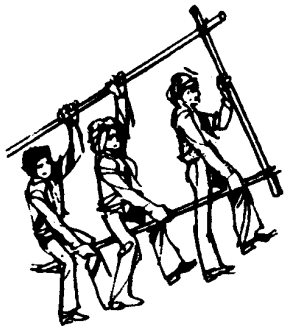


"THAT'S AN IDEA"

100 Scout Programmes



GAMES
TEASERS
CHALLENGES
PROBLEMS
TESTS
EVENTS
ACTS
RELAYS
CRAFTS
RACES

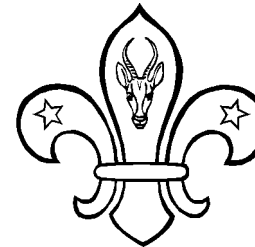
and more!



**SOUTH AFRICAN
SCOUT ASSOCIATION**

"THAT'S AN IDEA"

100 Scout Programmes



This booklet is prepared to assist Scouters. It is offered to them in the hope that it will ease some of the burden of programme planning.

Since the compilation is a culmination of our own experiences, we will have gleaned ideas from all manner of sources, and we might be infringing on the original ideas of others. If and where this applies, please accept our apologies and our thanks.

Each of the 100 ideas in this booklet is intended to fill those few odd minutes when something different is needed.

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First published 1974 by R D Forde and R Rutherford-Smith
Revised 1982 by the Natal & KwaZulu Training Team
Internet edition 2002

No 1. SHEER LASHINGS, MARK II

Lash a safety match onto the end of a 4-stave pole. Patrols to stand 20 feet from the secured matchbox and light the match by striking it.

No 2. HUMAN SIGNAL TOWER

Which patrol can build the highest human signal tower in five minutes.

No 3. ARTICLES STARTING WITH "C"

Collect as many articles beginning with the letter "C" as possible within 5 minutes. 2 points for unusual articles.

No 4. SCAVENGER HUNT

Don't forget how much fun the old scavenger hunt used to be. Make a list of 10 or more unusual articles. Patrols to collect as many as possible in 30 minutes.

No 5. MATCH BOX PACKING

How many articles can you put into a matchbox - different articles.

No 6. ESTIMATION

Number of beans in a jar, people in a photo etc. Also teach them (and let them use) different methods of estimating heights and distances.

No 7. HOT AIR BALLOONS

Apparatus:

Rice/Tissue Paper

Balsa Wood/cement

Piano Wire (or very thin equivalent)

Cotton Wool

Methylated Spirits or Paraffin

Method:

1. Assemble the square frame as follows (see Fig 1):

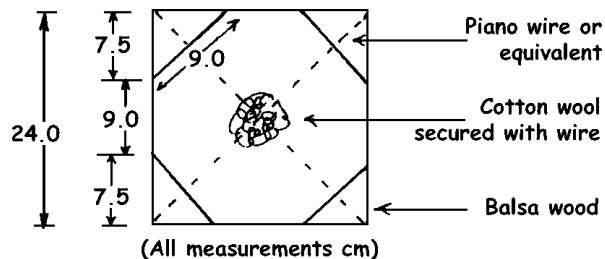


Fig 1.

2. Cut out 8 shapes (Fig 2) from your sheet of tissue paper; beware - tissue paper is usually only 50 cm wide and hence each shape has to be cut in two sections.

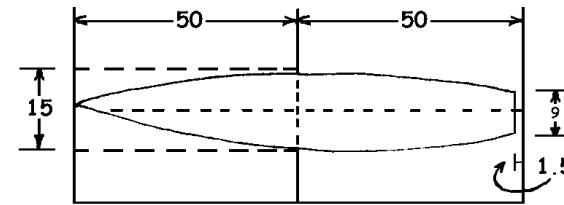


Fig 2.

(All measurements cm)

3. Take the panels of paper that you have cut and glue them together in pairs as shown.

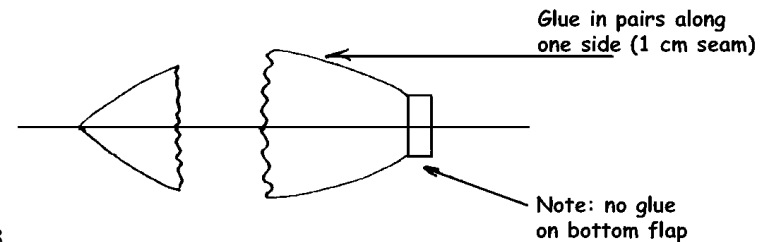


Fig 3.

4. Fold pairs inside out, so that you have a neat seam on the outside. Join 2 pairs together in a similar manner so that you have a half balloon with neat seams on the outside. Repeat with the other 2 pairs giving you 2 half balloons.

5. Join the 2 half balloons together, making sure that the outside seams are neat.

6. Attach your 8 flaps of the completed balloon to the wooden frame.

7. Soak the cotton wool in meths or paraffin and light it; as you feel the balloon beginning to lift, let it go and hope for the best. They work well in a light breeze.

No 8. SATURDAY AFTERNOON SHOW

What about a pet parade; some expert to come along and demonstrate simple obedience training for dogs.

No 9. WHIPPING

Show Scouts three different ways to whip a rope - simple, west country and sailmaker's. The west country is one of the easiest and most effective - it consists of half reef knots tied one above the other at the end of the rope, ending with a complete reef knot around the rope. (Incidentally, why not whip the two ends of ropes with different coloured string - It will make the teaching of knots easier).

No 10. LEADING UP TO MODEL PIONEERING

Three Scouts to a trestle – using dowels, or better still made from natural materials and string.

No 11. MIMES

Each patrol to invent a mime about one of the Scout laws. Other patrols to “guess” which laws as the mimes are acted out.

No 12. SHOOTING RANGE

If you can borrow three pellet guns, what about an inter-patrol shooting competition as part of next Friday’s programme?

No 13. TWISTS

When last did your scouts cook twists? Why not do it next week?

No 14. FILM PRODUCTION

If you can borrow a video camera, how about producing your own film. Choose the topic, write the script - get going and have lots of fun.

No 15. COMPASS IDEAS

- a) Scout points to compass point; blindfolds himself, turns around once and then walks in that direction!
- b) Call a compass point e.g. NW ... wait to see who calls the opposite direction first i.e. SE.
- c) Map the Troop room with a prismatic compass, taking turns to read and log.

No 16. DEAD MAN’S LOG

P~Ero1 stands in circle with one scout in middle. Keeping perfectly rigid, he is pushed like a log from side to side (or around) circle. (A lot of confidence Is required on the part of the boy in the middle.) Have an inter-patrol competition on this.

No 17. A WET GAME

This one I saw same years ago on a course. Perhaps best used in camp, where Scouts will have a change of clothing!

Two patrols stand one metre apart; each patrol has a box of matches; 3 candles stand in front of each patrol; each patrol is armed with 3 fully-loaded water pistols. Winning patrol is the one which gets its 3 candles lit first. Only rules are: patrols must stay behind their candles and no shields are allowed.

No 18. ‘INJUNS’

Ever tried making smoke signals – devise your own signs etc.

No 19. OBSERVATION GAME

Patrol observes a section of street. PL logs all cars (and/or people) that pass by. Rest of patrol stand by him. Then patrol tries to answer PL’s questions as in mystery investigation.

No 20. KNOTTING BEHIND YOUR BACK

How many knots can you tie behind your back? Or with a partner -one uses his right hand, while the other uses his left.

No 21. GONE FISHING

Make a pond with chalk in the centre of the floor, and put in some paper fish. Scouts fish with chewing gum on the end of a stave.

Variation: Use magnetic bait (paper clips on fish) and magnet on end of string.

No 22. TRAILS IN TOWN

L7~7a trail through a busy thoroughfare practically invisible to the eye of the casual passer-by, but which can be followed quite easily by boys in the know. Chalk and paper are out, but try matches; put a double fracture in the match to form “V”; point the burnt end in the direction you are going. Lay your signs only at the foot of a lamp post.

No 23. CHALLENGE - COMPASS

Patrols challenge to invest and make a protractor gadget for converting magnetic bearings to true, and vice versa.

No 24. CAMPFIRE STUNTS

Invent a new stunt for the patrol to put on with the theme:

- a) A joke from a magazine.
- b) Highbrow stuff – using as many quotations from Shakespeare as you can.
- c) A yarn leading up to a favourite song in which all can join.

No 25. COMPASS REVISION

Chalk circle. 16 cards in centre with compass points on them -face down. Scouts walk round the circle. PL stops and announces “I’m North” – others grab cards (one each) and get into position.

No 26. ESTIMATION

Estimate the passing of two minutes – who is closest? All stand with eyes closed, and when he thinks two minutes is up, he puts up his right hand.

No 27. PERSONAL MEASUREMENTS

Get each scout to check his own personal measurements - length of stride (must be taken over a good distance), length of foot, finger span, thumb joints etc.

No 28. CRAZY PROJECT

Each patrol to invent a gadget to help a man suffering from lumbago and so unable to stoop to put on his trousers without bending - patrols to make the gadget and demonstrate.

No 29. KNOTTING IN 5 MINUTES

How many knots can you tie in 5 minutes; or how many knots can you tie in this rope in 5 minutes.

No 30. JUNIOR BIRDMAN

Each Patrol given a sheet of balsa wood, some glue and a few odds and ends. 30 minutes to produce a flying glider.

No 31. QUIET MOMENT

A box containing a book, a dart, envelope, coal, nail, inkpot, elastic, orange and an egg. The first patrol to call the word (one of the laws) formed by the first letter of each article – in this case ‘Obedience’.

No 32. DISCUSS THE PROBLEM

In a store one day you see a chap from your school stealing from the counter. Although he is not a particular friend of yours, he is the son of a widow who is a friend of your mother. You know that he is the apple of his mother’s eye and it will break her heart if he goes wrong. He has just won an important scholarship - you came second – and if he is disqualified you get the place. On the other hand you know he has been slipping badly and it is high time he was taught a sharp lesson. The store detective is watching you. What are you going to do?

No 33. YELLOW

SCOUTER shouts ‘YELLOW’. Last one to touch something yellow loses points for his patrol. Alternatives: use metals e.g. brass, zinc or other properties (wood etc). Take out life insurance before calling ‘Uranium’.

No 34. OBSERVATION

There can be an observation stunt at every troop meeting e.g.

- a) What colour piece of wool was tied to the handle as you came In this evening?
- b) What colour was the Scouter’s handkerchief – he has just put it back Into his pocket.

No 35. WHAT’LL I WHITTLE?

How about spending a good old hour with a pen-knife and wood -maybe whittle a woggle or tent peg.

No 36. SOAP CARVING

With a piece of soap, can you carve a set of recognisable features?

No 37. WORM RACE

Catch two worms per patrol. Measure their lengths to the nearest mm. Time them for speed over a course of 1 metre. In a box of loose earth, time their burial rate.

No 38. CARBON LEAFPRINTS

Each member of the patrol to bring leaves to the meeting. Prepare carbon prints. Place leaf vein-side onto the dark side of carbon paper; rub carbon onto leaf, and place leaf on paper -press and rub to get impression.

No 39. CANDLES

Lash this candle to three staves and erect as for a flagpole. On the word “Go, see which patrol can light their candle first, without lowering the pole.

No 40. EXPLORING

Report to Scouter Jones. You will be blindfolded and will enter a car. Later you will be helped out of the car and when you hear “toots” on the horn, count to 150. Uncover your eyes and contact the rest of the patrol before proceeding back to camp. On the way back, see how many good turns the patrol can do to non-scouts. Report back by (time) and give a full report/log.

No 41. JUDGE

Give each Patrol six photos. Ask them to arrange them in order of merit. Have an expert standing by to comment on their choice.

No 42. DRAMATICS/ACTING

Select any incident in recent history - dramatise it and be prepared to put on your production in front of the troop in 15 minutes. Costumes and props to be improvised.

No 43. TAPE RECORDINGS

Each patrol requires a recorder and mike. Carry out “In Town Tonight” type of interviews - play back to whole troop.

No 44. IMAGINATION GAMES

Give each Patrol an alarm clock, a mousetrap, a toy balloon, some sisal. The Patrol can either invent a game using all these or tell a story bringing all of these into it.

No 45. PLASTER CASTS

Have you tried plaster-casting indoors recently?

No 46. TENNIS BALL BOUNCER

Discover the champion tennis ball bouncer in the Troop.

No 47. GUY LINES

It is generally accepted that a tent peg should be driven into the ground at right angles to the guy line. Conduct experiments varying the angle to find which is the best angle. Report on findings.

No 48. CHOOSE

Your Patrol is about to be shipwrecked on a desert island. Decide on which 4 records, 4 types of food, 4 books you would like to have. Be prepared to defend your choice against the other Patrols.

No 49. ANTI-POLLUTION SONG

Compose an anti-pollution song to the tune 'Clementine'. Be ready to sing it to the Troop next week (or perhaps later today).

No 50. INDIVIDUAL CHALLENGE

Each member of the Patrol to see how many press-ups he can do in one minute; how many sit-ups in minute etc. Add up Patrol score.

No 51. INTER-PATROL GALA

Can be serious, but include also fun events -- the more the better. Tube race, 3-legged race, fun on bolster bar, craziest dive, dog paddle championship, backward breast stroke etc.

No 52. CODES AND CIPHERS

(A cipher is a method of disarranging the normal sequence of letter of a plain message or substitutes other letters, characters or symbols for the normal alphabet. A code is where a pre-arranged word or words replace several words of a plain message i.e. one word may mean a whole phrase or sentence. Morse Code is really a cipher!) One Patrol makes up a cipher and uses it to pass a message which is handed to the next Patrol to try and decode.

No 53. MUSICAL CACOPHONY

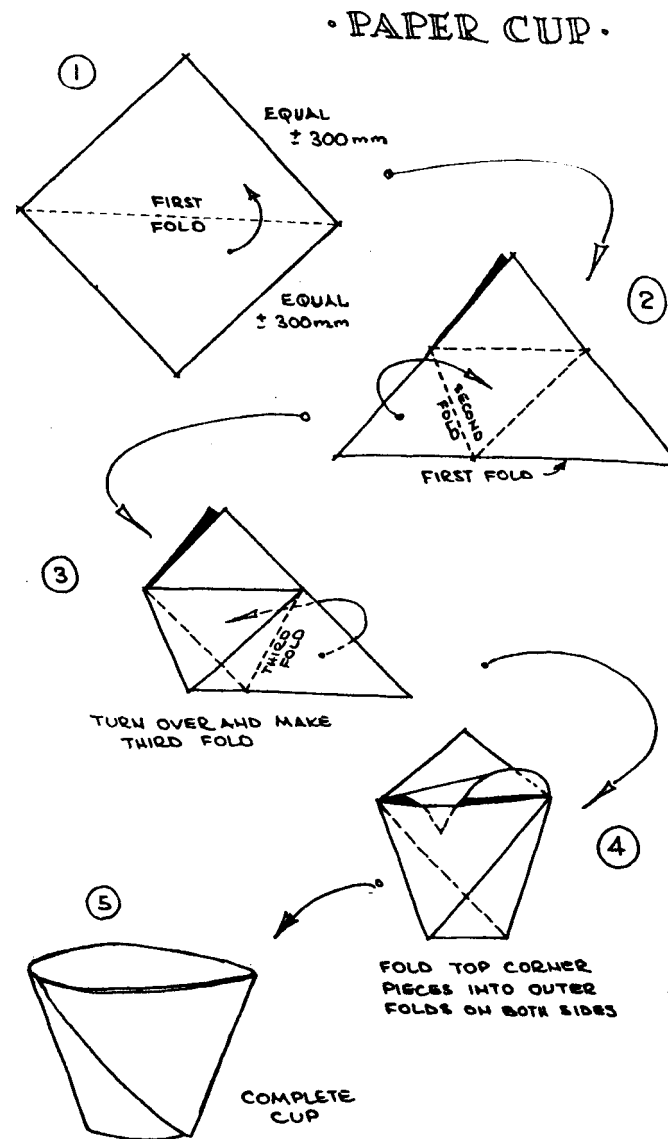
Each member of Patrol to bring cold drink or other bottle to the meeting. By filling up the bottles to different levels with water, devise an instrument and play a recognisable tune. Using combs and paper also, you can form a good band.

No 54. TAPED KIM'S GAMES

Think of many ways for this.

No 55. PAPER CUPS

Make paper cups from a square sheet of paper, as illustrated:



No 56. FOIL CUPS

Follow up No 55 by making an aluminium cup (large) and fix to a loop of wire; boil water over a candle. Can be an inter-Patrol competition; first Patrol to have water boiling.

No 57. BOLSTER BAR FUN

Rig one up and have pillow fights; while hanging upside down, drink glass of juice, write name, put shirt on etc

No 58. SNAKES ALIVE

Recognition of birds or snakes – from photos or drawings.

No 59. NEWSPAPER CUTTINGS

Cut recognisable animal shapes from newspaper.

No 60 NEWSPAPERS – SCOUT PROMISE & LAW

Give each Patrol 5 or 6 newspapers; they are asked to find as many examples of the Promise and Law In practice (or of non-practice) as possible in a given time.

No 61. MODEL PIONEERING

Required: Dowels or natural wood; string, glue, base boards, tools – small saw, drill, knives, chisels etc.

No 62. MAKE A COMPASS

You need foamed polystyrene from apple boxes. Cut the polystyrene into small shallow cups. Needles (large darning type is best), pliers, some form of heating the needles to red heat (gas stove) and a good magnet – you'll need these. Heat needle to red hot, douse in cold water (this will drive out any residue magnetism in the needle and soften it). Stroke needle with magnet in the same direction approximately 10 times; push needle horizontally through shallow formed polystyrene cups and float on bowl of water - the bowl must be glass, plastic aluminium or other non-magnetic material. Magnetised needle will cause the small polystyrene cup to settle in North-South direction i.e. needle will point in that direction.

No 63. THE STARS AT NIGHT

On a bright starry night (best in early in an evening in winter when Southern Cross is high in the sky) arrange a gadget to find true North/South axis. Mark out on ground outside Scout Hall.

No 64. HOBBIES EVENING

Get each Scout to demonstrate his/her own particular hobby to others in the Troop – four or so different hobbies in one evening.

No 65. TENT PITCHING

Practise for camp. Give each Patrol a hike tent and drawing pins (or if you do not have a wooden floor, planks will have to be provided – or poles!); switch out lights and see what happens within the next 10 minutes. This requires good organisation by PL.

No 66. SOCKS

Lights out. Each Scout tries to pull another's socks down and keep their own socks up. If pulled down, the Scout must leave them down.

No 67. BATON & QUOIT

Patrols in relay formation with PL facing them about 5 metres away. PL has a baton (about size of mallet handle), whilst No 1 has a quoit. On the word "Go", he throws the quoit for the PL to catch on the baton. When PL succeeds, he runs back and hands the baton to No 1 and the quoit to No 2 and so on.

No 68. KNOT AGAIN

Highest points to the Patrol which produces the most knots in a 5 or 6 metre lashing rope. They must be able to Identify them and state their uses.

No 69. OBSERVATION

Colin McKay of Newcastle, England, writes: "One night we arranged for a complete stranger to come into our Troop headquarters during the course of the meeting, look about the place, and walk off with the subs left on the side table. The reaction of the Scouts was interesting. Two of the boys actually greeted the visiting stranger and spoke to him but neither thought him a suspicious character. No one attempted to stop him leaving the building with the money although one boy was quick to report to the Scouter in their den as the man was leaving. However, 80% of the Scouts could give a full description of the man".

No 70. PAPER DARTS

Each Patrol makes a paper dart of any design. Decide on starting and finishing lines. In relay formation, Patrols start to hurl their dart in the direction of the agreed finishing line. When the PL has had a throw, the No 2 throws from where it landed, and so on until they finish or get completely lost. A time limit may be set.

No 71. CHOPSTICK CLUBS

Patrols in relay formation and each Patrol has 2 newspaper batons. In front of No 1 there is a tennis ball and about 10metres away there is a plate. On "Go" the ball has to be propelled along the ground to the plate, then lifted or placed on to the plate In some way using only the batons. When completed, grab the ball and hand to No 2 and so on

No 72. SHIPWRECK

For each Patrol: 1 large Patrol box; 4 bricks to support box, assortment of rope, sisal, wooden tent pegs, poles, planks and large groundsheet (sail). All to be left on ground around the box. The Patrol has been shipwrecked and is afloat on a packing case. With the flotsam (poles etc) make your packing case into a raft with mast, sail and rudder. All work must be carried out on the box. If anyone touches the floor, the sharks get

him. You have one hour to complete the project, or the raft will be swept into a coral reef.

No 73. GEORGE WELLS' IDEA

Equipment required: 1 tent complete with poles and pegs; blindfolds; 6 metres of rope. "You and your party are climbing the Him-a-Liar mountains. You are all snow blind and must pitch your tent before nightfall or the abnormal doughman will attack you. Owing to the high wind, your party must be roped together at all times. Nightfall is in 30 minutes'.

No 74. DELIBERATE MISTAKES

At the start of the Troop meeting, the Scouter tells the Scouts that 6 or 7 or more deliberate mistakes will be made during the evening. Just before dismissal each Scout (or better each PL) will jot down the mistakes they have noticed. (The mistakes need not all be visual)

No 75. FIRE BY FRICTION

Challenge the Patrol to produce fire by friction. (Full marks for a struck match!).

No 76. SPIDER SPIDER

Each Patrol joins hands to make a circle. The circles are mixed up together with arms interlocking. At the signal, each Patrol must concentrate on releasing itself without unjoining hands.

No 77. STRETCHERS

Demonstrate various methods of improvising a stretcher, using such items as coats, staves, blankets, belts, ropes etc. Let Patrols each make a stretcher, and when completed, emphasise the importance of a smooth journey - and a safe one - for the comfort of the patient. To bring this point home further, place a light plastic ball on the patient's chest, and ask the bearers to lift and carry the stretcher over a distance without disturbing the ball. Not so easy - but good practice.

No 78. BOWLINE

Harold Wilson, himself an ex-Scout, in a speech: "a test which I regard as essential, that you must tie the bowline around you with one hand, because, after all, if you are stuck on the edge of a cliff, you'll need one hand to hold on."

No 79. MOTOR CAR RELAY

No 1 is a Rolls Royce - he runs there and back.

No 2 is a Mercedes - he runs 4 paces forward, 2 back, 4 forward, 2 back etc.

No 3 is an Uno - he runs on hands and knees.

No 4 is a Golf - he runs 4 paces, pushes down his socks, pulls them up again, runs another 4 paces, and so on.

No 5 is a minibus - he runs backwards.

No 6 is a Mini - he skips/jumps there and back - heels together.

No 7 and 8 are BMWs - they form a wheelbarrow.

No 80. HOLIDAY SCOUTING

An individual challenge to each member of the Troop, to see how many of the following he can do during a 10 day holiday - his honour trusted to keep his own score.

1. Get a ride on a steam engine (8 points)
2. Ask a stranger the time three times in succession in a five minute interval (6 points)
3. Get someone who is unaware of your intentions to say to you "You ought to have been a giraffe" (10 points)
4. Help an old lady across the road (4 points)
5. Collect the hair off a dog's tail (some of it) without in any way hurting the dog (5 points)
6. Photograph a person or car breaking a traffic regulation (9 points)
7. Find as many of the following as possible: a very large leaf, a completely spherical pebble, something weighing exactly 5 kg, something made of lead etc. (? points each)

No 81. FOUR LEGGED RACE

Two teams of three from each Patrol.

No 82. MUSICAL CHAIRS

Put on a record of 'Scouty' music and have the Troop march or trot around the hall.

When music stops each Scout goes for a chair, dives through its legs and sits. Last one to sit has to answer a quiz question (e.g. where is Gilwell?) to carry on.

No 83. MAPPING FUN

Give each Patrol a map and a list of distances and bearing they have to travel from an agreed spot. Give them 10 minutes to work out their destination.

No 84. PATROL CORNER CHALLENGE

Make a mouse trap.

No 85. LIFE LINE THROWING

Have a practice session to lob a 12 metre unweighted line (use thin rope) between two marks one metre apart. Then find the champion life line thrower in the Troop.

No 86. INDOOR OLYMPICS

Drinking straws for javelins; ping pang balls (or balloons) for putting the shot; paper plate for discus; string and paper clip for hammer throw etc

No 87. THAT MATCHBOX AGAIN

Which Patrol can find the heaviest object to fit into a matchbox?

No 88. MORE CANDLE COOKING & WATER BOILING

1. Supply each Patrol with 6 candles, matches, aluminium foil and a sausage for each member. They must now cook the sausages. The best result is obtained by wrapping the sausage in foil so that it looks like a Christmas cracker.
2. First Patrol to boil any amount of water over a candle or
3. Try boiling water in a paper bag.

No 89. SOUNDS GALORE

1. Scouter behind curtain – or at least with Scouts facing away from him. He has a number of materials which he hits six times with a spoon; Scouts to write down what the material is after it has been struck. (Glass, various metals, china, wood, plastic, cardboard, stone etc.)
2. Have 20 recorded sounds for Kim's game; play them to Troop for an inter-Patrol competition.

No 90. CLOVE HITCHED

Divide up into Groups of three. A chair is placed about 1.5 m from each group, and hung over the top rail is a knotting rope. Each Scout has a stave and, using only the staves, they must tie a clove-hitch around the top rail. They may not get nearer than 1.5m.

No 91. LEAF PRINTS

Teach your Scouts to make "spatter prints". Pin the leaf to a piece of paper. Dip a toothbrush into Indian Ink and flick the bristles with pencil to throw fine spatter over leaf and paper --remove the leaf when the Ink is dry.

No 92. JET PLANES

Halfway up the hall is a rope stretched about 1.2 metres off the ground. The basic idea is that each member of the Patrol has to be carried up and lifted over the rope without touching it in any way. He is then carried to the far end, and back, and so on, for each member of the Patrol.

No 93. DEAD LEVEL

Supply each Patrol with a length of board from a box. They must place this board dead level. Check with a real level if possible.

No 94. INDOOR ARCHERY

Supply each Patrol with bamboo (not so hard to get) and string. Each Patrol has to produce bows and arrows and a target. Great fun.

No 95. RESEARCH!

Supply each Patrol with 10 nun diameter dowel approximately 1 metre long, 3 pieces of string approximately 300 mm long (each piece); an object of known mass and an object of unknown mass. Patrol has to discover the exact mass of the unknown object.

No 96. NIGHT BOMBING

Papers on floor representing cities, Hall divided on N.S.E.W. axis. Scouts as bombers under control of Navigator (PL) are blindfolded. Navigator can see, of course! Use darts as bombs. One Scout from each Patrol is sent out from different starting points to bomb a given objective, following instructions shouted at him by the PL (Navigator) only. Compass directions only to be given.

No 97. GASH TOGS

Central spot 'A' is the only place where the water bombs can be made. Each Patrol has its own bomb launching site- all equidistant from point "A", the bomb factory. At each launching site there is a jug of water. Bombs may only be filled or launched from these areas. Spot "A" (with bomb manufacturers vulnerable) is the target area.

No 98. MINI-ORIENTEERING

Place a coin on the ground on a large open area. Set your compass for an arbitrary direction between 0° and 120°. March on that compass direction for 30 paces and stop. Add 120° to your original compass bearing; march 30 paces and on the new bearing and stop! Add 120° to that bearing and march 30 paces on this new bearing. Have you landed back on top of your coin? If you haven't, then you haven't taken enough care with walking on your set bearings or your pace has varied (or both!).

No 99 STARGAZING

On a clear night take the Troop outside and point out prominent stars and constellations. Early evenings you should see:

Spring: the only prominent star is Fomalhaut in the constellation Piscis Austricius to the East and Scorpius high in the West.

Summer: Southern Cross - South; Orion and Canis Major - East (Canis Major Includes the star Sirius, the brightest star in the sky); Pleiades - North.

Autumn: S.X. and pointers - South; Scorpius - East; Leo - North; Orion - West.

Winter: S.X. - South; Corona Australis - East; Lyra (with the bright star Vega) - North; Corvus - West.

No 100. PANCAKE COOKING

Ever tried a pancake cooking contest in the Scout hall? Inter-Patrol competition with a panel of 3 mums as judges! Give your PL's the recipe and amounts of ingredients the week before (you'll need the week to arrange for judges). Pancakes to be cooked on gas cookers.

