



Leave No Trace Patrol Game

The Crean Award:

Discovery:

The Environment

Terra Nova:

Environment

Endurance:

Develop Teamwork
Patrol Activity

Polar:

Patrol Activity

SPICES

Character
Spiritual

The Activity:

Objective:

To run a series of games to explore the different parts of Leave No Trace

Activity Type:

Patrol or Troop Activity

Roles:

Activity Leaders



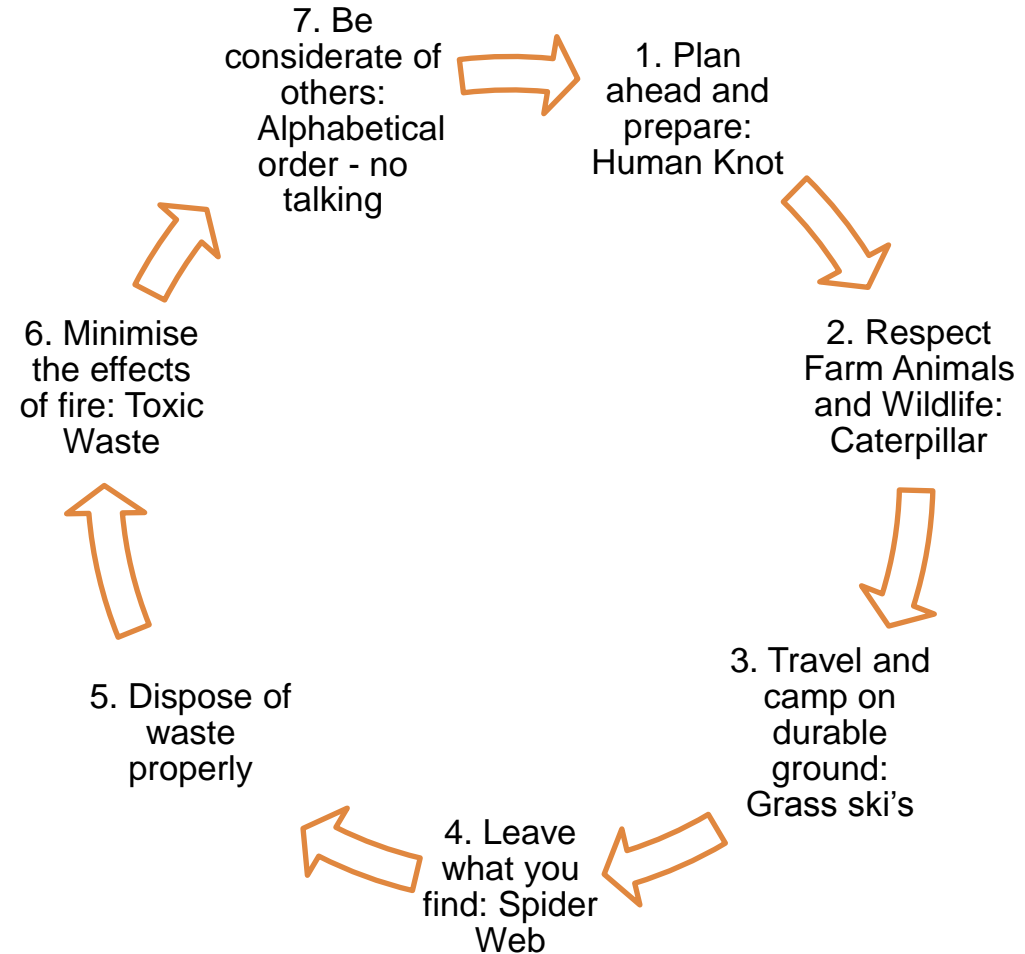


Plan: Leave No Trace Patrol Game

Plan

This series of games allows your Patrol or Troop to explore the principles of Leave No Trace. Using different activities you can think about what is involved in each of the principles. There is a brief explanation of the link between the game and the idea for each.

If you are running this activity as a troop, you can set up a circuit for patrols to rotate around between. Afterwards have a quick chat about Leave No Trace, did the games help you understand it better?





Do: Leave No Trace Patrol Game

Plan Ahead and Prepare

Game: Human Knot

Method: Arrange your patrol into a circle, standing shoulder to shoulder. Tell everyone to put their right hand up in the air, and then grab the hand of someone across the circle from them. Repeat the same with everyone's left hand. Check to make sure that everyone is holding the hands of two different people and that they are not holding hands with someone directly next to them. Get your patrol to untangle themselves to make a circle without breaking the chain of hands. If you break the chain you all need to start over.

Link: In this game if everyone starts moving straight away without planning as a team it is extremely hard to solve. It is important to plan as much as you can before you go on an expedition with your patrol.

Respect Farm Animals and Wildlife

Game: Find the tree

Method: Blindfold one member in your patrol and as a group without touching them guide that person from the starting line to a tree. Give the person time to hug the tree and try to identify it, then guide them back to the starting line. When they are back at the starting line they must take off their blindfold and try pick out which tree it was you guided them too. Repeat this again with every member of your patrol and some different trees.

Link: The blindfolded scout is depending on you to make sure they don't injure themselves just like animals depend on each other survive. Because wildlife and animals are so vulnerable we need to respect them and not injure them.





Do: Leave No Trace Patrol Game

Travel and Camp on durable ground

Game: Grass Skis

Method: Split the patrol into two teams. Get each team to line up behind the cones. On go the scouts must stand on the grass skis in a row and hold on to the ropes. When the team is all set they must coordinate their movements so that they can walk as a team on the grass skis. They must walk up and around a cone and back again. First team back to the start wins.

Link: If you did not have to use the grass skis your team would be finished in 30 seconds and it would have been a lot easier and we would not have affected the ground as much as the grass skis did with our own feet. This is why we must travel and camp on durable ground because it is easier for us and we minimise the impact we make on the world.

Leave what you find

Game: Spiders Web

Method: Between two trees create a spiders web with sisal. Make sure there are two more holes in the web that the number of people in your patrol. Take turns to get your whole patrol from one side of the spider's web to the other without touching the web.

Link: Shows the importance of leaving everything as we find it to preserve the wild. Talk about taking a camera when you go away, to take photographs instead of removing things. It is important to remember that good campsites are found, not made - leave the area as you found it and use a good sleeping pad and sitting pad for campsite comfort.





Do: Leave No Trace Patrol Game

Dispose of waste properly

Game: Recycle Run

Method: Have a small piece of cardboard labelled as following types of waste; Glass, Plastic, Paint, Metal, Food waste, White goods, Batteries Place and place them inside a black bag, repeat this process for as many patrols will be playing. Write the same titles on sheets of A4 paper and scatter these 'recycling centres' around your scout den. Mark a starting line. Place the black bags on the other side of the den as the starting line. Get the patrols to line up behind a starting line. The patrols will act as a relay team running up to their black bag and taking one item and placing it in its correct recycling centre. Once the first person has returned to the patrol the second person runs and repeats the process, the first team to have sorted all of their waste wins.

Once all the patrols have finished inspect the recycling centres for improperly sorted waste. This can be used to explain to the patrols the difficulty of preventing contamination in recycling.

Link: To encourage you to think about your waste and recycle. In the activity you set up "recycling centers" it is important to remember not only should we separate our waste but we must dispose of it properly and carefully and never dump our waste.





Do: Leave No Trace Patrol Game

There is insufficient time to contact authorities and evacuate the city. The lives of thousands of people are in your hands. Inside the circle you will find two cans. One (unsafe) bucket is full of fire. The other (safe) bucket located at the edge of the circle extinguishes the fire when it (the water) is poured into it. You must find a way to safely transfer the fire from the unsafe bucket to the safe bucket, using only the materials provided to you. For your patrol/watch, this includes a piece of rope (each approx 7½ ft long) for each person. No one on your patrol/watch may step inside the circle.

Link: To show the importance of proper management of a campfire. Following the activity you should discuss: why you should never leave a fire unattended and put out fires when finished. Saturate ash with water and be sure it is cool to the touch; clean up properly when it is fully out.

Be considerate of others

Game: Silent Birthday

Method: Draw a straight line on the ground and line up on it. All scouts in the patrol/watch must line up in order of their birthdays but cannot talk to each other at all and must keep their feet on the line.

Link: This is to show that even if you want to chat to each other sometimes you can't, just like when you are out hiking and you really want to go faster but someone in your patrol/watch can't you have to consider them and if you are at a campsite at nighttime you have to consider other people around you and not be too loud so that they can sleep if they are trying too.





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





Review

Leave No Trace

Do you have a better understanding of Leave No Trace?

Patrol Review

What can we do next?

