



Scouter's Edition

SPICES Trumps

The Crean Award:

Discovery:

Badges and SPICES

Endurance:

Planning
Patrol Activity

Terra Nova:

Patrol Activity

Polar:

Self Awareness
Patrol Activity

The Activity:

Objective:

To explore the SPICES

Activity Type:

Patrol/Troop Activity

Roles:

Activity Leaders

SPICES

Intellectual





SPICES Trumps

This activity helps you explore the SPICES and what the different SPICES mean to people. It is based around the Top Trumps card game.

Preparation:

1. Pick one of the sets of cards (Super Scouts, Crean Characters, or Fantasy/Adventure) on the following pages, or make your own, and print off enough for each scout to have six cards.

Doing:

1. Explain the activity to everyone. Each scout will have six cards from one of the sets chosen. They will have to name, draw and fill out the details on each card. For the Super Scout cards they should make up fiction scouting heroes, for the Crean Characters they should think of the type of people

Who would have accompanied Tom Crean on his expeditions and for the Fantasy/Adventure set they could use creatures like witches, elves, dwarfs etc.

3. On each card there is an attribute which is linked to the SPICES (Social is Friends, Crewmates or Allies, while Physical is Health, Expedition Abilities or Strength). For each card, a scout assigns values one to six. They should repeat this for each card, but use a different combination of values that reflect the character they have created. For example, in the Super Scout set, their 'Pioneering Paula' character would have high Intellectual and Physical values, but lower Spiritual and Emotional, while 'Good Deed David' has high Social and Character, but lower Physical.

Have the PLs help the scouts in making these out and maybe have a scouter also check in to make sure everyone gets this part.





SPICES Trumps

3. Once all the scouts have their cards made they can then play each other in games of SPICES Trumps. Several scouts can play against each other, try pairs or in threes to get things going.

4. The first scout chooses one of the characteristics (eg Respect, Morale or Magical). The others read out the value of that characteristic on their top card and whoever has the highest value wins all the top cards, collects them and places them at the bottom of their stack of cards. The winner then chooses another characteristic for the next round and again whoever has the highest value on their top card wins the cards and has the next turn. The game continues like this until one player has won all the cards.

5. If playing as a troop or a patrol considered setting up a tournament system.

Review:

1. Have a quick patrol review after the game. Have each Scout pick out the favourite character they created and explain why. Also, ask them why they assigned the values they way they did.

2. Then, have a quick chat about the SPICES. Do they make more sense? If you were to make your own set of Top Trumps from scratch, what characteristics would you make up?

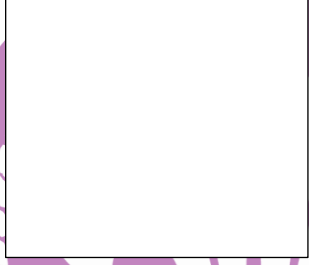


Super Scouts



Name _____
Friends _____
Health _____
Intellect _____
Respect _____
Emotion _____
Spirit _____

Super Scouts



Name _____
Friends _____
Health _____
Intellect _____
Respect _____
Emotion _____
Spirit _____

Super Scouts



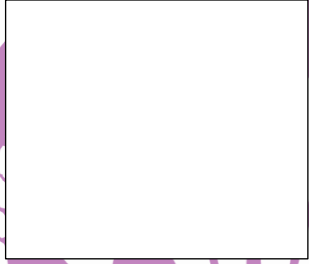
Name _____
Friends _____
Health _____
Intellect _____
Respect _____
Emotion _____
Spirit _____

Super Scouts



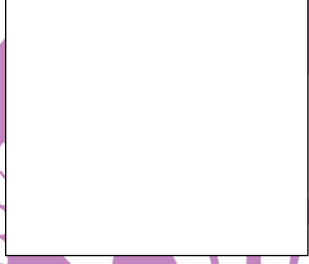
Name _____
Friends _____
Health _____
Intellect _____
Respect _____
Emotion _____
Spirit _____

Super Scouts



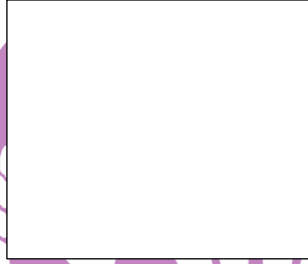
Name _____
Friends _____
Health _____
Intellect _____
Respect _____
Emotion _____
Spirit _____

Super Scouts



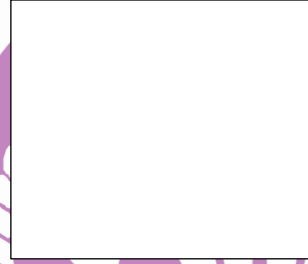
Name _____
Friends _____
Health _____
Intellect _____
Respect _____
Emotion _____
Spirit _____

Super Scouts



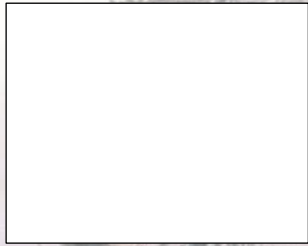
Name _____
Friends _____
Health _____
Intellect _____
Respect _____
Emotion _____
Spirit _____

Super Scouts



Name _____
Friends _____
Health _____
Intellect _____
Respect _____
Emotion _____
Spirit _____

Crean Characters



Name _____

Crewmates _____

Expedition Abilities _____

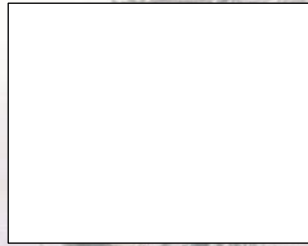
Decision Making _____

Commitment _____

Morale _____

Belief in Exped. _____

Crean Characters



Name _____

Crewmates _____

Expedition Abilities _____

Decision Making _____

Commitment _____

Morale _____

Belief in Exped. _____

Crean Characters



Name _____

Crewmates _____

Expedition Abilities _____

Decision Making _____

Commitment _____

Morale _____

Belief in Exped. _____

Crean Characters



Name _____

Crewmates _____

Expedition Abilities _____

Decision Making _____

Commitment _____

Morale _____

Belief in Exped. _____

Crean Characters



Name _____

Crewmates _____

Expedition Abilities _____

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Crean Characters



Name _____

Crewmates _____

Expedition Abilities _____

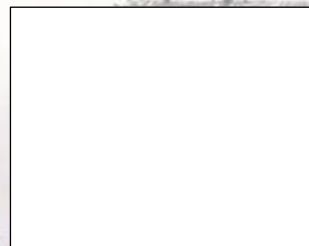
Decision Making _____

Commitment _____

Morale _____

Belief in Exped. _____

Crean Characters



Name _____

Crewmates _____

Expedition Abilities _____

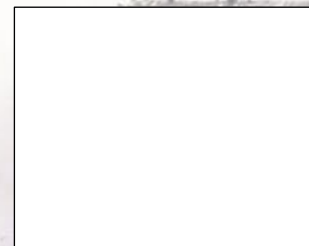
Decision Making _____

Commitment _____

Morale _____

Belief in Exped. _____

Crean Characters



Name _____

Crewmates _____


Expedition Abilities _____

Decision Making _____


Commitment _____

Morale _____


Belief in Exped. _____



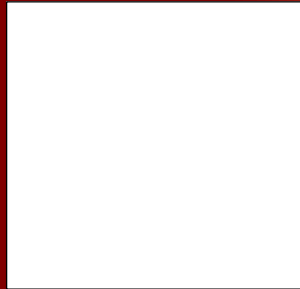
Name _____
Allies _____
Strength _____
Wisdom _____
Honour _____
Feeling _____
Magical _____




Name _____
Allies _____
Strength _____
Wisdom _____
Honour _____
Feeling _____
Magical _____




Name _____
Allies _____
Strength _____
Wisdom _____
Honour _____
Feeling _____
Magical _____




Name _____
Allies _____
Strength _____
Wisdom _____
Honour _____
Feeling _____
Magical _____




Name _____
Allies _____
Strength _____
Wisdom _____
Honour _____
Feeling _____
Magical _____



Name _____
Allies _____
Strength _____
Wisdom _____
Honour _____
Feeling _____
Magical _____



Name _____
Allies _____
Strength _____
Wisdom _____
Honour _____
Feeling _____
Magical _____



Name _____
Allies _____
Strength _____
Wisdom _____
Honour _____
Feeling _____
Magical _____



Review "SPICES"

Social

- Relationships
- Communication Skills
- Other Cultures
- Community Involvement
- Promise & Law

Physical

- Eat Well
- Personal Hygiene
- Balanced Lifestyle
- How Body works
- Physical Limitations
- Health Choices
- Access Help

Intellectual

- Achieving Goals
- New Ideas/Creativity
- Learn from Decisions
- Team Member

Character

- Promise & Law
- Friends & Friendships
- Plan before do
- Ensuring Fairness
- Respect
- Differences & Views
- Following Dreams
- Live the Scouting Spirit

Emotional

- Aware of feelings
- Asking/Giving Help
- Responsibility for Emotions
- Controlling Emotions
- Going Further
- Beliefs & Values
- Developing Talents

Spiritual

- Promise & Law
- Impact on Environment
- Reflection
- Changing Beliefs





SPICES

What are the SPICES?
Which ones do you identify with?

Planning

Which one of the SPICES would you like to organise an activity on?

Patrol Review

What will we do next?





Scouter Notes

This activity explores the SPICES in the Scout Programme. Sometimes in the organising of events or trying to get all the parts of an Adventure Skill stage done, the SPICES can be neglected. Also, the SPICES, or the specific learning objectives at the back of the Scout Book, can seem like an extra burden. However, it is very important we as Scouters remember the centrality of the SPICES to what scouting is about.

This activity is designed to help everyone appreciate that the SPICES aren't this complicated or messy thing, but can be easily used in running a good and fun programme. By describing the SPICES in a different way, perhaps the scouts, and scouters, might think about them differently and appreciate them in a new way.

Although the activity concerns all the SPICES, learning objectives from **Social** and **Intellectual** have been highlighted. For the Social area, the objective of improving communication skills is highlighted as this activity is about communicating the SPICES in a new and different way. Did a scout get the idea? Were they able to 'translate' the SPICES in a new format?

From the Intellectual area, the developing creativity, imagination and try new ideas objective is relevant. Were the scouts able to create characters? Did they should creativity? Did the attributes match the character?

When reviewing the activity, with the PLs get their sense of what the activity was and how it affected their understanding of the SPICES.

