is Joe
Joey Pokey
A Kangaroo A Kangaroo
Little Bunny Fu Fu
The Pirate Song
A Sailor Went to Sea Sea Sea
Singing in the Rain

Due to copyright regulations, the words for these songs are not listed here in this resource. There are many great song websites that you can visit to learn these and many other great songs. For a listing of song websites refer to page 34.



Charades

Theme – Friends and Buddies

Each charade requires at least two Joey Scouts to perform it. After selecting Joey Scouts to perform the charade, read and explain what they are to act out. Make sure that the other Joey Scouts don't hear what is being said. Other Joey Scouts try to guess what is being acted out. Make sure that everyone gets a turn to act out and guess the charades. After the charade talk about how friends help each other.

Charade #1 Playing a Game Together Number of Joeys Required: 3

Two Joeys pretend to play handball. The other Joey is sitting reading a book, looking on at the game. He looks like he wants to join in. One of the Joeys playing the game goes over to the Joey reading a book, and gets him to join in.

Charade #2 Helping to Look After a Hurt Friend Number of Joeys Required: 2

Two Joeys are walking along the street. One of the Joeys falls over and hurts his leg. The other Joey helps them up and makes sure they are ok.

Charade #3 Sharing Lunch Number of Joeys Required: 2

Two Joeys are sitting down having lunch together. They both open their lunch boxes and look in. One Joey has no lunch (tip up to show that lunchbox is empty). The other Joey shares their lunch with the Joey with no lunch.

Charade #4 Sharing Toys Number of Joeys Required: 2

One Joey is playing with his car set. The other Joey looks on. The Joey playing with the cars gives one to the Joey looking on and they start playing together.

Charade #5 Helping to Find Something Number of Joeys Required: 2

One Joey has lost something and is looking frantically for it. The second Joey comes along and helps to look for it.

Charade #6 Sharing a Job Number of Joeys Required: 2

One Joey is working in the garden – pulling out weeds and planting shrubs. His Joey friend walks along and joins in and helps to finish the work. They then go off to play.

Charade #7 Sharing Paper and Pencils Number of Joeys Required: 2

One Joey is sitting down, drawing with pencils on paper. The other Joey looks on (would also like to do a drawing but doesn't have any paper or pencils). The first Joey gives half the paper and pencils to the other Joey.

Charade #8 Sharing the Last Biscuit Number of Joeys Required: 2

Two Joeys are in the kitchen. The first Joey takes the lid off the biscuit tin. There was only 1 biscuit in the tin. Take the biscuit out and show that the tin is empty. He is about to eat the biscuit. The other Joey looks sad. He wants a biscuit too. The Joey with the biscuit breaks it in half and shares with other Joey.

Charade #9 Helping to Pick Up Toys Number of Joeys Required: 2

The first Joey is putting toys away in his room. The second Joey comes along and helps to tidy up the toys in the room.

Interactive Stories

Black-Beard the Pirate – Sandy Knox (1st Ermington)

Divide group into three sections. Section 1 responds to “PIRATE/S”, Section 2 responds to “TREASURE”, Section 3 responds to “BLACKBEARD”, and the whole group responds to “SEA”, “SHIP” and “FRIEND/S”

PIRATES:	Snarl arrr! me hearties
TREASURE:	Pretend to count your treasure, saying mine, mine, and it’s all mine.
BLACKBEARD:	Yell the meanest pirate there ever was – make a mean face.
SEA/S:	Rock back and forth as if being blown about in a big storm.
SHIP:	Climb the rigging while yelling ship ahoy.
FRIEND/S:	Pretend to high five a friend.

The Story:

Once upon a time, a very long time ago, there was a young boy named John, who ran away to **SEA**. The boy stowed away on a **PIRATE SHIP** that belonged to **BLACKBEARD** the **PIRATE**. **BLACKBEARD** was a very famous **PIRATE**. He was the meanest, nastiest, cruelest **PIRATE** that ever there was. **BLACKBEARD** had no idea that John had hidden away on his **PIRATE SHIP**.

BLACKBEARD, like all **PIRATES** was in search of **PIRATE TREASURE** – gold coins, jewellery, and precious stones, was what **BLACKBEARD** was searching for. **BLACKBEARD** sailed across the **SEA** to **TREASURE** Island. **BLACKBEARD** had stolen a map of the island from a **PIRATE FRIEND** he had once met. **BLACKBEARD** was so mean that he would steal from anyone – even his **PIRATE FRIENDS**. **BLACKBEARD** reached **TREASURE** Island and dropped anchor.

BLACKBEARD heard a big noise – it sounded like all the dishes had fallen on the floor, but how could that have happened? **BLACKBEARD** made his way to the galley where he spotted John, trying to hide. **BLACKBEARD** was furious. “What are you doing on my **SHIP**?” he yelled. John was scared. He was worried about what **BLACKBEARD** the **PIRATE** would do to him. “I’ll teach you, for trying to steal my **TREASURE** map”, **BLACKBEARD** said. “Time to walk the plank”. John was shaking in his boots. He didn’t want to walk the plank. He couldn’t swim, and didn’t want to be eaten by the sharks that were circling the **PIRATE SHIP**.

“Wait!”, said John. “I can help you find the **TREASURE**. I’m good at reading maps”. **BLACKBEARD** could do with some help to dig up the **TREASURE**. “OK”, said **BLACKBEARD**. “First you help me find the **TREASURE**. Then you can walk the plank”.

It took **BLACKBEARD** and John many hours to locate the **TREASURE**. They talked about being **PIRATES**. John realised that **BLACKBEARD** really wasn’t that mean and nasty, he just pretended to be like that to scare off the other **PIRATES**. **BLACKBEARD** enjoyed having John to talk to, and realised that it was good to have a **FRIEND**. **BLACKBEARD** and John helped each other to dig up the **TREASURE**.

BLACKBEARD gave his new **FRIEND** a **PIRATE** name, Long John Silver, and the two **FRIENDS** continued to sail the seven **SEAS** in search of more **PIRATE TREASURE**.

The Cowboy

Divide the Joeys into three groups. Each group is to perform the following when their word is read out in the story. Have extra Leaders and/or parents helping each group.

Group 1

COWBOY: Yippee
SLEEP/SLEPT: Snore
SITTING BULL: Hee Haw, Hee Haw

Group 2

HORSE: Clippity Clop, Clippity Clop
CHIEF WOODPUSSY: Miaow How
SHERIFF: Bang, Bang

Group 3

TIMBER WOLF: Howl
DEPUTY SHERIFF: He Went Thata Way
RATTLESNAKE EMMA: Rattle Rattle Hiss

The Story:

Once upon a time there was a **COWBOY** who went out into the desert riding his **HORSE**. Far off in the distance he could hear the **TIMBER WOLF**. The **COWBOY** made camp; first making sure his **HORSE** was bedded down, and then went fast to **SLEEP**.

Now creeping through the desert came **CHIEF WOODPUSSY** riding on his mule **SITTING BULL**. The **SHERIFF** and his **DEPUTY SHERIFF** were pursuing him.

However, **CHIEF WOODPUSSY** and **SITTING BULL** knew nothing about the **SHERIFF** and his **DEPUTY SHERIFF**.

In his pocket **CHIEF WOODPUSSY** had a trained **RATTLESNAKE EMMA**. The **RATTLESNAKE EMMA** was trained to creep up and bite the **COWBOY** and his **HORSE**. While **CHIEF WOODPUSSY** crept up on the **COWBOY** and his **HORSE** the **TIMBER WOLVES** howled. Yet the **COWBOY SLEPT** and **SITTING BULL** the mule munched on cactus.

In the meantime the **SHERIFF** and his **DEPUTY SHERIFF** were almost ready to capture old **CHIEF WOODPUSSY**.

Just as **RATTLESNAKE EMMA** was about to bite the **COWBOY** and his **HORSE**, the **SHERIFF** and his **DEPUTY SHERIFF** sprang their trap.

“Halt in the name of the Law!” shouted the **SHERIFF**. “You are our prisoner”, shouted the **DEPUTY SHERIFF**. The **COWBOY** woke up and mounted his **HORSE**. This frightened the **TIMBER WOLVES** and also **RATTLESNAKE EMMA**.

Away rode ole **WOODPUSSY** on his faithful mule **SITTING BULL**, and following close behind was the **SHERIFF** and his **DEPUTY SHERIFF**, the **COWBOY** and his **HORSE**. Peacefulness once again returned to the desert.

History of Scouting – adapted for Joey Scouts by Sandy Knox (1st Ermington)

Divide group into three sections. Section 1 responds to “**JOEYS**”, Section 2 responds to “**CUBS**”, Section 3 responds to “**SCOUTS/SCOUTING**”, and the whole group responds to “**BADEN-POWELL**”, and “**GAMES**”

JOEYS: **Hop Hop Hop**

CUBS: **1 2 3 Wolf**

SCOUTS/ING: **Make the Scout Sign (three fingers up on right hand) and say Be Prepared!**

BADEN-POWELL: **Salute and say He’s our founder.**

GAMES: **Hands straight up in the air and yell out hooray!!**

The Story:

Lord **BADEN-POWELL** was born in England on February 22, 1857. When **BADEN-POWELL** was a young boy he loved to sleep out in a tent with his four brothers on weekends. **BADEN-POWELL** and his brothers would climb trees; sail boats, and they loved to play **GAMES**.

When **BADEN-POWELL** was 19 years old, he joined the Army and went to South Africa and India. **BADEN-POWELL** was a great hero in South Africa. **BADEN-POWELL** saved the town of Mafeking from an attack, which lasted 217 days. **BADEN-POWELL** had so few soldiers with him that he used young men to help with first aid, carry messages and do other jobs. **BADEN-POWELL** was pleased to see that they could be relied on. To teach these young men about the countryside around them, **BADEN-POWELL** made up **GAMES**, which he put into a book.

Back in England, **BADEN-POWELL** discovered that many young people were playing the **GAMES** that he had written for his men. So **BADEN-POWELL** took some of them on a camp to Brownsea Island and wrote a book of their own for them, called **SCOUTING** for Boys.

Many boys wanted to join **SCOUTS**. Some were too young, so **BADEN-POWELL** started a new section for younger boys called Wolf **CUBS** – using ideas he got from The Jungle Book.

In Australia **CUBS** was the youngest **SCOUT** section until **JOEYS**, for boys and girls, was started in 1990. **JOEYS** is for 6-7 year olds. We have lots of fun at **JOEYS**. We play **GAMES**, do craft and cooking, and explore the great outdoors on nature rambles. **JOEYS** is the start of the **SCOUTING** adventure, and by the time **JOEYS** reach the age of 8 they link to **CUBS** – and continue their **SCOUTING** adventure.

Now on 22 February (Founder’s Day) each year we remember **BADEN-POWELL** and the work he did to bring **SCOUTING** to children all over the world.

Infinity and Beyond – Konara 2004

Divide group into three sections. Section 1 responds to “EARTH”, Section 2 responds to “MARS” and “STARS”, Section 3 responds to “MOON”, and the whole group responds to “SPACE” and “ASTRONAUT”

SPACE:	Yell “The final frontier” – hands on hips.
ASTRONAUT:	Yell “To infinity and beyond” – stand up with one hand on hip and thrust arm towards the sky.
EARTH:	Yell “The blue planet – That’s home!” – closed fist held against heart
MOON:	Yell “A cow couldn’t jump over that!” – shaking head side to side.
STARS:	Yell “Twinkle Twinkle” – hold arms up and wriggle fingers.
MARS:	Yell “I like Mars Bars” – rub tummy.

The Story:

The whole universe is an enormous place which all of us just refer to as **SPACE**. **ASTRONAUTS** we know are daring and bold, and go searching that **SPACE** for mysteries untold. They bring back to **EARTH**, **SPACE** rocks galore. Each **ASTRONAUT** helping us to learn more. For days at a time they orbit in **SPACE**, floating around with effortless grace. From the very beginning of our human history, the people on **EARTH** have loved the great mystery. Hidden within the bright twinkling **STARS**, they wondered aloud, “Ts there life there on **MARS**?” the **SPACE** race began and then very soon, some **ASTRONAUTS** even walked on the **MOON**. Oh what a thrill for the whole human race, when **ASTRONAUTS** planted a flag on that place. Though a long time ago, it still flies today, just where the **ASTRONAUTS** left it that day. So when you are looking way up into **SPACE**, and Dad turns to you with a smile on his face. And tells you a story that the **MOON’S** made of cheese, you’ll know in your heart he’s just a big tease. The **ASTRONAUTS** say you can’t make it a meal, and even the Man in the **MOON** isn’t real. But maybe one day, somewhere out in **SPACE**, the **ASTRONAUTS** will find a new alien race.

Little Wolf and Crazy Bear – Jennifer Harris

<http://australianjoeyscouts1.4t.com>

Divide the group into four smaller groups and assign each group one of the words listed below. Read the story. After each of the words is read pause for the group to make the appropriate response.

LITTLE WOLF:	Howl
CRAZY BEAR:	Growl
COWBOYS:	Yippee
BUFFALO:	Hides

The Story:

Now **LITTLE WOLF** and **CRAZY BEAR** were from a tribe of American Indians who got their food hunting **BUFFALO**. They roamed the plains, always on the look out for **BUFFALO**. But since the **COWBOYS** had come to their land, the **BUFFALOS** were scarce. **LITTLE WOLF** and **CRAZY BEAR** had a hard time

finding any **BUFFALO** to feed their people. But they didn't have any trouble at all finding **COWBOYS**. In fact, they had to hide quite often so the **COWBOYS** couldn't shoot them. Up and down the plains **LITTLE WOLF** and **CRAZY BEAR** roamed searching out the **BUFFALO** and hiding from the **COWBOYS**.

One day **LITTLE WOLF** saw something moving through the brush and he called to **CRAZY BEAR**. "Hey, **CRAZY BEAR**, what is that?" "I don't know, **LITTLE WOLF**", replied **CRAZY BEAR**, "but it looks like it might be good to eat". "Well, I know it's not a **BUFFALO**", replied **CRAZY BEAR**. So **LITTLE WOLF**, a true Indian hunter, pulled back his bow and the arrow went straight to the mysterious animal. **CRAZY BEAR** then went to work skinning and preparing it to take back to the tribe.

After all this work, the two Indian hunters were so hungry, so they built a fire and cooked some of the meat. "This tastes too good to be **BUFFALO**", said **LITTLE WOLF**. "Yeah", said **CRAZY BEAR**. "Those **COWBOYS** sure raise good meat. I wonder why they kill our **BUFFALO**".

When **LITTLE WOLF** and **CRAZY BEAR** took the meat back to the tribe, all the women wanted more of the meat. So the hunters set out to find the **COWBOYS** and find out what this strange animal was. When **LITTLE WOLF** and **CRAZY BEAR** came on the **COWBOY** camp, it was early in the morning. The **COWBOYS** were still asleep. **LITTLE WOLF** and **CRAZY BEAR** saw one of those animals sitting way out from the camp, so they decided to kill it and drag it away. As they were dragging it away, two of the **COWBOYS** woke up. "Hey, **BUFFALO** Bill, did you see that?" asked one of the **COWBOYS**. "Sure did!" was the reply. "I see someone finally got that sitting bull!"

Lost in the Bush – Sandy Knox (1st Ermington)

Divide group into two sections. Section 1 responds to "KANGAROO and "PLATYPUS"", Section 2 responds to "KOALA/S" and "KOOKABURRA", and the whole group responds to "AUSTRALIA/N" and "TREES".

KANGAROO:	Hop and say boing, boing, boing
PLATYPUS:	Make swimming motion
KOALA/S:	Give me a home among the gum trees
KOOKABURRA:	ha ha ha (laugh like a kookaburra)
AUSTRALIA/N:	Aussie Aussie Aussie Oi Oi Oi
TREE/S:	Arms in the air and swing your branches

In the **AUSTRALIAN** bush lived a family of **KOALAS**. "It's not fair", said Kerry the **KOALA**, "they never want to play with me". Kerry the **KOALA** was the youngest in her **KOALA** family. Kerry felt sad. Her **KOALA** brothers and sisters never wanted to include her in games, "but she's too young", they would complain to mother **KOALA**.

"I'm going to visit Grandma **KOALA**", said Kerry. "I always have fun when I go and visit her tree". "Be home for dinner", said mother **KOALA**. "OK", said Kerry.

Kerry the **KOALA** passed a family of **KOOKABURRAS** on the way. Nearly there thought Kerry the **KOALA**. Kerry passed a stream, and saw Pete the **PLATYPUS**. “Where are you going?” asked Pete the **PLATYPUS**. “I’m going to play with Grandma **KOALA**”, said Kerry. “The **AUSTRALIAN** bush is a big place, with lots of **TREES** that can all look alike. Be careful”, said Pete the **PLATYPUS**. “I’ve been to Grandma’s hundreds of times”, said Kerry the **KOALA**, “I know the way”. “Have fun”, said Pete the **PLATYPUS**.

Kerry the **KOALA** thought that she must be at Grandma’s soon. These **TREES** don’t look familiar. Oh, I hope I’m not lost, thought Kerry the **KOALA**.

Kerry saw her friend Kev the **KANGAROO**. “Where are you going?” asked Kev the **KANGAROO**. “I’m going to visit Grandma **KOALA**”, said Kerry. “I think you may be lost”, said Kev the **KANGAROO**. “You’re Grandma doesn’t live this far out in the **AUSTRALIAN** bush. Don’t worry Kerry. I’ll help you to find Grandma **KOALAS TREE**”.

Kerry the **KOALA**, and Kev the **KANGAROO** set off to look for Grandma’s **TREE**. They walked past the stream, and passed Pete the **PLATYPUS**. They passed many **TREES**, and finally found Grandma’s **TREE**. As they got closer the Grandma’s **TREE**, Kerry the **KOALA**, and Kev the **KANGAROO**, saw lots of **KOALAS** in the **TREE**. All of Kerry’s family had made their way to Grandma’s **TREE**. “We’re sorry we didn’t let you play with us”, the **KOALA** brothers and sisters said. “We can see that you are very grown up – it’s not easy to find the right **TREE** in the big **AUSTRALIAN** bush”.

From then on Kerry the **KOALA** was welcome to play lots of games with her **KOALA** brothers and sisters. Kerry the **KOALA** was glad her friend – Kev the **KANGAROO** helped her find her way – she never got lost again in the **AUSTRALIAN** bush.

My Dog Sam – Karen Brown (1st East Ryde)

This is an interactive story where Joeys have to pass a piñata dog called Sam around in a circle. If the storyteller says left, they have to pass Sam to the left. If the storyteller says right, they have to pass Sam to the right. The Joey that ends up with Sam gets to hang him up and be first in line to whack him three times. All Joeys get a turn until the lollies fall out, and are shared out evenly amongst the Joeys.

The Story:

Our family went to the pet shop to buy a dog. We walked into the shopping centre and turned **LEFT**, and walked past Myer and Katies. Then we turned **RIGHT** and walked past Big W. Finally we turned **LEFT** into the pet shop. There was our dog Sam. He had been **LEFT RIGHT** in the middle of the floor in a blue cage. He was the last puppy **LEFT**. I said, “Mum, Mum, Mum, I want this dog”. Mum said, “I will be **RIGHT** there”. Mum was talking to an old friend who had **LEFT** her car keys in the car. Mum eventually came over and we bought Sam. It was a quick walk home. We only had to turn **RIGHT** at the Andersons, **LEFT** at the Blacks, and then **RIGHT** at the give way, and we were home. Sam loved our backyard and we swore he would

never be **LEFT** at home alone, because he was now part of the family. Life has been great with Sam everyday since. He fitted **RIGHT** in.

New Friends – Sandy Knox (1st Ermington)

Divide group into three sections. Section 1 responds to “**CARE AND SHARE**”, Section 2 responds to “**JOEY SCOUTS**” and section 3 responds to “**TOGETHER**”. All Joey Scouts respond to “**FRIENDS**”, “**BILBY**”, and “**SCHOOL**”.

CARE AND SHARE: **A Joey Scout Cares, A Joey Scout Shares**
JOEY SCOUTS: **Do the Joey Scout HOP HOP HOP.**
TOGETHER: **Jump up and say it’s fun doing things together.**

All Together:
FRIEND/S: **Shake hands with the person next to you.**
BILBY: **Put hands to top of head and wave “ears” around.**
SCHOOL: **Put hand’s up in the shape of a roof, and say school’s cool.**

The Story:

Ben and John were best **FRIENDS**. They did everything **TOGETHER**. They went to the same **SCHOOL TOGETHER**. They played soccer **TOGETHER** in the same team. They went to **JOEY SCOUTS TOGETHER**.

One day at **JOEY SCOUTS**, **BILBY** explained that all **JOEY SCOUTS** must do their best to **CARE AND SHARE**. Ben and John loved going to **JOEY SCOUTS**, and they started to think about what **BILBY** had said. “We need to think about ways that we can **CARE AND SHARE**, and so be good **JOEY SCOUTS**”, said Ben. “I know what we can do”, said John. “We can **CARE AND SHARE** by taking turns playing with our favourite toys”. “That’s a great idea”, said Ben.

At **JOEY SCOUTS** **BILBY** talked about **CARING AND SHARING** at home, **CARING AND SHARING** at **JOEY SCOUTS**, **CARING AND SHARING** at **SCHOOL**, and **CARING AND SHARING** when playing with **FRIENDS**.

Ben and John normally only played with each other at **SCHOOL**. “I know another way to **CARE AND SHARE**”, said Ben. “We can invite kids at **SCHOOL** to play with us at lunchtime”. Ben and John did a great job of **CARING AND SHARING**. The following week when they went back to **JOEY SCOUTS** they told all their **JOEY SCOUT FRIENDS** what they had been doing to **CARE AND SHARE**. “That’s great”, said **BILBY**. “We will all get a good opportunity to **CARE AND SHARE**, as we are having a Bring a **FRIEND** night soon, and we will be able to share our **FRIENDS** at **JOEY SCOUTS**. We are going to have a really fun night”, said **BILBY**.

Ben and John were excited. They were looking forward to another fun night at **JOEY SCOUTS**. Ben and John were good **FRIENDS**, and played well with each other at **SCHOOL**. “Who are we going to invite to **JOEY SCOUTS**”, said Ben. “I don’t know”, said John. Then they both had a great idea. “We can ask the new boy – Tom”, they both yelled out **TOGETHER**. Tom was new to the **SCHOOL** and didn’t have many **FRIENDS** yet. He just sat quietly and ate his lunch – he didn’t join in the games that the other boys were playing. Tom was invited to **JOEY SCOUTS** – and

he had a great night. Now Ben and John had something else to share – their new **FRIEND** Tom.

Richard and Ruby: Environment Heroes – Sandy Knox (1st Ermington)

All Joeys perform the following responses when these words are said in the story. If you have a large Joey Mob you could divide the Mob into sections and allocate a word to each section.

PLAYING: Pretend to toss rubbish in the bin and say recycle, recycle, recycle
PARK: Skip while saying we love playing in the park
TREES: Wave hands in the air and pretend to be a tree.
RUBBISH: Swish-swish

The Story:

Richard and Ruby were **PLAYING** at their local **PARK**. They loved to spend time with their families at the **PARK**. They **PLAYED** on the swings and the slides. They loved to **PLAY** hide and seek, and climb the many **TREES** that were at the **PARK**.

One Sunday Richard and Ruby – and their families were having a picnic in the **PARK**. “It’s time for lunch”, said Ruby’s Mum. “Stop **PLAYING** and come and eat”. Ruby and Richard finished **PLAYING** on the slide, and rushed to have some lunch. They ate their lunch quickly, as they were eager to return to **PLAYING**. They were looking forward to climbing the **TREES**. Richard threw his **RUBBISH** on the ground. “Don’t throw **RUBBISH** on the ground”, said Richard’s Dad. “It doesn’t matter”, said Richard. “Anyway the bin is full”. “Throwing **RUBBISH** on the ground isn’t a good thing to do”, said Ruby. “It spoils our **PARK**, and is harmful to animals. **RUBBISH** on the street can wash into drains, and end up in the ocean. The ocean creatures can mistake plastic bags and other plastic **RUBBISH** for food. These sea creatures then swallow the plastic which can choke them, or make them unable to eat”.

“Wow!” said Richard. “I didn’t realise that throwing a little bit of **RUBBISH** on the ground would be so bad for the environment. We really should do all that we can to look after the environment.

Ruby’s Mum started to think about the problem of **RUBBISH**. “Why don’t we all do something to help with this problem?” she said. “If everyone did something to help, this wouldn’t be a problem anymore. We can start today, by bring our **RUBBISH** home, and making sure we recycle as much **RUBBISH** as possible. We can also get involved in Clean Up Australia Day.”

Ruby and Richard decided that this was a good idea. Both families helped clean up the **PARK** on Clean Up Australia Day. Both Richard and Ruby were proud of their efforts on the day. It was good to look after the environment. They enjoyed working together with the rest of the community.

Both Ruby and Richard became environmental heroes. They always made sure that they recycled, and did the right thing with their **RUBBISH**. They also made sure that their friends and families knew how to look after the environment too.

Sleepy Donna – Jennifer Harris
<http://australianjoeyscouts1.4t.com>

Divide the group into seven smaller groups and assign each group one of the words listed below. Read the story. After each of the words is read pause for the group to make the appropriate response.

REINDEER:	Tinkle-tinkle
SLEEP/S:	Snore-e-e-e
CANDY:	Yum-yum
DRESSES:	Swish-swish
CAT:	Meow, meow
DOG:	Woof, woof
COW:	Moo, moo
QUIET:	Everyone raise one hand above head, one finger to lips “SHH”

The Story:

You’ve heard that Santa, when he makes his trip on Christmas Eve, usually drove eight tiny **REINDEER**, but did you know that when the weather all over the world is mild on Christmas Eve, he drives only six? Then he leaves at home Donna and Blitzen, his two storm **REINDEER**. Now Donna and Blitzen are the strongest, fastest animals that Santa owns. They are the ones who lead the others if they must dash through hail, sleet, snow or rain as they make their yearly trip. But once upon a time, Donna had a bad habit. He liked to **SLEEP** and **SLEEP** and **SLEEP**. Yes, just as some boys like too much **CANDY**, **SLEEP**.

“All winter the black bear **SLEEPS**, this winter why can’t I **SLEEP**”, asked Donna. “You can’t”, said the **CAT**. “You can’t”, said the **DOG**. “You can’t”, said the **COW**. Santa took down a great big book. He looked inside. “There will be mild weather all around the world. Why don’t you **SLEEP** and see how you like it?” said Santa.

Donna went off to a cave to **SLEEP**. Up in his workshop Santa toiled. Around him were his **CAT**, his **DOG**, his **COW**, and all the other **REINDEER**. At last it was Christmas Eve. Santa looked out of his window. Snow was beginning to fall. The almanac was wrong! There was going to be a storm! “Donna”, called Santa, but Donna was sound **ASLEEP**. “Donna”, all the animals called at once; the **CAT**, the **DOG**, the **COW** and the other **REINDEER**.

“**QUIET!**” called Santa. Out of the cave came Donna. “What a beautiful snowstorm!” he exclaimed. “To think that I nearly missed it! I’ll never try to spend another winter **ASLEEP**”. Into their places ran all the **REINDEER**. Into the sleigh jumped Santa. “Merry Christmas!” called the **CAT**, the **DOG** and the **COW** as they waved good-bye to Santa and the **REINDEER**.

“Merry Christmas!” called Santa as he and the **REINDEER**, led by Donna and Blitzen, disappeared into the snowstorm on their way to deliver toys and **CANDY** to good boys and girls all over the world.

Skits

Blue Trolls

Suitable for at least 6 Joeys. Leader required to narrate the scene.

Narrator: Two campers are walking through the woods. They come to a campsite and realise they only have a one-person tent.

With a little bit of bickering, they decide who will sleep in the tent and who will sleep on the ground (two Joeys to act out this part as it is being narrated).

Both campers get comfortable and fall asleep.

Four more Joeys (unseen to the audience and positioned one in each direction (north, south, east, & west)) call out:

North: "From the North"

South: "From the South"

East: "From the East"

West: "And from the West"

All Four: "We're the Blue Trolls!" (loudly)

All Four Trolls rush in from their respective directions and beat up the Joeys sleeping on the ground. As swift as the came, they then return to their spots.

The bewildered Joey runs to the Joey in the tent (who was unaware of the Blue Trolls attack) and yells "A monster, I was just attacked by a grueling, vicious, horrifying creature," etc.

He pleads that he should have the tent and the other Joey should try sleeping on the ground.

The Joey in the tent tries to comfort the scared Joey and assures him that there are no "creatures" out there.

Both Joeys go to sleep again.

The same episode is repeated where the Blue Trolls call out, rush up; beat up the Joey on the ground, and leave. Again the Joey is hysterical and pleads again to switch places with the Joey in the tent.

The Joey in the tent, a bit upset now and wanting to get at least a little sleep, agrees to sleep outside.

Again the same episode with the Blue Trolls is repeated. Except this time as they are rushing up and just as they are in mid-swing, one of them says "Wait, we've gotten this guy enough, let's get the guy in the tent!"

And they then proceed to pound the unfortunate Joey in the tent.

Comb Your Hair!

Suitable for 3 Joeys.

Equipment: cup of water and comb.

The first Joey crawls in on his/her knees and falls down and pretends to die.

The next Joey crawls in and says "water" "water" "water" and falls down and pretends to die.

The third Joey crawls in and says "water" "water" "water" and gets to the cup of water and takes out his comb and combs his hair

Duck Food

Suitable for 2 Joeys.

Equipment: box to serve as counter.

Joey 1: (stands behind box)

Joey 2: (walks in stands in front of box) Got any duck food?

Joey 1: No this is a hardware store. We don't sell duck food.

Joey 2: (Leaves and re-enters & walks up to counter) Got any duck food?

Joey 1: No, this is a hhhhhhaaaaaarrrrrrrrdddddwwwaaaarrrrreeee store. We... don't... sell... duck...food.

Joey 2: (Leaves and re-enters & walks to counter) Got any duck food?

Joey 1: No! And if you ask again I'm going to staple your feet to the floor.

Joey 2: (Leaves and re-enters & walks to counter) Got any staples?

Joey 1: No.

Joey 2: Good. Got any duck food?

Firing Squad

Suitable for at least 5 Joeys – 4 prisoners and one (or more) as the firing squad

The firing squad marches the prisoners to a spot to be executed.

They line up the prisoners and ask the 1st prisoner if he has any last requests. The prisoner replies no.

The firing squad then follows the commands that are announced, "Ready...Aim..."

At this point the 1st prisoner points behind the squad and yells "hurricane!"

The firing squad turns away to look and the 1st prisoner runs away.

This scenario continues with the 2nd prisoner using "Tornado" and the 3rd prisoner using "Flood" (you can add more Joeys as needed.)

Finally, the last prisoner faces the firing squad. The firing squad announces, "Ready...Aim..." and the last prisoner points behind the squad and yells "Fire!" at which time the squad shoots the prisoner.

Flea

Suitable for 4 or 5 Joeys as a minimum.

Joeys stand in a line. First Joey scratches, then second on down the line, last Joey feels it and says, "Oh there you are Marvin, I've been looking all over for you. You've got to stop hopping around, Marvin (Joey acts as though Marvin has hopped away) you come back here. (Goes out into the audience looking and touching people) There you are Marvin, you've got to stay here (looks at pretend speck) Hey you aren't Marvin, (puts it back into the audience) Oh Marvin where are you?"

Gathering of Nuts

Suitable for at least 8 Joeys/Leaders/parents. Leader to act as Vincent and narrate the scene.

Vincent: I am the famous artist, Vincent Van Go Go. I have come here this evening at great expense to create one of my living natures.

First I am going to need some trees. (Two trees are selected from the Joeys or parents in the audience, and are directed where to stand. They wave their arms gently.)

Vincent: Now I will need some birds to twitter among the trees. (Three birds are selected and they move around the trees making twittering sounds.)

Vincent: (Stands back to view scene) Perhaps a sun to shine on everything. (A tall participant stands on a bench and smiles brightly.)

Vincent: (Again viewing) It's not right yet. I know, some rabbits hopping around.

Vincent: One last touch. A babbling brook. Scouter/Joey/parent, will you be the brook, you're always babbling? (The brook takes his place.)

Vincent: (Turns to audience) There it is, another Vincent Van Go Go original nature scene. I call it "The Gathering of the Nuts."

Hairy Hamburger

Suitable for 3 or 4 Joey Scouts

A Joey sits down in a restaurant and orders a hamburger. The Joey waiter brings out his hamburger. The Joey starts eating his hamburger and finds a hair in it; complains to the Joey waiter and another one is brought out. The second hamburger has a hair in it and is taken back. The third hamburger also has a hair in it. The Joey gets upset and demands to see the cook. The cook comes out and the Joey asks him how he makes his hamburgers. The cook says that all he does is roll the meat and demonstrates making patties by placing the meat under his arm and squeezes.

Invisible Bench

Suitable for 3 Joeys as a minimum.

Joey 1 is on the invisible bench already

Joey 2: (walks up to Joey 1) What are you doing?

Joey 1: Sitting on this here invisible bench.

Joey 2: Can I join you?

Joey 1: Sure!

Repeat until all but one of the Joeys are sitting on the invisible bench.

Joey 3: What are you doing?

Joey 1: Sitting on this invisible bench.

Joey 3: How can you? I moved it over there yesterday! (pointing somewhere else.)

All the Joeys sitting fall down.

Is it time for Japutchá?

Suitable for 5 of more Joeys. Leader or a Joey can be Indian chief and sits in the middle of the skit area.

The Indian chief sits in the middle of the skit area. The additional Joeys begin trotting around the chief making whooping sounds.

(After first complete circle is ran around chief)

Joey 1: Oh great chief, is it time for Japutchá?

Chief: Great Spirit of the Mountain, is it time for Japutchá?

Chief: (after a 3 second pause) No.

(Joeys run another circle around the chief)

Joey 2: Oh great chief, is it time for Japutchá?

Chief: Great Spirit of the Lake, is it time for Japutchá?

Chief: (after a 3 second pause) No.

(Joeys run another circle around the chief)

Joey 3: Oh great chief, is it time for Japutchá?

Chief: Great Spirit of the Sky, is it time for Japutchá?

Chief: (after a 3 second pause) No.

(Campers run another circle around the chief)

Joey 4: Oh great chief, is it time for Japutchá?

Chief: Great Spirit of the Wind, is it time for Japutchá?

Chief: (after a 3 second pause) No.

(Joeys run another circle around the chief)

Joey 5: Oh great chief, is it time for Japutchta?

Chief: Great spirits of the Mountain, Lake, Sky and Wind, is it time for Japutchta?

Chief: (after a 3 second pause) The spirits have spoken, and they have said that it is time for Japutchta, you may begin.

(All Joeys circle to face the chief)

All: Japutchta right hand in, Japutchta right hand out, Japutchta right hand in and Ja shake it all about...

Ugliest Man In the World

Suitable for at least 5 Joeys.

One Joey is a circus vendor at an attraction. He is showing off the ugliest man in the world (Joey under sheet pretending to be ugliest man). He calls "planted" Joeys (these are Joeys who are in on the gag) out of the audience to come and view the ugliest man. They come up look under the sheet or blanket and run off screaming. This can go on as long as you like. Finally the vendor calls up an unsuspecting person from the audience (a parent), who looks under the sheet and the ugliest man runs off screaming.



Puppets

Puppetry gives the Joey Scout the experience of entertaining others without the fear of appearing in front of an audience. A quiet and shy Joey Scout will be happy to hide behind the character of the puppet and the puppet stage.

Types of Puppets

Solid Puppet

- Any solid object such as a potato, apple, ball, that can be decorated as required.
- Cut a hole in the object large enough to insert a finger. Place a cloth over your arm to hide it.

Sock Puppet

- Stuff an old sock or stocking with paper or cloth to form a head.
- Sew or glue on eyes, mouth etc.

Stick Puppet

- Draw a figure on a piece of thick or thin paper.
- Decorate both sides.
- Paste your puppet person to a stick long enough to enable your puppet to appear on stage without your hand being seen.

Paper Bag Puppet

- Draw a face on a paper bag or paste on features.
- Cut holes in the side for thumb and little finger. These are the arms of the puppet.
-

Leg Puppet

- Cut out the shape of your puppet on cardboard.
- Make two holes at the place where the legs should be.
- Put your forefinger and middle finger in the holes and your character is ready to move.

Moving Object

- Any non-living object that moves within a scene such as a train, cloud, balloon, swaying tree.
- Draw the object on a piece of card and attach to a stick.

Shadow Puppet

- Shown in a darkened room, held from below against a flat or semi transparent screen with a light behind.
- The jointed flat figures are cut in outline to make a black moving silhouette. This silhouette can be pierced to add a pattern or detail and colour can be added by covering the piece with cellophane.

Rod Puppet

- The manipulator holds the main supporting rod to the body in one hand and with the other moves the rods attached to the arms.

- The puppets may be flat as in a shadow or stick.
- Solid form as glove puppets or fully jointed figures with legs and arms moveable.

Marionettes

- Puppets that are worked by strings from above. They are the most difficult to control.
- They are solid puppets, often large, with strings attached to each moveable section of the puppet.
- These strings are attached to a cross, which is held and controlled by the puppeteer.

Glove Puppet

- Usually made of cloth cut in the shape of a T.
- Thumb and middle finger are put in T to act as arms.
- Cover first finger with a solid object at centre of T to form head.

Glove Finger Puppets

- Cut the fingers off an old glove
- Sew or glue on button or bead eyes, and nose.
- Cut ears, mouths, tails etc. from felt and glue on.
- Glue on yarn or fur for hair.

Other Puppets

You can make a range to puppets using the craft materials at your hall. Some ideas you might like to try may include:

- Cardboard box puppets
- Double-box puppets
- Cardboard cylinder puppets
- Egg carton puppets
- Styrofoam cup puppets

Tips For Writing Puppet Plays

The easiest puppet plays for the Joeys to perform are stories that they are familiar with. You can base your puppet play on nursery rhymes and fairytales. Alternatively, you can download free puppet plays from the Internet, or you can write your own. When writing your own puppet play you will need to consider the following:

1. Select a story. Pick out important parts in it.
2. Keep play short (5 minutes maximum for Joey Scouts). Select scenes that:
 - Sustain action and further develop the plot.
 - Introduce necessary character.
 - Build up an important character.
 - Have comedy possibilities.
 - Add suspense.
 - Offer unusual effects, settings or lighting.

- Have fast action and good dialogue.
3. Keep puppet in mind:
 - How many are there?
 - What do they do in each scene?
 - What will they be doing?
 - What movements will they be doing?
 - Plan entrances and exits, to avoid operators climbing over one another.
 - Offer unusual effects, settings or lighting.
 - Have fast action and good dialogue.
 4. Keep puppet speeches short. For Joey Scouts have a few Leaders and/or parent helpers on hand to read the part of the narrator and/or puppet.
 5. In adapting a play review your notes. To arrange your play into the most important scenes:
 - Check your scenes against list.
 - Combine scenes where possible.
 - Arrange scenes in logical order.
 - Keep speeches short.
 - Study action of puppets. Can operators get on, and off stage as needed?
 - Eliminate unnecessary characters, actions and speeches.

Puppet Resources – Free Puppet Plays

<http://www.puppetresources.com>

Helping Out by Jeff Robson

(Great for a caring and sharing theme – help at home)

Materials required: Broom, mop, bucket and any other cleaning tools you can find. Some clothes to put behind the stage and throw out.

Characters: Toby (puppet), Mum (real person).

M: *(Mum appears, sweeping the floor with her broom in front of the puppet stage)*

T: Mum. Mum! *(louder)* MUM!!

M: *(exasperated)* Yes Toby, what is it?

T: Mum, I think you should read me a story. I've finished playing with all my toys and I'm bored now. Have you got any new storybooks you can read to me?

M: *(more exasperated)* Toby, I really don't have time right now to stop and read stories to you. Can't you see how busy I am at the moment? I've got to finish sweeping this path, and then there are the floors to mop, and all the beds to make. Then by that time, it'll be time to start getting tea ready so I'll need to set the table and do the cooking then clean up afterwards. You remember

we've got visitors coming over tonight? Sorry Toby ... maybe tomorrow we'll have time.

T: So you're saying you don't have time today then?

M: Yes Toby – that's exactly what I'm saying. I've just got too much to do today. We might have some time tomorrow or the next day.

T: Ohh Mum! But I'm bored! I **need** a story!

M: Sorry Toby but these jobs won't get finished by themselves. I've got to keep going OK. You go back and imagine some new voices for your toys or something – they'll seem like new toys then (*mum goes off to one side, sweeping*).

T: Man! This is not fair. How come I have to play with the same old toys all the time and mum can't even read me one little story. "These jobs won't get finished by themselves," she says. What is she trying to say? It's not fair.

(*the light goes on!*) Hang on a minute! "These jobs won't get finished by themselves," but if I do some of them, then she'll have some extra time – maybe even enough time to read me a story perhaps. Now what were those jobs she said – I can't remember ... does anyone out there remember? (*ask the children until one remembers making the beds*).

That's it! Now there's something I could do – and that takes just about the right amount of time for a quick story too! OK! Where is my bed? (*disappears from the stage*) Just got to get these clothes off it (*throws some clothes out the top of the stage*). Whoa teddy! Where have you been? Haven't seen you in ages! (*rummages around behind the stage, banging the stage, grunting & groaning etc*).

There! All finished! Now where did mum go? Hey mum! Mum. MUM!

M: Yes dear, what is it now? You're not still trying to get me to read you a story are you? I just told you I don't have time for those. I've got so much to do today.

T: No mum ... look!

M: (*Mum looks down behind the curtain*) Toby – you've made your bed! And I didn't even ask you to do it! WOW! You've never done this before. Are you OK? (*puts her hand on his forehead*).

T: Mum! Of course I'm OK. I was just thinking about how you said you don't have enough time because the jobs won't get finished by themselves. So I thought I would finish some for you so that you'll have enough time to read me a story. So what do you think? Can we? Can we?

M: Well, since you've been such a good boy and helped me without me even asking you to, I think a story would be OK.

T: Yippee! Thanks mum! I should do this more often!

M: Hmm ... not a bad idea! How about if I go and get you a drink and a chocolate biscuit and we'll go and sit out on the front verandah and I'll read you a story. What do you think?

T: Double Yippee!

- M: OK, we'll I'll go and get those things from the kitchen and meet you there. You're a good boy Toby and I really appreciate you helping me out. Thank you so much.
- T: No worries mum – I think I'll help you more often! Well, see you on the front porch! (*disappears*).

THE END

Helping Out by Julie Young
(*Great for an environment theme – putting rubbish in the bin*)

Materials required: Paper crumbled into a ball.

*Characters: Seymour (puppet) and Daphne (puppet).
Have a Leader or Parent read the parts of Seymour and Daphne.*

Seymour and Daphne come up together.

- D: Hello everyone! It is so good to see you all here tonight.
- S: It sure is. I have been working so hard today on some homework. I am sooooo tired.
- D: What have you been doing? Maths? Science? Book report?
- S: Nah, none of that stuff. I have been working on my origami class project.
- D: Ora-whatmi?
- S: You know Daph, where you make things out of paper. You can make birds, airplanes, and you can even make flowers and harder stuff.
- D: Oh, I know what that is now. That sounds like a fun class to take. What do you know how to make?
- S: Well, I'm just starting out, so all I know how to make is a ball.
- D: That is great! Can I see one that you have made?
- S: Well, my reeeeeeeeeaaaaalllllllyyyy good one is at home, but I do have one that I made earlier. Let me find it here...(*hold up a crumpled sheet of paper in the shape of a ball*).
- D: Wow. That is really cool.
- S: Yep, it is such fun. (*throw the paper ball onto the floor for all to see*) So, what have you been doing today?
- D: Hey, why did you throw that on the floor?
- S: Because I don't need it anymore.
- D: You are supposed to put it in the rubbish bin.
- S: Well, it doesn't matter.
- D: So who do you think will have to pick it up?
- S: I don't know. I guess it will just get cleaned up...by the clean up fairy.

- D: The clean up fairy? There is no such thing. YOU will need to pick that up and throw it away.
- S: But I don't like to do that sort of thing. It's boring!
- D: Imagine how boring it would be for you if you were not the one who made the mess and had to clean it up.
- S: That would be horrible, terrible, the most awfulest thing EVER!
- D: Just think, every time you throw something down, someone, somewhere, has to pick it up again and put it where it belongs.
- S: I have never thought of that before. Does that mean that I have to pick up my dirty socks off the bathroom floor?
- D: Especially dirty socks. If we all do a little, then one person does not have to do it all. It is only fair.
- S: You are right. I will pick up that paper after class is over.
- D: Boys and girls, remember to throw away your lolly wrappers and lollipop sticks on your way out of the door tonight.
- S: And, when you get home tonight. Don't forget to pick up your dirty socks too.
- D: See you all next time friends. Have a great week.
- S: Don't forget to be a good friend this week! Bye!

THE END

Performing Arts – Helpful Websites

Drama Activities

Child Drama

<http://www.childdrama.com/mainfram.html>

Games

http://centerofweb.com/kids/games/xtra_games.htm

Puppets

About: Family Crafts

http://familycrafts.about.com/od/puppets/Puppet_Craft_Projects.htm

Legends and Lore

<http://www.legendsandlore.com/mkpuppets.html>

Puppet Resources

<http://www.puppetresources.com>

Puppets to Make

<http://sunniebunniezz.com/puppetry/puppetsb.htm>

Skits

Ultimate Camp Resource

<http://www.ultimatecampresource.com>

Songs

Becky's Campfire Songbook

http://dragon.sleepdeprived.ca/songbook/songbook_index.htm

MacScouter

<http://www.macscouter.com/songs/>

Scouts Canada

<http://www.scoutscan.com/songs/>

Scout Songs

<http://www.scoutsongs.com/>

Sing Along With Me

<http://songs-with-music.freervers.com>