



SCOUTS IN ACTION WEEK



FIRST+ AID

26-30 APRIL 2010



JOEY SCOUT MOB PROGRAM PLANNER

THEME	First Aid 2	DATE		ATTENDANCE	
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Time	Minutes	Activity Type	Activity Description	Equipment	Leader
			Coming In Activity	Zero Zero Zero Song sheet Cassette	
	5	Ceremony	Opening Parade	Flag Prayer Book	
	10	Game	Game – Stretcher Relay	Pre-made stretcher per team Teddy per team	
	10	Activity	Memory First Aid	First aid items, towel or sheet	
	30 10 min per base	Activity Bases	1. Treating a cut finger 2. Nose bleed 3. Burn	Band Aids Nil Water and glad wrap	
	5	Ceremony	Final Parade	Flag Prayer Book	
		Dismiss	Home		

NOTE: All resources for this program are available from the dedicated Scouts in Action Website <http://scoutsfirstaid.stjohnqld.com.au>.

Downloads include:
This program
Zero Zero Zero song sheet

Leaders may also invite other Mobs to participate what can be used to assist with competing the Buddy Badge

Mobs visit each other, share activities and have great fun. There are three steps involved in participating in the Mob Buddy scheme, which aims at building a rapport and friendship between different Mobs.



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OPENING PARADE

Preparation for Opening Parade

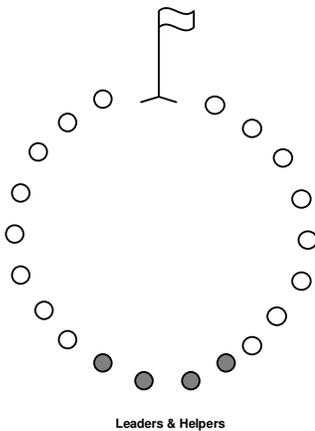
Ensure that the Australian flag is correctly folded for breaking, and is hoisted to the masthead by the leader before parade is called.

Leader:

"Joey Scouts on Parade"

Joey Scouts:

Form a circle
(Leaders and Helpers join the circle)



Leader:

"Joey Scouts - Alert"

Leader or a 7 year old Joey Scout:

Breaks the flag

Leader:

"Joey Scouts - Salute"

Leader:

"Prepare for Prayer"

Prayer

(or optional song)

Announcements

To nights Program:

Special events:

Birthdays:

Leader: "Joey Scouts

Break off"

All Joey Scouts and leaders turn to the right and move off.



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Coming In Activity	Zero Zero Zero Song	
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Equipment: Zero Zero Zero song sheet, cassette, downloaded Zero Zero Zero song (go to http://scoutsfirstaid.stjohnqld.com.au/index.php?option=com_content&task=view&id=42&Itemid=73)

Game	Stretcher Relay	10 minutes
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Equipment: Pre-made 'Joey Scout Size' stretcher, teddy bear (one per stretcher)

Game Play:

Joey Scouts form up into teams (as many as you think will work and depending on the size of your Mob)

On 'go' Joey Scouts pick up stretcher with teddy on board and race around an obstacle course (chairs) set up in the hall.

Activity	Memory First Aid	10 minutes
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Equipment: First aid kit items, tray and towel

Activity

Joeys gather around the tray (you may need more than one base depending on the number of Joey Scouts in your Mob).

Leader reveals the items on the tray (about 10-15 items) for about 10 seconds. The tray is then covered and the Joeys are asked to close their eyes.

The Leader removes one item and then gets the Joeys to open their eyes. The cover is then taken off the tray and the Joeys have to work out which items are missing.

Game continues until all items have been removed during the game.

Activity	First Aid Bases	30 min – 10 min per base
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Base 1- Cut Finger

Equipment: Band-aids (1 or 2 per Joey Scout)

Instruction:

Joeys to discuss how they could cut their finger.
 Leader to discuss how to apply pressure to stop bleeding
 Leader demonstrates how to apply a bandaid to a cut finger
 Joey Scouts practice on each other or Leader.

Base 2- Nose Bleed

Equipment: Chair, wet cloth

Instruction:

Joeys to discuss if they have had a blood nose and what did they do to stop it
 Leader to discuss how to control a bleeding nose
 Leader demonstrates how to control a bleeding nose
 Joey Scouts practice on each other or Leader.



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Base 3- Burn

Equipment: Water, glad wrap

Instruction:

Joeys to discuss how they could burn themselves

Leader to discuss how to treat a burn (run under cold water for 20 minutes) and then cover with a sterile dressing (gladwrap is a great sterile dressing)

Leader demonstrates how to apply a sterile dressing