

# Scouts in Action Week 2013



## Scout Program 'Scouting in the Community'

Date	Theme	Sub Theme	Meeting Type	Leader in Charge
	Your Community	Foodbank	Indoor/Outdoor	

Time	Minutes	Activity	Equipment	Leader
	5	Opening Parade	Australian Flag Prayer Book Pack Flag	
	5	Patrol Corners Collect Subs	Patrol Record Book	
	10	Game – Troop Favourite Run by the duty Patrol	As required	
	15	Activity – Community Organisation Visit Planning	Local Community Directory, Yellow Pages Directory or Laptop with Internet Access	
	10	Game – Noodling Around	Penne Pasta Spaghetti Tables	
	15	Discussion - Foodbank	Nil	
	10	Game - The Chocolate Game	Beanie Scarf Gloves Chocolate Knife and Fork	
	10	Game – Food Bank Relay	Cans of food Box	
	10	Game – Have an Orange	Oranges	
	5	Closing Parade	Australian Flag Prayer Book Pack Flag	

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## Award Scheme

### Pioneer Level Citizenship

#### 4. Good Turn

While earning this badge as a Scout, participate in some form of community service, which must be over a minimum of two hours, preferably outside the Scout movement.

*Note: This may involve finding out about the other organisation as well as working with them on a worthwhile project for the required minimum hours.*

#### 6. Activity

(a) With your Patrol, identify services (e.g. health, education, leisure, and social) that are available in your local area for young people of Scout age. These may be provided by your local government and/or other service providers. Present your findings to the Troop

*Note: This may involve finding out about the other organisation as well as working with them on a worthwhile project for the required minimum hours.*

#### 7. Community

With members of your Patrol, visit an organisation that serves your local community. Find out what service it provides and how it is organised. Such an organisation could be local government, community service agency, local TV or radio station, newspaper, rural and urban fire service, ambulance, police, emergency services, forestry, sewerage authority etc.

*Note: Organisations could also include Rotary International, Lions Clubs, RSPCA, Foodbank or other organisations that support people in need.*

### Explorer Level Citizenship

#### 4. Good Turn

(b) Participate in some form of community service that must be over a minimum of four hours (assist a service organisation, environmental organisation, hospital, nursing home etc)

*Note: This may involve finding out about the other organisation as well as working with them on a worthwhile project for the required minimum hours.*

#### Adventurer Level Citizenship

#### **4. Good Turn**

(b) Seek out a worthwhile service to others and actively participate for a cumulative period of at least ten hours. If possible, involve members of your Patrol on appropriate occasions, to satisfy their Pioneer and Explorer level requirements.

or

(c) With your patrol or other Scouts, participate in a community service project for at least 10 hours with a local service club such as Apeze, Lions or Rotary. Find out what the service club offers to the community.

*Note: This could include the AJ2013 Picnic Tables from the 'Make It' Activity Zone.*

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## 6. Activity

(b) With your Patrol, investigate an agency that provides aid and assistance to overseas communities and countries such as Care Austria, Amnesty International, Red Cross International Aid or World Vision, find out how you can help them.

Community Proficiency Badge

To gain the Community Proficiency Badge a Scout must complete all the requirements of A, B & C

Range: Meals on Wheels, charity food collection and distribution, service clubs, charitable organisations etc

### *A. Investigate*

Discover ways your Group could be of assistance to your chosen organisation, or the community as a whole.

### *B. Skill*

Show by your active participation that you have an interest in local community needs other than emergency services

### *C. Activity*

Report to the Troop how you became, and how they could become, more relevant within the community. In the report mention contacts etc, to streamline future activities

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## **Activity**      **Community Organisation & Visit Planning**

**Equipment**      Local Newspaper  
Local Yellow Pages  
Laptop Computer/s  
Note paper and pens

**Method**      Leaders are to have a number of local community organisations names on slips of paper and put them into a hat or billy or other suitable container:

Local organisations could include:

- Rotary
- Lions Club
- Foodbank
- Vision Australia
- Salvation Army
- St John Ambulance
- Royal Lifesaving Society
- Surf Lifesaving
- Landcare
- Police
- Ambulance
- Firebrigade
- Any other local organisation

Patrol Leaders reach into the container (hat or billy) and pull out a slip of paper that will have a local organisation listed.

Using laptops, yellow pages, local papers etc the Patrol is to research into the chosen organisation finding out what they do and where they are located.

The Patrol is to also find out contact information.

A member of the Patrol is to contact the organisation and arrange a visit if possible.

## **Game**      **Noodling Around**

**Equipment**      1 packet of penne pasta and 1 packet of spaghetti, tables (as many as you want but four would be sufficient)

**Game Play**      On tables around the hall place one piece of penne pasta per Scout.  
Scouts form up at the end of the hall in their Patrols.  
Each Scout is given a piece of uncooked spaghetti noodle– tell them not to break it and handle gently  
On 'go' the first Scout places the spaghetti noodle in their mouth. Once the spaghetti noodle is in the Scout's mouth they cannot use their hands from this point.  
The first Scout goes up to the first table and uses the spaghetti noodle to pick up one of the penne pasta pieces from that table, once they have one on they move to the next table and so on until they have four penne pasta pieces on and then they go back to their team to tag the next Scout.  
The game continues until each team member has picked up all their penne pasta pieces.

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If the Scout breaks the spaghetti noodle they have to get as many penne tunes onto their noodle as they can and bring them back to the six and keep going until all four have been take back to the Patrol.

## **Activity**      **Local Community**

**Equipment**      Street map of your local community  
Photo copy of a street directory blown up to A4 or A3 size (one per Cub Scout)  
Cut out pictures of bus stops, houses, Scout hall/den, highlighter pens (sufficient for each Cub Scout)

**Method**      On the map Bronze Level Cub Scouts are to put the picture of a house at their address, place the bus stops at the correct locations on the map and put the picture of the Scout hall/den on the map in the correct position.

Cubs Scouts will also need to mark on the map where the local shops are (this could also be a cut out picture or drawn on the map).

Cub Scouts them mark on the map the safest route to the shops from home

Silver Level Cub Scouts can place pictures of police, ambulance, fire and hospital services on a map

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## Talk – Hunger in Australia

**This can be given by a Leader or by a representative of Foodbank in your local Area – go to <http://www.foodbank.org.au/> and contact your local organisation.**

*Ask the Cub Scouts what it feels like to be hungry? – Get them to describe the feeling*

*Ask the Cub Scouts if they think there is hunger in Australia?*

Yes there are, but hunger is largely a hidden social problem and many victims suffer in silence. Each year two million people rely on food relief – around half of them are children. That's one in every ten Australians in need.

*Ask the Joeys if they have heard of 'Foodbank'? Get them to have a go in describing who Foodbank are and what they do.*

Foodbank is a non-denominational, non-profit organisation which acts as **a pantry to the charities and community groups who feed the hungry**. It was first established in 1992 in NSW and now has a presence in every state and the Northern Territory with distribution centres in all state capitals as well as a number of regional centres. We operate with a staff of approximately 90 employees and over 3,000 volunteers.

### **How Foodbank Works**

Foodbank rescues edible but surplus food and groceries from the country's farmers, manufacturers and retailers.

This includes product that is out of specification, close to date code, has incorrect labelling or damaged packaging as well as excess stock and deleted lines. Without Foodbank much of this food would simply go to landfill.

We collect the food or food companies deliver their donations to our warehouses around Australia – last year alone they provided 24 million kilograms of food and groceries.

Joey Scouts could present the food collected to the Foodbank representative if they are available to talk to the Joey Scouts.

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## **Game            The Chocolate Game**

Equipment      Dice, gloves, beanie, scarf, bar of chocolate, knife & fork

Game Play      Cub Scouts sit in a large circle. In the middle place a small table with chocolate, gloves, beanie, scarf knife and fork.

Cub Scouts take turns throwing the dice and if they throw a double the Cub Scout runs to the table, puts on the beanie, gloves and scarf and then tries to cut a piece of chocolate with the knife and fork. If they manage to do this they can eat the chocolate and continue to do so until someone else throws a double.

The game ends when there is no more chocolate or they have had enough.

The game can be sped up if there is more than one set of die.

## **Game            Foodbank Relay**

Equipment      Range of food that could be collected as part of a Foodbank collection drive. Items could include:

- Meals in a can
- Pasta
- Rice
- Evaporated milk
- Canned vegetables
- Cereal
- Canned fruit
- Canned soup
- Baby food

These items could be collected the week or weeks before the program and donated by families or ask the local shop/s for items that are out of date to donate to Foodbank.

Game Play      There need to be more items than there are in each team

On 'go' the first Cub Scouts runs to the end of the hall and collects an item for the teams pile and carries it to the second Cub who then carries this item to the pile and selects another item and returns with both items. This is repeated until the last in line has all items to hand to the first Cub who then takes them to donate to Foodbank (a box in another part of the hall). If items are dropped during transportation, another member of the six is allowed to pick up the item to help their team member.

Variation        Cubs keep going to see who can collect the most items to donate – make sure there are sufficient additional items for this.

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**Game**            **Have an Orange**

**Equipment**    1 orange per six

**Method**        Put Cubs in rows in their sixes. Ask them to keep their hands behind their backs and give each Sixer an orange to hold under their chin. The aim of the game is to see which Six can be first to pass the orange from chin to chin, without using any hands, from the Sixer at one end of the row to the Cub at the other end, and back again. If the orange drops at any point, it can be picked up by hand and must start at the beginning again.

## **Closing Parade**

**Leader:**        *"Pack, Pack, Pack".*

**Cub Scouts:**   Respond with "PACK" loudly & sharply as they form a circle standing "at ease".

**Leader:**        Moves to the centre of the circle and holds both arms out at shoulder level.

**Cub Scouts:**   Come to the "Alert".

**Leader:**        Lowers arms in a firm movement, until they are against the side.

**Cub Scouts:**   Lower to the squatting position, with chins up and heads back, and go straight into the Grand Howl.

**Cub Scouts:**   The first three fingers of each hand should be extended and close together, arms straight and touching the floor in front of them.

**Selected Cub Scout:**    "AR KAY LA".

**Cub Scouts:**    "WE---E---LL, D---O---O--O O---U---U---R (drawn out) BEST" (is short and sharp).

**Selected Cub Scout:**    "CUB SCOUTS DO YOUR BEST"

Cub Scouts leap into the air and listen to the leader's response. The same three fingers remain extended and close together to become the ears of the Cub Scout pointing upwards, touching each temple in front of the ears.

**Cub Scouts:**    "W E'----L---L DO OUR BEST"

During this response the Cub Scouts drop their left hand, while their right hand is held in the Scout Salute position.

Only the Leader taking the Grand Howl salutes, all other Leaders and recruits stand at the Alert.

**Leader:**        *"Thank you Pack"* Moves back into the circle.

**Leader:** *"Duty Cub Scout, prepare to lower the flag".*



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**Leader:** *"Pack, face the flag" - "lower when ready" (duty Cub Scout lowers the flag).*

**Leader:** *"Pack Salute".*

**Leader:** *"Prepare for Prayer".*

***Cub Scout Prayer***

Help us O Lord, to serve you day by day  
To do our duty, and to enjoy our play  
To keep the Cub Scout Promise, and to rest,  
Happy that we have tried to do our best, Amen.

**Leader:** *"Pack Dismiss"*

**Leader:** *"Good Hunting Pack"*

**Cub Scouts:** *"Good Hunting (the Cub Scout Leaders name)"*