



# JOEY SCOUT MOB WEEKLY PLANNER

## 13<sup>th</sup> CANBERRA

DATE: Wed 19 August 2015  
 SCHOOL TERM: 3  
 DUTY PARENT: xxxx

THEME/TOPIC: Science  
 PARTICIPATION SCHEME FOCUS:  
 Adventure

| TIME      | ACTIVITY   | LEADER                  | EQUIPMENT  | AoPG   |  | METHOD |  |  |  |  |  |  |  |
|-----------|--|-------------------------|--|--|--|--------|--|--|--|--|--|--|--|
|           |  |                         |  | Circle the AoPG & Methods used for each activity |  |        |  |  |  |  |  |  |  |
| Coming in | <ul style="list-style-type: none"> <li>Start fire.</li> <li>Reach for the Stars: sit and discuss the weekend event.</li> </ul>   | Wombat                  | Firewood   |  |  |        |  |  |  |  |  |  |  |
| 1800      | <b>Opening Parade</b> <ul style="list-style-type: none"> <li>Break and salute flag (xxxx and xxxx)</li> <li>Invest xxxx, xxxx, xxxx and xxxx.</li> <li>Explain the theme for this night and next.</li> </ul>   | All                     | Flag<br>Scarves, woggles, badges, welcome pack                               |  |  |        |  |  |  |  |  |  |  |
| 1810      | <b>Game: NESW</b> <ul style="list-style-type: none"> <li>Compass, directions and 'Never Eat Soggy Wheatbix' explained.</li> <li>Joeys run to different points when called out - NESW.</li> <li>Different calls: 0/90/180/270, Never Eat Soggy Wheatbix and NE-SE-SW-NW.</li> </ul>                                       | Wombat and Dan          | Compass  |  |  |        |  |  |  |  |  |  |  |
| 1820      | <b>Discussion and Game: Magnetic Chain Tag</b> <ul style="list-style-type: none"> <li>Explain North and South on magnets and demonstrate.</li> <li>Each Joeys sticks a S or N on each hand.</li> <li>Joeys run around and join S and N hands until they make a chain.</li> </ul>   | Wombat and Banjora      | 18 S and 18 N pieces Tape  |  |  |        |  |  |  |  |  |  |  |
| 1830      | <b>Activity: Magentic Kim's Game</b> <ul style="list-style-type: none"> <li>Gather at two tables with magnets and trays of metal objects.</li> <li>Guess which metals the magnets will pick up.</li> <li>Test the guesses.</li> </ul>  | Wombat, Banjora and Dan | Two tables<br>Two sets of objects<br>Two sets of magnets                     |  |  |        |  |  |  |  |  |  |  |
| 1835      | <b>Activity: Navigation Challenge</b> <ul style="list-style-type: none"> <li>Divide into two sets of four Joeys and stand at opposite ends of hall.</li> <li>One group holds hands to make a ship and navigates to the other end of the hall.</li> <li>Other group calls out directions and steps. Then swap.</li> </ul> | All                     | 4 compasses<br>Several tables and chairs spread across the hall as obstacles |  |  |        |  |  |  |  |  |  |  |
| 1845      | <b>Tassie Devils: Five Good Turns</b> <ul style="list-style-type: none"> <li>Explain about endangered animals and the Tassie Devil.</li> <li>Connect to Sharing and Caring badge</li> <li>Explain Zoo Day, issues 'Good Turn' Chart and explain plan.</li> </ul>   | Banjora                 | 18 'Good Turn Charts'  |  |  |        |  |  |  |  |  |  |  |
| 1855      | <b>Closing Parade</b> <ul style="list-style-type: none"> <li>Announcements, Feathers (xxxx)</li> <li>Salute and fold Flag, Prayer, Song</li> </ul>   | All                     | Presentation items (if any)  |  |  |        |  |  |  |  |  |  |  |

**Other Jobs:** Issue Promise Challenge cards Hugh McM, Lanna, Amelia and Phoebe

**Next week:** Rock Star Scientists with Guest Cub Scout Leader - Baloo!