



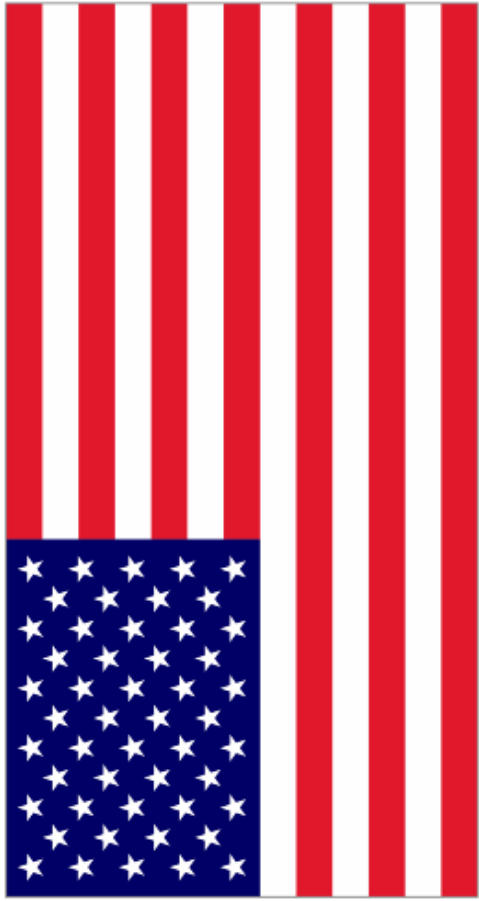
W/C 01/12/2008: PATROL CHALLENGES

This evening will test the Patrol's teamwork skills, which you could encourage with a reward such as a mixed bag of sweets for the Patrol who score highest across all of the activities.

ime	Activity	Notes	Who
5	Welcome & Opening Ceremony Start the evening and explain to them what they will be doing that evening.		
10	Patrol Activity: Flag Challenge - Before the activity display all of the flags in your meeting place (see attachment) - Each patrol has to guess what Country/Organisation the flag is from	Resources: Flags document Notes: Make sure you number the flags so the Scouts can say which they think is which!	
10	Patrol Activity: Kim's Game - Using a tray fill with up to 30 small items ensuring every item is different - The more unusual the better (i.e. pencil sharpener, sweet, drawing pin, toy etc.) - Cover the tray so the young people cannot see the tray - Tell the young people they will have 30 seconds to remember every item - Reveal the items (no touching!) - After 30 seconds cover the tray again and ask the Scouts to write down what was on the tray	Equipment: 30 small items from around the meeting place, Pens, paper. Scoring: One point per object correctly identified	
10	Patrol Activity: Sweet Hunt - One member of each team is blindfolded (neckerchief) - The teams line up at one end of the playing area - At the other end, place a sweet for each team (these could be colour-coded if using multi-coloured sweets) - The sighted players have to direct their team-mate to their sweet - When a young person finds a sweet, they remove their blindfold and rejoin their team so that the next player can go - The first team to find all their sweets wins the rest of the bag!	Equipment: Skittles, Plates Notes: Check beforehand to ensure all Scouts are allowed Skittles because of the colourings. Scoring: Two points per sweet successfully retrieved	
10	Patrol Activity: Paper Cup - Using the instructions provided, each member of the Patrol should produce as many cups made out of paper as they can in 8 minutes. - The remaining time should be used to see how many of these cups will hold water successfully.	Resources: Paper Cup Equipment: Water, bucket (or similar) A4 paper. Scoring: Score 5 points for each cup which holds the water	
10	Patrol Activity: Be Prepared - Make as many words as possible from "Be Prepared". - Each word must have a minimum of 3 letters.	Equipment: Paper and pens Scoring: One point per word	
10	Patrol Activity: In the Dark Quiz - Split the Section into small groups and sit them in separate areas of your meeting - Turn the lights out - Ask a list of questions about the hall - what colour are the curtains etc? - Groups write the answers down in groups - Put the lights back on a check the answers	Equipment: Paper and pens Scoring: 3 Points per correct answer Notes: Make sure the room is not totally dark. This is important for safety reason and so the groups can write down their answers	

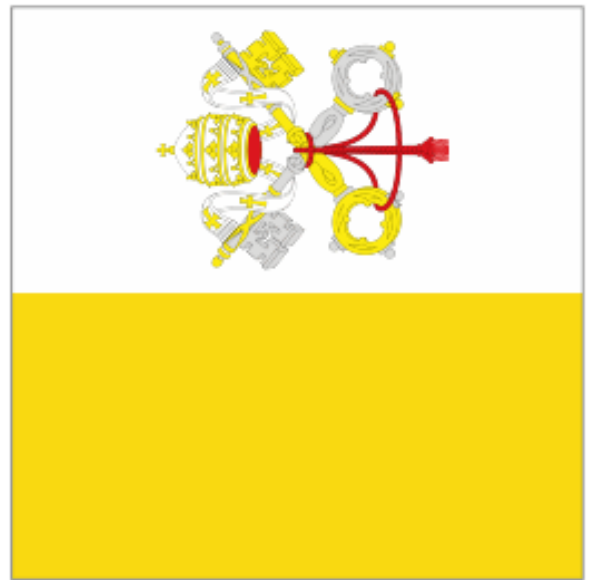
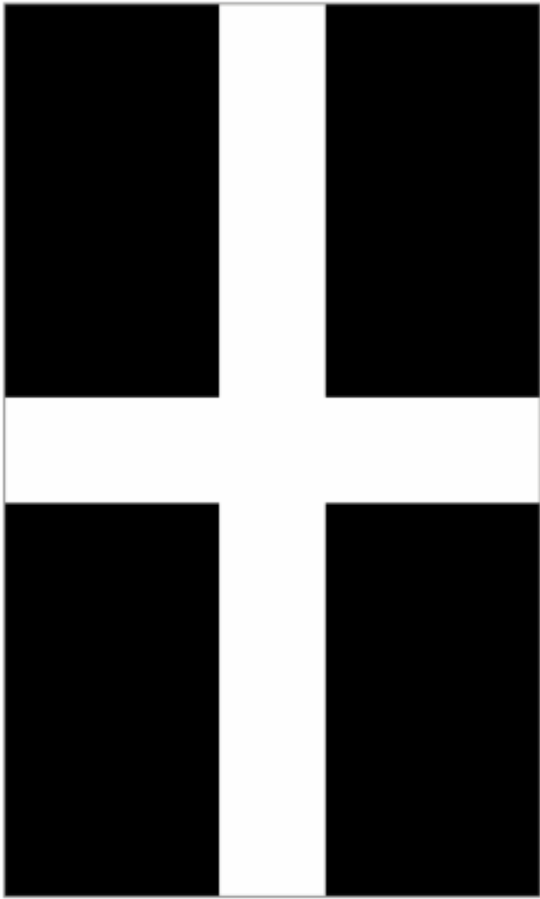


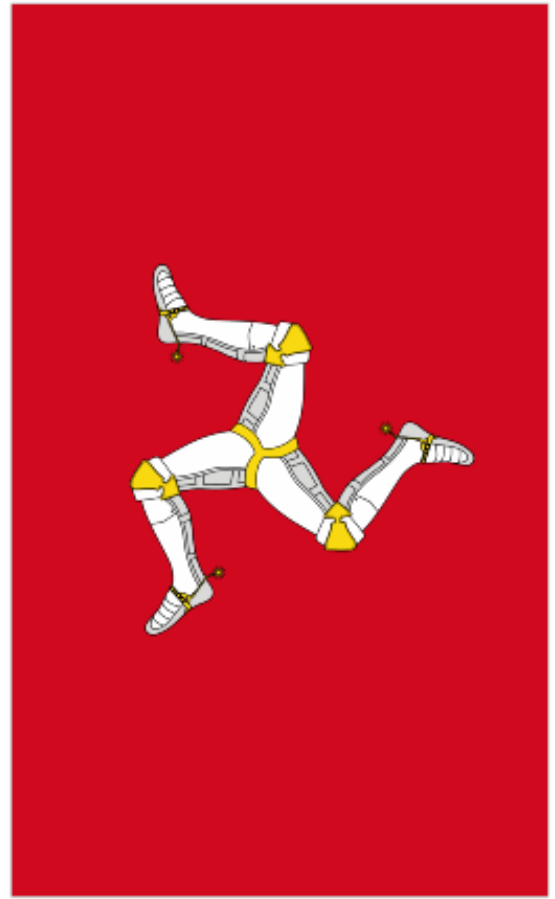
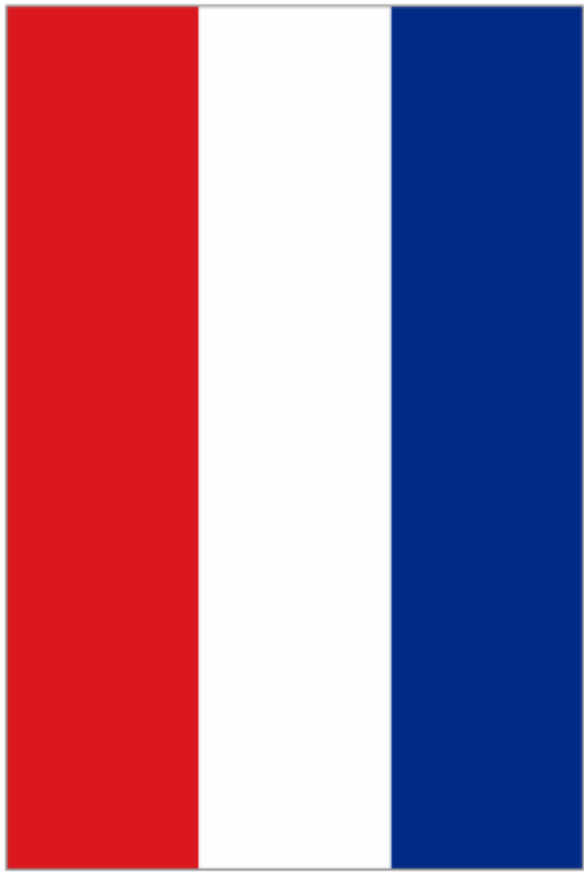
<p>20</p>	<p>Game: Four Squares Volleyball</p> <ul style="list-style-type: none"> - Mark out a playing court on the ground. There should be four squares, each approx. 2 metres across (the exact size is not important, nor do they have to be square, but they should be of equal size) - Number the squares 1, 2, 3 and 4. - One player stands in each of the squares, and the rest line up outside the 'court' behind square 1. - The player in square 1 serves to any of the other 3 players (allow only underhand serves). - The players must bat or kick the ball to each other (no catching or throwing). - The ball can bounce once in your square, or players can hit it back before it bounces. The ball must not bounce in your own court from your hit. If you hit the ball outside of the court, or into your own square, then the player who hit it is out. If it is missed or not returned before the second bounce, the player who missed it is out. - When a player is out, they leave their square, and join the end of the queue and the remaining players move round to the next square. (e.g. If player 2 misses, he leaves his square and joins the back of the queue, player 3 moves to square 2, and player 4 moves to square 3, player 1 stays where he is. The newly vacant square 4 is filled by the next person from the front of the queue) - The game then continues with player 1 serving as before. If player 1 is out, everyone moves up one square, and the new player in square 1 becomes the server. 	<p>Equipment: Soft ball - large Chalk</p> <p>Notes: This game allows time for the scores to be added up from the previous patrol activities and the winning patrol calculated.</p>	
<p>5</p>	<p>Closing Ceremony</p> <p>Wrap up the evening, give out any notices for next week etc.</p>	<p>Notices: Give out any notices for the coming weeks.</p>	

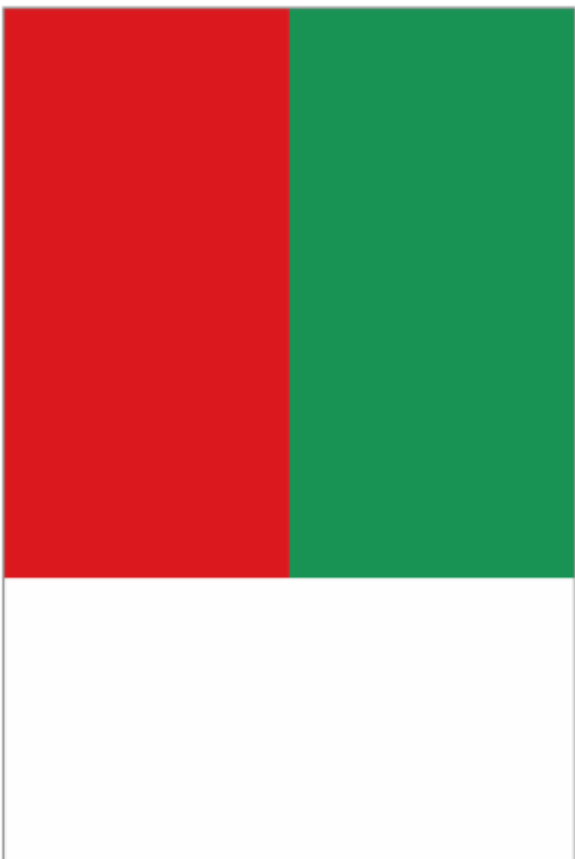
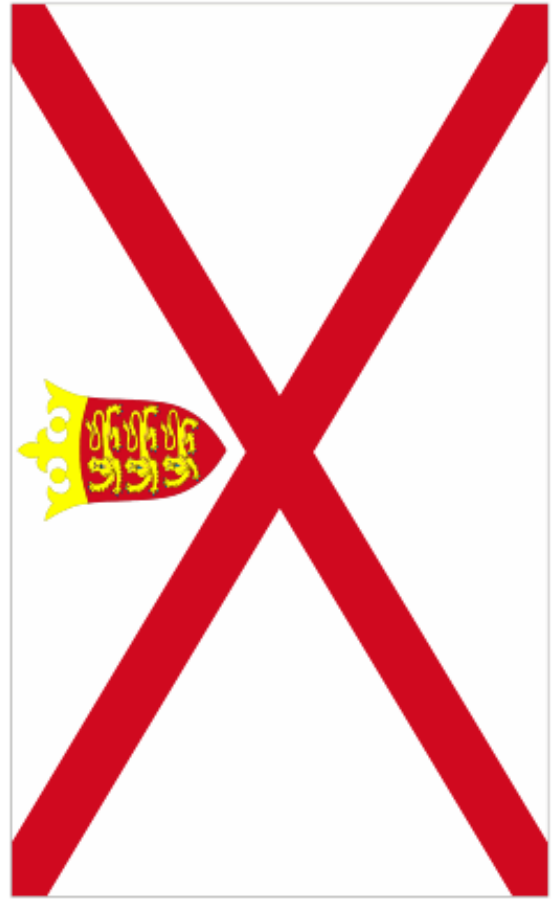
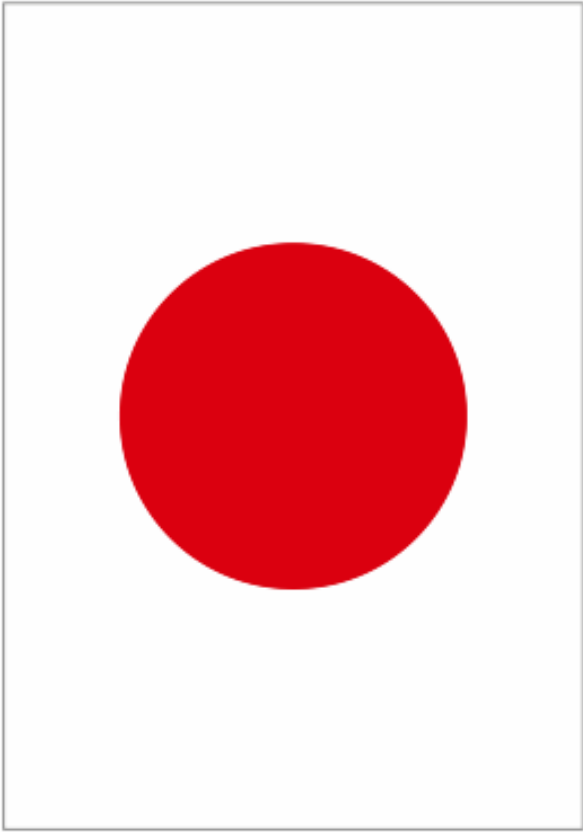


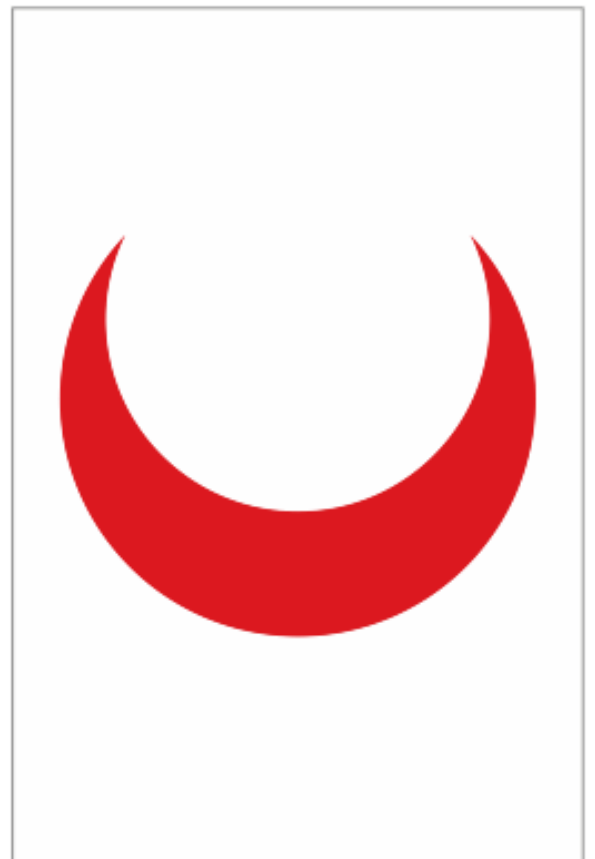


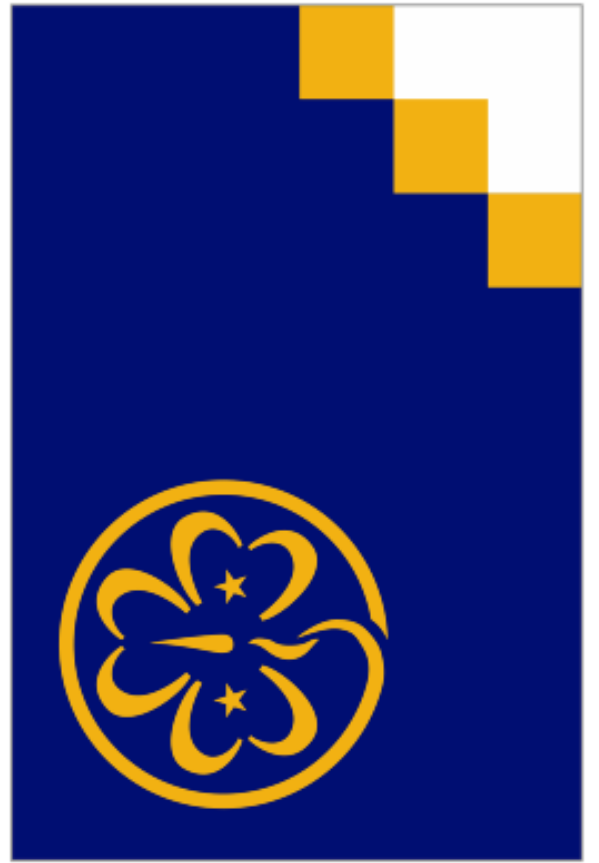












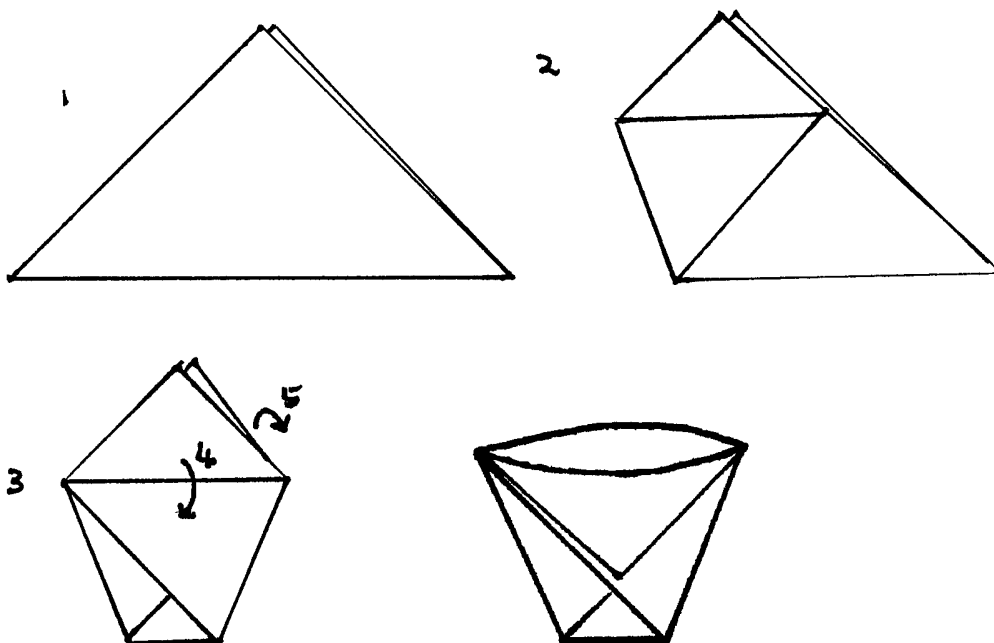
CUP

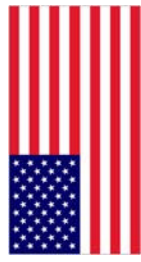
Use this for water or a scoop of ice cream.

White copying paper or butcher paper works well.

Make sure you dispose of the used cup properly.

1. Fold the paper in half.
2. Fold one corner over to the other side.
3. Do the same for the other corner.
4. Fold down the top front flap.
5. Turn the cup over and fold down the other top flap.





USA



Australia



Brazil



UK



China



Europe



Greece



Spain



Ireland



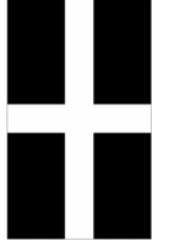
England



Scotland



Wales



Cornwall



Guernsey



UK Royal Ensign



Vatican City



Jersey



Madagascar



Mexico



New Zealand



Jamaica



Commonwealth



Red Cross



Red Crescent



World Scouts



World Guides/Girl Scouts



UN



Canada