

Scouts in Action Month 2022
'The Great Australian Scout Cook Off'
Scout Program – Canned Food Mystery Challenge



Time		Activity	Detail	Lead	Assist	Adult Support	Resources	Achievement Pathways
0.00	5	Opening Activity	See attached notes				Australian Flag	
0.05	10	Game	Eternal Dodge Ball				Balls	
0.15	60	Activity	Canned Food Mystery Challenge				Table, stove, Patrol box, canned food, staples (pastry, butter/margarine, milk, salt/pepper etc) wash bowl for clean up	
1.15	15	Activity	Judging				Score Sheet	
1.30	10	Activity	Clean Up				Wash basins/sink, dishwashing liquid and cloths, tea towels	
1.40	15	Activity	Review Have a game ready to go if there is an early finish – Duty Patrol favourite				As required	
1.55	5	Activity	Closing Activity				Australian Flag	
2.00		Home						

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Opening Activity	
Resources	Australian Flag
Notes on Opening Activities	There should be an Opening and Closing Activity associated with the meeting whether at the den or on camp or away from the den. Wherever possible the Opening and Closing activities of each youth meeting should be led by youth members who have been trained for these roles. Ideally every youth member should be progressively involved in taking an assisting or leading role in an Opening or Closing Activity once a semester. Refer – pr.scouts.com.au – A Guide to Ceremonies in Australian Scouting
Game	Eternal Dodge Ball
Resources	Balls (easy to grab and throw)
Game Play	<p>Eternal Dodge Ball is a game that never ends. Every time somebody gets out by getting hit with the ball, someone has a chance to return to the game. Unless you have one really dominant player, this game will go on and on and on for an eternity!</p> <p>Spread the players evenly around the play area. There are no teams. Throw the ball at other players and try to hit them, just like in regular dodge ball. You cannot move more than three steps when throwing the ball. If you move more than that, your throw doesn't count if you hit someone. If you are hit, you must sit down where you are. You cannot throw any balls at anyone. Catching a ball is the same as being hit. You must sit down. When you are hit, pay attention to who threw the ball which hit you. When that person is hit, they are out, but you get to stand up again and continue playing. When finished giving instructions, throw the balls into the play area. Play and play and play. Unless one person manages to hit all of the other players, the game will never end.</p> <p>Notes: You might find it helpful to mark where they should stand with some masking tape. They need to return to that position after retrieving or throwing a ball.</p>

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Activity	Canned Food Mystery Box Challenge
Resources	Table, stove, Patrol box, canned food, staples (pastry, butter/margarine, milk, salt/pepper etc) wash bowl for clean up
Method	<p>Each Patrol to have a box of staples (pastry, butter/margarine, milk, salt/pepper etc)</p> <p>On three tables or in boxes (does not matter) have the following on each table/box:</p> <ol style="list-style-type: none"> 1. Canned Vegetables 2. Canned Meat (also include cans of substitute meat for a vegetarian option) or canned fish 3. Canned sauce – you may need to have bottles or jars (labels covered so content cannot be seen – this will depend on availability) <p>Remove the labels of all cans or cover the labels – alternatively the cans and bottles could be in a box that the Scouts have to reach into and grab.</p> <p>Keep the vegetables, meat/fish and sauce separate</p> <p>A member of each Patrol is to come up and select a can/bottle from each category (they will have three cans/bottles)</p> <p>Patrol then has to cook the best possible meal they can with the chosen ingredients and incorporate all three into their meal</p> <p>Patrols are judged on taste, appearance and creativity</p> <p>For fun tell the Patrols that you may have lost track of things when getting the cans ready and there might be cans of dog or cat food in amongst the cans – not really but it might be worth a laugh.</p>
Activity	Judging
Resources	Judging Score Sheet – see attached
Method	Judges (Leaders or special guests – parents or a member of the local District Team) to judge each Patrol using the score sheet
Activity	Clean Up
Resources	Wash basins/sink, dishwashing liquid and cloths, tea towels
Method	Clean tables and any utensils used (knives, peelers, forks etc) Have all Scouts wash their hands

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Activity	Closing Activity
Resources	Australian Flag
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Canned Food Mystery Box Challenge

Print off one per Patrol

Each judge will need a separate knife and fork set for each taste

Scoring Criteria	Patrol Score	Max Score
All three cans/bottles selected used in the meal (10 points each)		25
Appearance		25
Taste		25
Creativity		25
Total Score		100