

SCOUT SECTION - MEETING PROGRAM				
DATE: ____/____/____	THEME:	SUB THEME: Environment 1	MEETING TYPE: IN/ OUTDOORS	LEADER:

TIME	MINUTE S	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	5	Opening Parade Scoutcraft 2b & 2c Pioneer Citizenship 1b	Notices	Australian flag Scout flag	Patrol Leader Duty Patrol
	10	Patrol corners Collect subs			
		Game 1	Human Naughts and Crosses	chalk	
		Activity 1 Pioneer Env. 2	Environmental Awareness		
		Game 2	Litter Bomber Kim's Game	Chalk and 16 items of litter	
		Activity 2	Rubbish Sense Trail		
		Patrol Time	Check off badgework and Patrol discussion	Scones butter & Jam. Wash up gear	
	10	Closing parade	Presentations Announcements	Australian flag, Scout flag	Leader



TONIGHT’S NOTICES:

Tonight’s Program: _____

Special events: _____

Birthdays: _____

Details for Next week _____

Activity details etc _____

AWARD SCHEME

Scoutcraft Badge 2. Hoist the flag Break the flag

Pioneer - Citizenship 1 Ethics

b) Spiritual Awareness 1) Make up a prayer or similar item for use at a Scout meeting/activity.

Pioneer - Environment 2

Recycling

With your family, take responsibility for household waste (such as separation of recyclables, composting, waste reduction) Contribute to an educational poster.

GAME 1	Human Noughts & Crosses	MINUTES - 10
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Equipment: Chalk

Method:

- Prior to the start of the game, mark a noughts and crosses board (3 squares x 3 squares each square is approx. 2 metres x 2 metres) on the floor of the Den.
- The Troop is divided into two teams and stand on opposite side of the Den with the noughts and crosses board between them
- Scouts in each team number off and the team identify if they are 0 or X
- The Leader calls out a number and the Scouts with that number run out to occupy a square
- Another number is called and another until one team successfully wins the noughts and crosses game
- Only one Scout per square.

The game can be repeated a number of times and the score kept to determine the winning team.

Activity 1	Environmental Awareness	MINUTES - 60
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Equipment:

Method:

- Four Bases are set up around the Scout Den as follows:
 1. Air and Water Quality
 2. Scout Environmental Charter
 3. Littering and Recycling
 4. Land Degradation and Soil Conservation
- One Patrol at a time visits each base where the Patrol Leader (or Leader) gives practical instruction
- Patrols change bases at a signal given at 15 minute intervals

ACTIVITY 1 - BASES

1. Air and Water Quality – Fieldbook pages 342 to 356
2. Scout Environmental Charter – Fieldbook pages 374 to 375
3. Littering and Recycling - Fieldbook pages 370 to 374
4. Degradation and Soil Conservation – Fieldbook pages 356 to 363



GAME 2	Litter Bomber Kim's Game	MINUTES - 10
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Equipment: Chalk plus 16 items of litter

Method:

- Each Patrol is given five minutes to set up their “Litter Board” in separate corners of the Scout Den.
- This is a board 4 squares by 4 squares approximately 200 mm. each in size with a piece of rubbish in each square. Squares are given an alphabetical and numerical numbering (refer example page of this program)
- A shield will also need to be put in place to prevent the other Patrols seeing their corner
- Once each Patrol has completed their Litter Board, then all the Patrols are given 5 minutes to observe (No pencil and paper notes are permitted)
- All members of the Patrols return to their corner and the shield is put in place to screen each Litter Board from the other Patrols
- A nominated Patrol, then calls reference to score a ‘hit’ on another Patrol (e.g. Eagle Patrol, square B4, coke can). If they are correct, that Patrol removes the item from their board.
- The next Patrol clockwise then gives a call and the game continues on until the Patrol with the highest number of hits becomes the winner.

ACTIVITY 2	Rubbish Sense Trail	MINUTES - 20
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Equipment:

Method:

- Prior to the start of the Activity (while the Troop is playing the previous game) a string line has been prepared approximately 200 metres long, 600 mm. above the ground. The trail should be at the back of the Den out of site of the Troop
- Approximately 10 to 12 items of rubbish should be attached / hung from the string at intervals
- At the start of the activity, the Patrol Leaders blindfold all members of their Patrol and lead them to the start (one end) of the rubbish trail
- Patrol members work their way along the string-taking note of the items of rubbish they encounter. They are not to call out items to the other Scouts
- On reaching the end, they remove their blindfold and write down the items they remember
- The Patrol Leader then checks these and the scores are tallied for the whole Patrol. A Patrol average is determined
- The winner is the patrol with the highest average score.

PATROL TIME		MINUTES - 10
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Equipment: Scones, butter & jam plus washing up gear



Program Checklist

No.	ITEM	AVAILABLE
1.	Australian Flag	
2.	Scout Flag	
3.	Staves	
4.	Lashing ropes	
5.	materials for webbing, e.g. lashings, belts, sugar bags, triangular bandages, etc.	
6.		
7.		

Program Achievements:

Badges:

Name: _____	Badge: _____
Name: _____	Badge: _____
Name: _____	Badge: _____
Name: _____	Badge: _____
Name: _____	Badge: _____
Name: _____	Badge: _____
Name: _____	Badge: _____

Awards:

Name: _____	Award: _____
Name: _____	Award: _____
Name: _____	Award: _____
Name: _____	Award: _____
Name: _____	Award: _____

GAME 2 – LITTER BOARD

	A	B	C	D
1				
2				
3				
4				