

**Scouts in Action Month 2022**  
**'The Great Australian Scout Cook Off'**  
**Scout Program – Scouts Master Chef Cooking 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	SPUD				Basketball or similar	
0.15	60	Activity	Master Chef Cooking Challenge				Table, stove, Patrol box, 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 and Trophy Presentation Have a game ready to go if there is an early finish to the Master Chef Cooking Challenge – Duty Patrol favourite				Golden Wooden Spoon As required	
1.55	5	Activity	Closing Activity				Australian Flag	
2.00		Home						

# Scouts in Action Month 2022

## 'The Great Australian Scout Cook Off'

### Scout Program – Scouts Master Chef Cooking Challenge



<b>Opening Activity</b>	
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 – <a href="http://pr.scouts.com.au">pr.scouts.com.au</a> – A Guide to Ceremonies in Australian Scouting
<b>Game</b>	<b>SPUD</b>
Resources	Basketball or similar
Game Play	<p>Scouts are all given a number Leader selects a Scout as 'It' "It" holds the ball and all the other Scouts circle around them. "It" then throws the ball straight up in the air while calling out a number (not their own) The Scout with that number must catch the ball either while it is coming down or on the rebound.</p> <p>While the Scout whose number was called is catching the ball all other Scouts scatter and get as far away as they can from the Scout catching the ball. When the ball is caught by the Scout whose number was called, they yell out "SPUD!". The Scouts who are running away <b>must stop</b> in their tracks. The Scout with the ball can take four giant steps then tries to throw the ball and hit one of the other Scouts below the knees</p> <p>If they hit someone then the Scout that was hit gets a letter in the word SPUD and they become the new 'It'. If the Scout tossing the ball misses then they get a letter and they can pick someone to be the new 'It'</p> <p>All the Scouts gather into the centre again around the new 'It' and the game continues as above.</p> <p>When a player gets all four letters of the word SPUD that is the end of the game or if the game is going on too long end it after 10 minutes to be played another day.</p>

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<b>Activity</b>	<b>Master Chef Cooking Challenge</b>
Resources	Table, stove, Patrol box, wash bowl for clean up and Trophy
Method	<p><b>Challenge:</b> Using the following ingredients, Scouts have one hour to cook a 3-course meal using the following ingredients:</p> <p>10 ingredient challenge:            1 apple            1 potato            1 tomato            1 small block or slice of cheese            1 carrot            1 sausage            1 egg            1 cup of flour            2 slices of bread            4 squares of chocolate            Sultanas or raisins</p>
<b>Activity</b>	<b>Judging</b>
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
<b>Activity</b>	<b>Clean Up</b>
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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<b>Activity</b>	<b>Review and Presentation</b>
Resources	Golden Wooden Spoon
Method	<p>Have the Scouts discuss how they think they went and what would they do differently next time</p> <p>What challenges did they face during the activity?</p> <p>How did they manage their time etc?</p> <p>If this activity goes quickly the duty Patrol can run a favourite game</p>
<b>Activity</b>	<b>Closing Activity</b>
Resources	Australian Flag
Notes on Opening Activities	<p>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.</p> <p>Refer – <a href="http://pr.scouts.com.au">pr.scouts.com.au</a> – A Guide to Ceremonies in Australian Scouting</p>

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**Scout Master Chef Challenge Score Sheet**

**Print off one per Patrol**

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

<b>Scoring Criteria</b>	<b>Patrol Score</b>	<b>Max Score</b>
Three courses prepared and served (10 points per course - 1 course 10 points, 2 courses 20 points, 3 courses 30 points)		30
Plating of each course – 10 points per course – appearance – how is the food arranged etc (up to 10 points per course - 1 course 10 points, 2 courses 20 points, 3 courses 30 points)		30
Taste of each course – 10 points per course – taste a sample (up to 10 points per course - 1 course 10 points, 2 courses 20 points, 3 courses 30 points)		30
Overall score – preparation, Patrol team work, cleanliness, hygiene		10
<b>Total Score</b>		<b>100</b>