



Scouter's Edition

Founder's Day Activities

The Crean Award:

Discovery:

Scouting Knowledge
Patrol Activity

Terra Nova:

Task/Role in Patrol
Patrol Activity

Endurance:

Develop Patrol Spirit
Develop Teamwork
Patrol Activity

Polar:

Patrol Activity

SPICES

Social
Intellectual
Character

The Activity:

Objective:

To celebrate Founder's Day in your patrol

Activity Type:

Patrol/Troop Activity

Roles:

Activity Leaders
Designer
Quartermaster





Founder's Day: Brownsea Island Night

In August 1907, Baden-Powell, the founder of Scouting, ran an experimental summer camp based in his book *Scouting for Boys*. It ran for eight days on Brownsea Island on the southern coast of England. To mark Founder's Day, why not run a Troop meeting night based around the Brownsea Island camp. Each day of the camp, had a particular theme.

In this resources there are a selection of activities based on these themes, you can run all or some of these during a patrol or troop meeting or activity around Founder's Day (22nd Feb). You might also consider adding extra elements, like having some scouts dress up as if it's 1907, or learning about the history of your own scout Group as well.

Brownsea Island Camp Themes:

DAY 1: Preliminary

Setting up and forming Patrols.

DAY 2: Camping

Basic camping skills.

DAY 3: Observation

Navigation, tracking, and observation skills.

DAY 4: Woodcraft

Studying the natural world.

DAY 5: Chivalry

Scout Law and Doing Good Deeds.

DAY 6: Saving a Life

Emergencies skills

DAY 7: Patriotism

Active citizenship.

DAY 8: Games

Activities based on the camp skills learned.





Preliminary

Activity: Team Games

Start the night off with some team games that will get the patrols in the right spirit.

Balancing

Equipment: A sturdy chair, crate, or similar.

Description: All the patrol must be on the chair/crate, up off the ground unsupported, for a least 10 seconds. You can time them if more than one patrol is involved.

Stick Raiser

Equipment: A light spar or stick

Description: A patrol divides in two lining up opposite each other. By pressing an index finger each against the spar/stick, they should be able to lift it and move it around. Note they cannot hold the stick or place their fingers under it. Once they are coordinated have the patrol complete a simple obstacle course without dropping the stick.

World's Best

Description: Each patrol selects a scout to be a "world's best". During each round, one of these scouts is sent out of the hall or away from the group. Their patrol then decides what their big fictitious accomplishment is. It can be serious or silly; for example, a Scout may have invented the world's first underwater tent. Once the Scout returns, they are asked leading questions by the patrol; such as "Do you need waterproof pegs?" or "Do you think SpongeBob would use it?" After a few questions, the Scout begins to guess who or what they are supposed to be. The round ends when they have guessed correctly (or nearly enough as decided by an appointed "judge"). Then, the next patrol are on and their appointed scout goes out of the hall or away from the group.





Camping

Activity: Tent pitching and fire-lighting

Light weight Tent:

- Empty the tents and its contents from the bag and lay them out so that you can see what the tent consists of.
- Assemble the poles. These are often held together with elastic shock cord. Make sure the doors are closed then attach the poles by sliding them through the sleeves.
- Peg out the groundsheet (inner). Metal pegs can often be pushed into the ground by hand. Set the peg at 45 degrees to the ground and 90 degrees to the guy lines.
- Peg out the remaining loops and guy lines around the tent.
- Place the flysheet over the poles of the tent to form the outer 'shell'. Make sure it does not touch the inner tent.

Fire-Lighting:

- Only light a fire in a safe and appropriate place.
- The fire needs to be built carefully - don't pile on the wood and hope for the best. Collect all the wood you will need before lighting the fire. You will need small kindling at the start and larger wood when the fire is going.
- Watch the fire carefully and shield it from strong wind. Blow gently to help the flames spread
- Once lighting, place a few larger pieces of wood at the end of the fire where the wind blows the flames to them.





Observation

Activity: Nature Photo Challenge and creating tracking signs

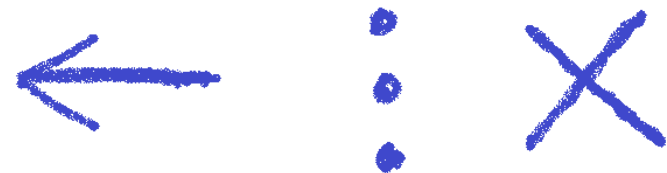
Nature Photo Challenge:

- Create a list of what you would like to take a photo of, such as; 3 types of birds, 4 tree species, 5 plants etc.
- Go outside and try to find as many as possible
- Try different angles, and keep still!
- Also check out the photo safari resource:



Tracking Signs:

- Research different tracking signs online. Using natural materials is common in Beaver Scouts and Cub Scouts, but can you adapt them or an urban setting?
- In your patrols, make out display boards of these.
- On your next activity as a patrol or troop, layout a trail for other scouts or another patrol to follow. Try to set out a challenging course, but not one that is impossible. In an urban area you could use chalk or small stones.





Woodcraft

Activity: Wood Carving

- Choose something you would like to carve. A spoon, a fork, a walking stick etc.
- Find a suitable piece of wood to carve.
- Be careful using your penknife and be sure to use it properly.



Using a Pen Knife

A Pen Knife is a very useful tool to have but must be used correctly and safely.

1. The first thing to do is read the instructions. They will give you information on how to use, care for, and maintain the knife.
2. Take note if the blade(s) on the knife are lock blades or not. If not, think what might happen if you do not use the knife properly and the blade closes. Only open the tools one at a time, having more than one open can make it difficult and dangerous to use.
3. Always cut away from yourself.
4. Get used to holding your knife with the different tool settings, be comfortable and confident in using them.
5. Be sure to maintain your knife correctly, if not it may become dangerous to use.





Chivalry

Activity: Do a Good Deed

Scouting is about helping make the world a better place. In the early days of scout, Baden-Powell used the example of Medieval Knights to teach about the importance of helping others.

Especially important was the idea of Doing a Good Deed (or Turn) everyday. Baden-Powell explains that it is important to commit to this idea so you get used to doing it. If you don't get a chance to do a good deed one day, you should do two the next. Good deeds can be small acts of kindness or helpfulness, such as making room for someone to sit down, donating to charity, picking up some litter, or including someone in your conversation.

In your patrol, discuss the idea of Doing A Good Deed everyday. Come up with some of your own examples.

To help with promoting doing good deeds, there is a copy of a Good Deed Token below. Printout several copies of the following page and give a few to each scout. When they do a good deed for someone they can give them this to encourage that person to do a good deed for someone else, and pass on the token.

Good Deed Token



The most worth-while thing is to try to put happiness into the lives of others.

Robert Baden-Powell, Founder of Scouting



Good Deed Token



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Saving a Life

Activity: Treating Bleeding

- Your aim is to stop bleeding as quickly as possible. Apply a dressing and get help if blood loss is great.
- Put on disposable gloves (protecting yourself is very important!).
- Remove clothing as necessary to make sure that you can see the wound.
- Apply direct pressure to the wound using your palm (you can ask the casualty to do this themselves), and raise and support the injured limb above the level of the casualty's heart to reduce blood loss. If someone has an injured arm, lift it up. If the wound is on someone's leg, lie them down (on a blanket) and raise both legs (eg, rest them on a pile of jackets.).
- Take a sterile dressing or non-fluffy, clean pad and press it down on the wound.



- Secure the dressing with a bandage. Start just a little up from the wound on the side farthest away from the heart, then wrap the bandage around, covering a little bit of wrapped bandage with the next roll around.
- Make sure that the bandage is not too tight, and always remember to check circulation on the far side of the bandage from the heart. Support the injured part in its raised position with an elevation sling and/or bandaging.





Patriotism

Activity: Exploring Human Rights and Inclusions

The Exclusion Game: to help scouts become aware of how groups in society are excluded and discriminated against and need protection.

Divide the group into three groups and assign them colours, ideally each person will have a sticker with that colour.

Round 1 (3-5mins): The Greens have all the power and are given chairs to sit down comfortably. They may be treated to a glass of minerals or sweets. They order the Reds to stand together with their noses touching one wall. They may not look around or talk. They are totally excluded from the activity. Meanwhile the Greens give orders to the Blues, e.g. Hop on one leg, do 10 press-ups, make animal noises, count backwards, etc. The Blues must do what the Greens tell them (within the bounds of safety).

Round 2 (3-5mins): Change the roles round - bringing the Reds away from the wall and ask them to serve the Blues, who now have the power, etc. Round 3: Hold a third round so that each group has experienced exclusion, domination and privilege.

Alternatively, do not play rounds two and three. This will leave stronger feelings to fuel the discussion

Discussion: give everyone a chance to talk about what happened in the game, what they felt at each stage in the game, and what they wanted to do. Focus on how people felt: left-out, angry, powerful, etc.

Now explain clearly that the group is leaving the game behind to focus on what the game can teach us about real life.

Adapted from NYCI One World Week '14 Resource





Games

Activities based on camp skills.

White Out

Equipment: A tent per patrol and a pair of goggles for each scout.

Description: Your Patrol have been caught out in a dense fog. With the changing weather you'll need to set up camp quickly, despite the fact you can't see anything. Each scout wears a pair of swimming goggles that has been smeared with Vaseline to obstruct sight. Each scout will be able to see blurred images at close range. The Patrol have a limited amount of time to erect their tent.

Knot Relay:

Equipment: Ropes for tying knots.

Description: Patrols line up and run, in turn, to a Scouter (or someone else) to tie a knot.

The Scouter names a knot and once the Scout ties it they return to tag off the next Scout. Select a number of knots at the beginning, such as: reef knot, bowline, sheet bend, clove hitch, round turn and two half hitches, and sheep shank.

Getting Your Bearings

Patrols: 1+

Type: Skill Time: 10-15mins

Equipment: Maps; compasses; paper & pens,

Description: In turn, a scout from each patrol runs to a map. The activity leader names or points to two locations or features on the map (buildings, rock outcroppings, hilltops, bridges, etc.). The Scouts take a bearing from one to the other, and (quietly) says it to the activity leader. When done, they run back to tag the next patrol member. The winning patrol is the one with the most compass bearings correct within 5 degrees.





Review

How did your Patrol work together during the activities?

Did you learn any new skills?

What can we do next?





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





Scouter Notes

This is a simple patrol activity that can help scouts learning about scouting history, develop skills, and work in their patrols.

In reviewing the activity, maybe the participating scouts could think about:

- What new skills they learnt?
- What was their favourite part
- What was their individual role?

The activity leaders should also think about:

- How organised were we?
- Did you pick some or all of the activities? Why?
- How did your patrol work in the different tasks?
- Is there something different we should have done, or not done?

This activity could help with the Scouting Knowledge part of the Crean Awards. From the **SPICES**, parts of the **Social**, **Intellectual** and **Character** area are relevant.

In Social, the Scouts get to explore that the Promise and Law mean to them through different activities. From the Intellectual area, the Founder's Day framework can help them practice skills and discover the history of scouting in different ways which encourages new and creative ways of learning. From Character, the Scouts will be living the Scouting Spirit by getting in to the Brownsea Island theme and by participating in the Doing a Good Deed activity.

