

First Six Weeks Back

Dear Scouts and Scouters,

As we start into a new scouting year, the Youth Programme Team has produced a series of resources to help you get things started. Every month we will be releasing resources with advice on running an active youth-led programme, on making progress in your section award schemes, and on advancing in the Adventure Skills.

For this month, each of the section Programme Teams has made a simple guide to running your First 6 Weeks. Each resource offers advice on welcoming new members, forming small teams (Lodges, Sixes, etc), and organising a simple programme cycle (Plan, Do, Review). We hope this will provide you with a good start to the new year and lay the foundation for future adventures.

Also, checkout the different programme teams social media accounts for regular resources. Good luck with your programme planning, and I hope an adventure filled scouting year awaits you all!

Yours in Scouting,



David Shalloo

Chief Commissioner (Youth Programme)

First Six Weeks Back

This resource aims to equip you, the Beaver Scouter, with a programme to set up your Colony for the new Scouting year. It enables you to introduce your Beaver Scouts to:

- The Fox Lodge and SPICES
- The opening ceremony for Beaver Scouts
- Lodges and Lodge Leaders
- The map, handbook and memory bag
- The creation of a code of conduct
- The process of Plan-Do-Review of their own programme (Log Chews)
- The different stages of the Beaver Scout journey: Bree, Ruarc and Conn

This scheme may take a different format to your usual 6-week cycles; it is intended for the first six weeks of the Scouting year, when some Beaver Scouts may not be familiar with concepts and processes of the journey they are to undertake. An outdoor activity takes place here after Week 5, so that an overview of the review process can be outlined in Week 6.

This is simply a guide to how you might introduce new Beaver Scouts to concepts and terminology. There is certainly scope to make your own adaptations to suit the varying circumstances within your Colony.

It is hoped that this resource aids the Scouter in beginning the new Scouting year with child-centred, SPICES-based, quality programme.

Week 1

Week 1

The first meeting described here introduces the Beaver Scouts to the handbook and the character in the Fox Lodge. It is a general introduction to Beaver Scouts. A lot of the Beaver Scouts will be new- it is a good idea not to overload them with too much information and terminology.

Start off with the opening ceremony for Beaver Scouts- the roll call and Beaver Scout Call. Have an experienced Beaver Scout make the call and have the others in the Colony respond to him or her. The new Beaver Scouts will pick up the call in no time!

You might like to play an introductory game to 'break the ice'- something that includes everyone and is simple to explain.

Next, you may want to gather the Beaver Scouts together. Have the map, handbook and memory bags as props as you explain them.

*The **handbook** inspires us to plan our adventures. We come up with ideas of what we would like to do from looking in the book and talking as a Lodge.*

Week 1

An introduction to the characters of the Fox Lodge should follow. Perhaps have pictures of members of the Fox Lodge as you introduce them.



*This is **Fionn**. He is our Social character, which means he loves to talk, make new friends and have a good time on his adventures. Etc.*

The Beaver Scouts could then break up into their Lodges to informally explore the handbook with their fellow Beaver Scouts and a Scouter. Lodges would usually consist of about 5-8 Beaver Scouts, with a mixture of Bree, Ruarc and Conn. The Lodge members might like to think of ideas about what name to give themselves.

The Lodge would then come up with some ideas as to what to include in a code of conduct, to be finalised in over the next two weeks.

You might like to finish off the meeting with a song, again something simple, such as “This is My Little Scouting Light”, a favourite of Casper’s! Explain to the new Beaver Scouts that they will be starting their journey to investiture and will soon becoming a member of Beaver Scouts and Scouting!

Week 2

The second meeting introduces the cloth map and memory bag, as well as the corresponding SPICES symbols in the handbook.

After the opening ceremony, you may wish to have a game or activity named after one of the SPICES characters. For example, you may wish to play 'Zena's Stuck in the Mud', 'Moon's Chinese Whispers', etc.

The Colony is then split into its Lodges and a Lodge Leader appointed. You may wish to decide how the role of Lodge Leader or roles of responsibility might be rotated for the year.



The Lodge Leader and more experienced Beaver Scouts at each Lodge explains the memory bag and cloth, with help when required from a Scouter.

*The **memory bag** comes with us on our adventure. We can put in things from our adventures that will help us remember what we did. When we return from our adventure, we can empty our bags and talk about what we enjoyed!*

*The **map** charts our adventure throughout Beaver Scouts. There are different parts of the map, depending on the stage of your journey: Bree, Ruarc and Conn. We can mark off the adventures*

Week 2

The Beaver Scouts could then have another look through the handbook, picking out adventures they might like to do during the year. The Scouter can point out the highlighted symbols on the side of each adventure page, and how they correspond to each character in the Fox Lodge.



Why do you think this activity might be suitable for Spike? Etc.

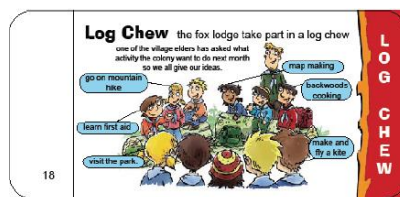
The Lodge may like to settle on a name for themselves.

From the Lodges' suggestions the week before, a list of what may be included in the code of conduct may be compiled by agreement of the whole Colony.

Week 3

The third meeting introduces the concept of Plan-Do-Review for Beaver Scouts, as they brainstorm different activities they can do based off an adventure.

A suggestion for this week is that the group of 'new' Beaver Scouts could give the Beaver Scout Call together at the opening ceremony! You might like to start with an activity that tests the Beaver Scouts' knowledge of the SPICES characters- something similar to 'Ship, Sea, Shore' where Beaver Scouts have to run to the corner of the hall with the picture of the character that was called out by the Scouter or older Beaver Scout.



The Colony would then split up into Lodges, with the handbooks being used for planning the adventure! With agreement of the Colony as a whole, the first adventure can be chosen. The Lodge can then brainstorm what activities they would like to do for this adventure.

What skills are required? Where might we go to practise this? What equipment do we need? Etc.

The format of the brainstorming session can be decided upon locally, bearing in mind the different personalities of the Beaver Scouts. Perhaps quieter Beaver Scout could write down suggestions instead of having to speak aloud. Perhaps there could be a 'speaking object' that is passed around to ensure everyone's opinion is taken on board.

Week 3

While this is being discussed, the Scouter can ask prompting questions about how each of the Fox Lodge members might enjoy this adventure, particularly those that are highlighted at the side of the page. The cloth map and pictures of the Fox Lodge could be used here as a prompt.



The Colony then comes together and, with the help of their Scouters, an outline for the next few weeks is drawn up based on the chosen adventure. The Scouter reminds the Beaver Scouts that the planning part is just one part of the process we use in Scouting. We obviously have to carry out our activity and then review it to see what went well and how we can improve for our next adventure.

The code of conduct agreed the two weeks previous is then signed by all members of the Colony- including by the Scouters!

Week 4

The fourth meeting is where the Beaver Scouts partake in their preparatory work for their adventure! The investiture process may also be discussed.

An older Beaver Scout could call the roll this week, with a Bree Beaver Scout giving the Beaver Scout Call.

This week's opening game may be decided upon by the Lodge Leaders. Again, it should be a game that is easy to follow and includes everyone.



You may wish to split the Colony up into Bree-Ruarc-Conn. The Bree Beaver Scouts would discuss with a Scouter the process required in the lead-up to the investiture. Why do we take a promise and what does it mean, etc. During this time, Ruarc and Conn Beaver Scouts may be preparing an activity for the Colony, or practising their skills needed for their adventure.



Week 4

The Colony then partakes in activities based on their adventure. For example, if the adventure is 'Friends of the Forest', they could be studying animal footprints and learning about local flora and fauna.



If a SPICES objective has been achieved, Beaver Scouts may mark this off on the map.

A discussion may take place around the out-of-doors weekend activity, which in this instance takes place after Week 5. The activity could be a hike, a walk in the park, a backwoods day, etc., all depending on the adventure that was chosen. The Buddy System can be explained.

Discussions about what to pack in your day bag can take place, along with what food would be best to bring. What kind of shoes should we wear? Why is raingear important?

Week 5

During this meeting, the Colony will prepare for its first outdoor adventure and link the intended objectives to the SPICES characters!

The opening ceremony should at this stage be like a familiar routine for the Beaver Scouts, and they should be involved and leading it as much as possible.



The Scouters should highlight the SPICES objectives of the upcoming adventure. It is recommended that around two to four objectives are targeted, to keep focus on the activity. Can the Beaver Scouts get which objectives fit which character?

The opening game might be based off of one of these SPICES objectives in some way.

More preparatory work can be done during this meeting, in preparation for the weekend activity. Can we implement any of the Adventure Skills with this adventure?

Week 5

The Lodge Leaders should be given responsibility to ensure that each of the Beaver Scouts in their Lodge knows what to bring for the activity and that they understand the Buddy System.

Different challenges may be set for Bree, Ruarc and Conn Beaver Scouts.



- Are there aspects of the adventure that the Conn Beaver Scouts can help implement with the Scouters for the other Beaver Scouts?



- Are there roles that Ruarc Beaver Scouts may take up in their Lodges?



- Are there any targets or challenges for the Bree Beaver Scouts to achieve?

Sample bags, food and equipment may be brought up to this meeting- Lodges will have to decide which of the given items of clothing should be worn or packed, and which food would be best to bring. Beaver Scouts should be encouraged to pack their own day bags at home, with help from their parent/ guardian.

Week 6

This meeting, taking place after the weekend activity, allows the Beaver Scouts to review their first outdoor adventure as a Colony. The Beaver Scouts can review the adventure, mark off their SPICES progress on their map, and begin the process of planning their next adventure!

The Beaver Scouts arrive to the meeting with their memory bags, which they may have filled with souvenirs from their weekend activity. They can put these in their Lodge corners, as they partake in the opening ceremony.



You may choose to give some general remarks about how the weekend activity went, what you and the other Scouters liked personally and any learning experience you had.

After the opening game, the Colony may split in order to carry out Log Chews. Here, in Lodges, Beaver Scouts discuss the activity. They can open their memory bags and talk about what they chose to pack.

Week 6

There should be a distinction made in the different learning outcomes for Bree, Ruarc and Conn Beaver Scouts. What did a Ruarc Beaver Scout do that they might not have been able to do when they were a Bree? Etc.

SPICES dots may be marked off on the map, accompanied by discussion.

Did we meet this particular objective? Do you think Star would have enjoyed this activity? What is the biggest thing you learned? What is the part you enjoyed the most? Etc.

You may choose to record responses on what worked well and what could be improved on, along with some photographs, in Lodge scrapbooks. This will allow the Beaver Scouts to remember the activities they have partaken in as the year progresses.

General feedback is given, and then the Colony comes together to offer recommendations or improvements that could be made for the next activity.

The process then starts again, where the Colony agrees on the next adventure based off the handbook, bearing in mind everything learned from the previous one!



Review

Draw a picture of a recent activity

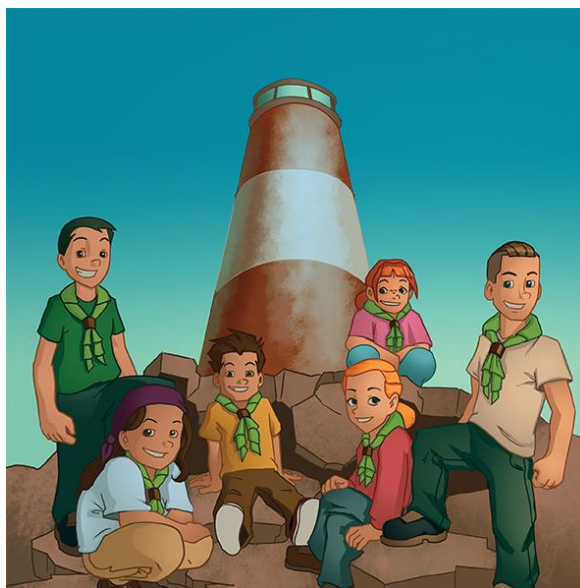
First Six Weeks

The first six week's back can be a busy time for a Cub Scout Pack. This year members of the Atlantic Six are here to give advice on how you can get things up and running!

In this resource, the Atlantic Six help you with:

- Saying Goodbye to the Cub Scouts moving to Scouts
- Welcoming new Cub Scouts
- Making Sixes
- Making a Cub Scout Pack Code of Conduct
- Exploring the SPICES
- Running lots of fun games!

Let's start an exciting new year filled with adventures for your Six.



The Activity: Saying Goodbye



Which SPICES will we use?
Emotional and Spiritual

Which travel cards could we use?

Sean's Spiritual Orange travel card.- - ✓
Friendship.



Turas- Help plan a moving up ceremony for the Cubs. Think of some memories that you had with these cubs.

Taisteal- Plan the moving up ceremony. Help set up the room. Put together some memories of your time with these cubs.

Tagann- Prepare yourself for moving on. Thank the scouters who have helped you this far on your journey and remember that they will be sad to see you go but also happy to see you start the next stage.

Hi I'm Sean and I like to take part in ceremonies especially ones that connect with others, nature and the community around me. It is nice to run a special ceremony for the Cub Scouts leaving. We can say tell stories and say goodbye!

Plan

- Plan the moving-on ceremony.
- Plan the location. In your den or maybe outside. Sean, from the Atlantic Six, likes outdoor activities, he'd suggest by a river, or in a park, or on a hilltop.
- Decide whether you are inviting parents. If you are, then ask your scouters if it's possible to have teas/coffee and biscuits to serve them.
- Ask your Cub Scouters to invite a member of the Scout section to be a part of the ceremony. They can officially welcome the Cubs moving up into the Scout Troop.
- Come up with a way to share your memories during the ceremony, like a poem, a song or a skit.
- Ask the Scouters to prepare a speech

Do

- Set out the room or area for the ceremony and also tea/coffee and food if needed.
- Start the ceremony with a Cub Scout Promise.
- Invite Group leader and/or Cub section leader to say a few words.
- Sixes can perform, recite or show their memories and say goodbye.
- Section leader then calls each cub moving up to scouts to come and get their link badge, shakes their hand and wishes them well on their trail..
- Cub makes his way over to the Scout section leader to become a new Scout.
- Time for tea!

Review.



Eva's Purple Emotions card. ✓ My potential. Show feelings. Others feelings. Life's challenges.



Sean's Orange Spiritual card. ✓ Spiritual Beliefs.

Turas- Did we support our friends?. Did we have fun?

Taisteal- Did the ceremony run as planned?. What would we like to do next year when its our turn?. How are we feeling now ?

Tagann- Are we ready to face our next challenge ? How do we feel about leaving our Leaders and Cub friends?

The Activity:
Saying Hello.



Which SPICES will we use?

Social



Which travel cards could we use?

Sarahs Red Travel Card - ✓ Friendship.
Other people. Communication.

Turas- play a game, and choose the SPICE that a game belongs to

Taisteal- figure out a second SPICE for the game to belong to

Tagann- organise a game

Hi I'm Sarah! And, I want to help you welcome your new Cub scouts into your Six and Cub pack. I like to be a friend. I like to make sure everybody is included.

Plan:

It can be pretty scary when a Cub first joins the Cub pack. After all, new friends must be made, a new routine learned, and above all, most other Cubs will probably be older.

You can do a lot to help new Cubs settle in. Think back to when you first came to a meeting night. What were you looking for? Most Cubs want to be included quickly, and to get involved. Simple icebreaker games are ideal to play on new cubs first night.

Two truths and a lie.

Get the group to sit in a circle and ask one person to say two truths and a lie about themselves. After they have finished you, as a compere, must get the group to vote on which statement they think is a lie. If the majority get it wrong, the player goes again, but if they get it right, play moves on to the next player.

Coat of arms

You will need: paper, colouring pens/pencils, flag template.

Get the group to divide their template into quarters. They should have descriptions of their favourite things in each quarter; these could be their pets, favourite food, sports team, activity and so on. After the time is up, ask each Cub to stand up and talk everyone through their flag. This can also be a way to introduce the Land of Adventure. Leads to identity.

No See Em's Game.

Have two adults hold a tarp or blanket up and split the group into two teams, one on each side of the tarp (or blanket). Ideally, each team will also have at least one adult helping it (or the adults holding the tarp will help). Each team sends a team member to stand next to the tarp. On the count of three, the tarp is lowed and each Cub at the tarp (without any help from others) must name the other Cub at the tarp. The Cub who is identified first joins the other team. The game is played until the adult leader decides to stop or until all Cubs are on the same team.

This is a great way to help Cubs (and Scouter's) to learn Cub's names.

DO

What can I do to help new Cubs.?

- Remember to explain the simple things: What do I do? How to fall in?
- Where do I pay the dues? What is the new promise?
- Explain the rules of games and activities. Play the icebreaker games.
- Involve them in the Six.
- Protect the new member from any form of bullying, including name-calling.
- Be the person's friend. You might also ask another member of the Six, perhaps someone nearer to the new Cub's own age to help take care of them.

Review.

What travel cards can we use?

Social. ✓ Friendship. Duty to others. Communication.

Emotional. ✓ Lifes challenges. My Emotions. My potential.

Sarahs Red Travel Card - .

Turas- Did I make new Friends?

Taisteal- Did I fulfil the Cub scout promise during the meeting by looking after others?

Tagann- Did I communicate properly so that all members of my Six knew each other

Eva's Purple Emotional card.

Turas- Moving to cubs can be scary. How did you feel about this new challenge? Do you miss your Beaver friends and Scouters

Taisteal- Were we considerate to the new Cubs feelings? How are you feeling now ?

Tagann- Did I do my best to make sure our Six starts to work together?

The Activity:

You and your role in a Six



What SPICES will we use?

Character



Which travel cards could we use?

Conors Grey travel card ✓ What I stand for.
Self belief. Respect. Live the Law.

Turas - You are a new Cub Scout ready to start your journey with a new group of friends. They are here to help you through your first year. Listen and ask questions about how the six works. This shows that you treat others with respect.

Taisteal- This is your second year in Cubs. You now know more about how a six runs and you also may know what role you want to fill. Don't be afraid to put yourself forward and also if you don't get the role you'd like remember that every role is important for the six to work well.

Tagann- This is your final year in cubs. You have learned a lot in the last couple of years and now it's your time to help and share with the younger cubs and also to be more responsible in your six.

Hi my name is Conor and I'm the Sixer of the Atlantic six. That means I'm the leader of the Six. A Six is a group of six cub scouts. I have a helper called a seconder. Everybody in the six can have a role. In mine we also have a Quartermaster, a First aider, Scribe and a researcher.

Plan.

A Six is -

- A group of friends
- A group where everybody is important.
- A group of up to six people.
- A group which plans and does everything together.
- A group that has lots of fun and Adventures.

Jobs in a Six:

Sixer- The Sixer will take responsibility for 'looking after' their Six. They will attend Sixer Councils and help the scouters to design the programme. It's always a good idea to make a decision with other Scouters and existing Sixers when choosing a Sixer.

Secunder- The secunder is there to help the Sixer and the Six and to stand in for the Sixer if needed. Sometimes the Secunder has another job, such as one from the list below. The Secunder can also attend the Sixer and Secunder Council and help to shape the programme during the year. They keep scouters informed of how cubs are getting on.

Scribe - The scribe is the one who likes to write and looks after the logbook. It's very important as the logbooks are a way to look back on memories and also helpful when reviewing. Scribes take notes during den meetings and activities, and help the PRO to present ideas from the six to the pack. They can have the duty of keeping the SPICES progress up to date in their sixes as well by punching travel cards.

First Aider - The first aider is responsible for the First Aid Kit. They are the go to person if someone gets injured. They need to have some understanding of first aid and also to know that if they don't know how to treat it themselves to go to a Scouter.

Quartermaster - The Quartermaster job is to look after the equipment and gear belonging to the Six. If your six has a Patrol/Journey box it's up to you to make sure that at the end of each night it's tidied and put away.

Researcher.- If your six needs information for any activity or badge they will ask you to research it. Ask your parents/Scouters if you need to access the Internet. During programme planning, the researcher will be able to guide younger cubs through the activities needed to earn a badge.

Photographer/Public Relations Officer (PRO) – The PRO job is to help advertise the activities of the six and the pack. During activities, the PRO will take photos to make a record of what cubs are doing, working with the scribe. Some of the photos can go into the log book, and on social media. The PRO can help decide on photos to include and write up something to post, which the scouters then post for the pack. NB Cubs don't use social media by themselves!

When the new Sixer is picked by Scouters and existing Sixers. It's a good idea for them to shadow a meeting with the existing Sixer before that Sixer moves up. So he/she can learn the ropes.

Make sure that the brand new cubs understand the role of a Six and why it's important in the Cub pack.

Talk about the different roles and see who fits what and make sure that everybody is listened to.

Do.

As a six decide on who gets what roles. Everybody should agree to try and do their best and respect each other and their roles. Your Six may already have a name like we do. In our pack our Sixers are named after seas, Pacific, Arctic, Caribbean, Indian, Baltic, China and my Six is the Atlantic six. What's your six called. Does your Six have a badge? Have a Six meeting and get to know each other.

Now it's time for some Fun!!! It's important when starting out to work on some team-building exercises. Why not try some of these? These games involve you all working together and listening to each other.

The human pyramid

How quickly can you get the smallest patrol member to the top? Challenge other patrols.

Blindfold tent pitching

One member of your patrol can see, but is not actually allowed to do anything except instruct everyone else. Other patrol members are blindfolded. Can you successfully pitch a patrol tent? Can you take it down again and pack it with somebody else in charge?

Lighting the candle

Your patrol is stuck on one side of a river (marked on the floor). They have to light a candle placed on the far side. You are provided with several garden canes, some string, matches and a match box. Can your patrol solve the problem?

Crossing the chasm

Provided with four chairs, can your patrol get themselves across the meeting room without anyone touching the floor? Challenge another patrol. Who can do it faster? Can you do it with fewer chairs?

Review.

Talk in your Sixes about your new Six. Are you excited to be a part of it? Do you know how you fit into it?

Which travel cards can we use?

Conor's Grey Travel card ✓ Doing my best, Respect, Justice, Personal visions.



Turas.- Did I treat others with respect? Did I have fun during the team building exercises

Taisteal- Was everybody given a chance to speak about the roles they wanted to try for and was the final decisions fair? Did I try my best to help the new Cubs?

Tagann - Was I brave enough to put myself forward for a role that I wanted? Did I help the Sixer and respect his/her decisions and help carry them out with the younger Cubs during the exercise. Did everybody have Fun?

Isobel's Blue Travel Card. ✓ Decisions, Plan-Do-Review, Teamwork.



Turas.- Was I involved in the Plan, Do Review? Did I like being part of the new Six?

Taisteal- Did I try my best to work as a Team?

Tagann - Was I able to make Decisions fairly ? Did we have fun as a Six?

The Activity:

Cub Code of Conduct



What SPICES will we use?

Character



Which travel cards could we use?

Conor's Grey Travel Card – Conor likes to ?
Turas- make a suggestion for a rule in the code.

Taisteal- use the promise or law to think of a rule.

Tagann- support younger cubs in making a suggestion.

Hi I'm **Conor**. I love to keep things fair. I like to watch for younger Cubs, and I've found a way for us to get on well with each other for the year. Medieval Knights used to have code of chivalry that helped them remember when they acted with honour, and when they were breaking the rules. Let's make our own code of honour!

Top Tips:

- Use the Cub Promise and Law to come with up some suggestions.
- Remember to make positive rules: the 'Dos' and not the 'Don'ts'

Plan

Talk about what rules can help you get along in Cubs during the year. In your Sixes find out what rules each cub thinks would be the most important to include in a code of conduct.

Ask the Scribe for each six to record suggestions for the code.

Do

Each six tells the main group the rules they thought were important.

Scouters/Cub scribes write each rule up on an A1 sheet.

Ask the other sixes what they think of your ideas.

Ask the Scouters to make one contribution each as well!

Everyone signs or uses handprints to agree to these rules, including the adults!

Remember: The first rule is *Fun!*

Review

Talk in your sixes about how these rules will help to make the year more fun and run better.

Use Conor's travel card to find something to punch.

Review how this activity went (Facts, feelings, findings, future)

Talk about an adventure you can test this code of conduct on a camp or overnight – that can be the main activity for a programme cycle.

The A1 sheet with the Code of Conduct can be displayed in the den with everyone's signature/handprint!

Each Cub at the different level (Turas, Taisteal, Tagann) can take a different job to help them earn their individual 'tick'.

OPTIONAL: Do up a copy to bring home to your parents/ guardians to discuss, and have them sign too.

Suggested Travel Cards

Conor's Grey Travel Card ✓ Respect and Justice



Turas- did we discuss how to have a fun year?

Taisteal- do I see how the promise and law can be a part of our code?

Tagann- did I support younger cubs in making a suggestion?

Sarah's Red Travel Card ✓ Community



Turas: did we discuss how to have a fun year together?

Taisteal: do I see how the promise and law can be a part of our code to work well together?

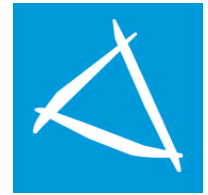
Tagann: did I support younger cubs in making a suggestion?

Resources:

- A1 Sheet
- A4 sheets (one for each six)
- Pens
- Marker
- Poster paint (if using hand prints)

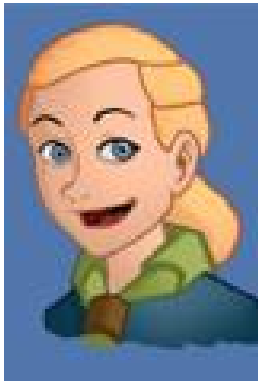
The Activity:

Introducing SPICES through games



Which SPICES will we use?

Isobel – Intellectual



Which travel cards could we use?

Isobel's Blue Travel Card - Isobel likes to find out about fun new ways of learning.

Turas- play a game, and choose the SPICE that a game belongs to

Taisteal- figure out a second SPICE for the game to belong to

Tagann- organise a game

Hi I'm Isobel. I love to play games with my six and my cub pack. I love to work as part of a team and I'm also creative. I've found a fun way for us to find out more about how we can use the SPICES in everything we do at Cubs and meet the Atlantic Six.

Plan:

Each sixer picks a different Atlantic Six character, stands on a chair around the room and calls out who the character is and what they are interested in (each SPICE). They also say what the characters' interests are

Discuss in your sixes what each quality means.

Do:

Play a game for 5-10 minutes.

After each game, the sixers get back on the chairs, and everyone decides themselves which SPICE that game is most connected to, by standing around that chair.

Make sure the scribes make a note of how many people go to each chair.

Then everyone can decide if the game has more than one SPICE connected to it, and everyone goes to another SPICE if you want.

**Review:**

As a Cub pack sit down and look at the results. Discuss what games cubs liked or disliked and why? Make sure to ask if everyone had fun!

Turas- Write down why they picked the SPICE according to the game.

Taisteal- Suggest any improvements and introduce new ideas for games.

Tagann- Bring the reasons and suggestions to the Sixer Council and help plan for the coming year.

Top Tip: Do not play these games in order, otherwise it will be too easy to guess which game is connected with each of the SPICES

Suggested Games:

Social Game

2-cub reef knots

- A simple task for most cubs - normally, but this game involves the use of only ONE hand per cub. In pairs, the game involves simply tying a reef knot, with one cub using his left hand and the other using only his right hand. This is an exercise in co-operation! Each cub has a rope and the six ties all the ropes together in this way

Resources: ropes or sisal for every cub

Physical Game

NORTH-SOUTH-EAST-WEST

A sixer locates magnetic north in the room with a compass, and then calls out compass directions for the cub pack to run towards. Use other directions (north-west, south-east) as well.

Intellectual Game

Wink-Wink Murder

One cub is picked as the detective and leaves the room. 3 murderers are picked. Everyone stands in a circle facing in. The detective stands in the centre of the circle and has to guess who the murderers are. As s/he does this, the murderers wink at other cubs, without being seen by the detective. Anyone who is winked at falls down 'dead'. The detective has five guesses

Character Game

Arm Sling Relay

Teams line up in relay formation with one cub acting as victim and standing in front of his team 30 feet away. All other people have their neckerchiefs on properly. The first cub on each team runs to the victim, asks what is wrong, and applies an arm sling to the arm indicated.

When the judge sees that the sling is correct, he calls out "Cured!". The scout removes the sling and becomes the victim. The previous victim runs back to touch the next member of his team. This continues until all on the team have been victim and rescuer.

Emotional Game

We like...we don't like

Someone starts by thinking of a rule to follow, such as [We like everything that does not start with the letter 'S']. Then, he says "We like Winter but we don't like Summer." "We like Mars but we don't like Saturn." "We like Acting but we don't like Skits." S/he keeps coming up with more statements until someone wants to come up with a statement they believe follows the rule. If the statement is correct, the cub tells them it is and they can continue to come up with more.

It's possible that they were just lucky or are thinking of a different rule, so the cub has to verify every statement made by others. When everyone has guessed the rule or has given up, have the six do a round with a different rule (e.g. not liking anything that ends in a particular letter).

Spiritual Game

Cat and Mouse

A "game master" is selected and all cubs walk around the room slowly. Each cub will choose one cub to 'protect' and another cub to fear, without saying anything to the others. Whilst walking, each cub will get closer to the one they wish to protect and walk away from the one they fear. This will be done with great concentration, in honesty and without a word. The important thing is that all members of the group carefully listen to each other. You can't change the people you've chosen during the game. The "game master" has to observe everyone and find out who is feared and who is protected by whom. After 5 minutes, the game master guesses as many cats and mice as they can.

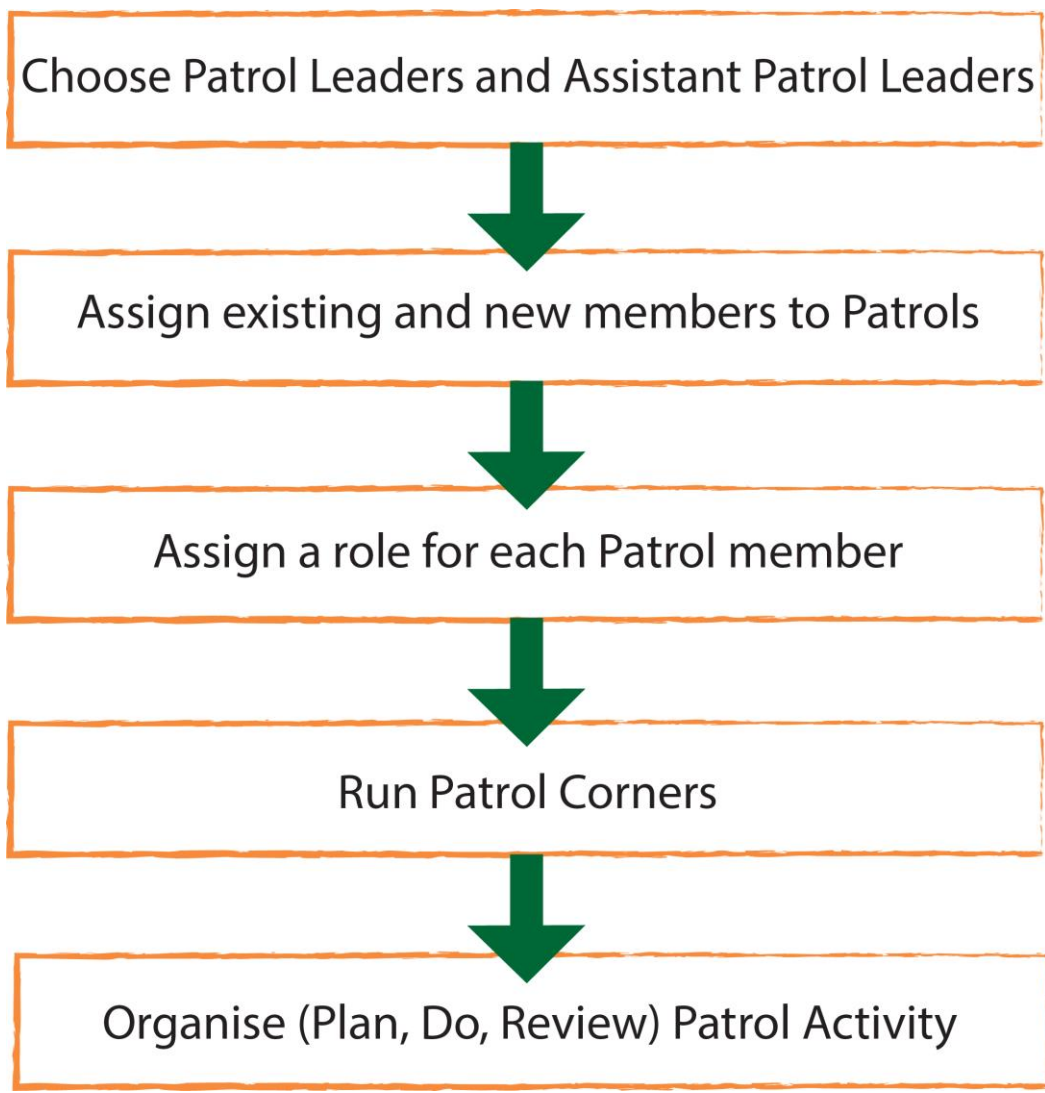
Starting Up: First 6 Weeks

The Scout Programme should be focused on the patrol. From Patrol Corners that plan and review, to the running of activities in small groups, and the assessment of progress in badgework, everything should revolve around the patrols. Even in a Troop with small numbers, every effort should be made to have at least two Patrols. This resource is a guide to helping you get the Patrol System up and running in your troop.

<p>Week 1</p>	<p>First night back Games and icebreakers Introduce new members</p>
<p>Week 2</p>	<p>Form Patrols, new PLs/APLs, assign Scouts Patrol Corner: run a short patrol meeting</p>
<p>Week 3</p>	<p>Patrol challenges Skills practice, eg. navigation or knots Patrol Corner: Look at Crean Awards Patrol Leaders Council: plan a troop adventure</p>
<p>Week 4</p>	<p>Learn a skill, eg. GPS or lashings, to be used on the troop adventure Prepare for the adventure, eg geocaching or 10 min tower PLC runs a troop adventure, with time for each patrol to run their own short activity</p>
<p>Week 5</p>	<p>Develop skill used on activity, eg. navigation and building with spars Patrol Corners: review activity and progress in Crean Awards</p>
<p>Week 6</p>	<p>Patrol challenges and skills practice Patrol Leaders Council: review first few weeks</p>

Forming Patrols:

The Scout Programme should be focused on the patrol. From Patrol Corners that plan and review, to the running of activities in small groups, and the assessment of progress in badgework, everything should revolve around the patrols. Even in a Troop with small numbers, every effort should be made to have at least two Patrols. This resource is a guide to helping you get the Patrol System up and running in your troop.



Deciding on PLs and APLs

Different troops have different ways of choosing which scouts would make the best PLs and APLs. Here are some approaches:

- PLs and APLs are elected by the scouts and scouters, or the current/outgoing PLs and Scouters meet to decide on which scouts should become new PLs and APLs, or a mixture of both systems.
- Personal progression is also important in this system, allowing for scouts in their first year to participate in the programme, scouts in their second year take an active involvement with some leadership roles, and scouts in their third/final year tend to lead as PLs, APLs, or activity leaders.
- Before taking up a role the incoming PLs/APLs should discuss it and commit to fulfilling it as best they can.
- Leadership and programme training should be provided as soon as possible; although it is advisable for scouts to have undertaken this training as APLs or as active scouts.

Assigning Members

Here are some approaches that troops use:

- The PLC can work together on dividing the troop in patrols.
- Several factors are generally taken into account, including scouting experience, existing members of patrols, friendship groups, and social dynamics.
- Patrols tend to have scouts at different stages of their Crean Awards, reflecting the personal progression of the programme and the patrols system.
- When matching PLs and APLs consider their capabilities/circumstances (eg. a new APL with a more experienced PL, or a having a gender mix).



Roles in the Patrol

It is important that everyone in the patrol has a role. This ensures that each scout plays an active part and contributes to the patrol. Two scouts can work on the one role together, if required. Here are a selection of common patrol roles:

- **PL:** The scout who organises the patrol. They will support other scouts in their roles and make sure the daily rota is working.
- **APL:** The scout who helps the PL in their role and deputises for them when required.
- **Quartermaster:** The scout who organises and maintains the Patrol's equipment.
- **First Aider/Safety Officer:** The scout who maintains the first aid kits and gives first aid, with the help of scouters.
- **Treasurer:** The scout who plans the patrol's budget and administers the patrol funds, with the PL.
- **Photographer/Scribe:** The scout who records the activities of patrol for the log.
- **Record Keeper:** The scout who maintains the records, such as the roll and programme book.
- **Leave No Trace Officer:** The scout who makes sure the patrol is following the principles of Leave No Trace.
- **Grubmaster:** Responsible for planning and buying of food.

In the general running of the programme, scouts should take on individual roles relevant to the activity. These roles should reflect their personal progression: scouts in their first year participating (Discovery/Terra Nova), scouts in their second taking an active involvement (Endurance), and scouts in their third/final year leading and organising (Polar).

Patrol Corners

These are a short patrol meetings within your troop meetings. Typically these should take up about 20-30mins. During these meetings patrols will:

- Plan Programme
- Review Activities
- Assess progress in Badgework

Getting patrol corners up and running in your troop can help establish the Patrol System. By participating in these meetings, scouts will begin to appreciate how they are a part of a team and will think about scouting in terms of their patrol. For more information on Patrol Corners, check out this other resource: goo.gl/OFx2tO

Patrol Activities

Next, try to get the Patrols to do activities in their patrols. Initially, base games and other activities during weekly meetings on the patrols. Then, encourage troop adventures where each Patrol operates independently – such as a series of bases they rotate through, or each patrol could light and cook on their own fire.

Gradually, you can suggest that each patrol might try to do something different to the others on troop adventures. This would be very useful for helping with badgework; as at their Patrol Corner the Wolf Patrol might decide to the Air Activities Adventure Skill and the Raven Patrol is going to work on their Environmental Special Interest Badge. Both activities could be accommodated within a troop adventure.

Running a Patrol Leaders Council

The Patrol Leaders Council (PLC) is made up of the PLs, APLs, and Scouters. The PLs and APLs take ideas from their Patrols and turn them into a planned programme of activities for the Scout Troop. The PLC is also responsible for introducing a code of conduct, awarding badges, and any for generally running the Scout Troop.

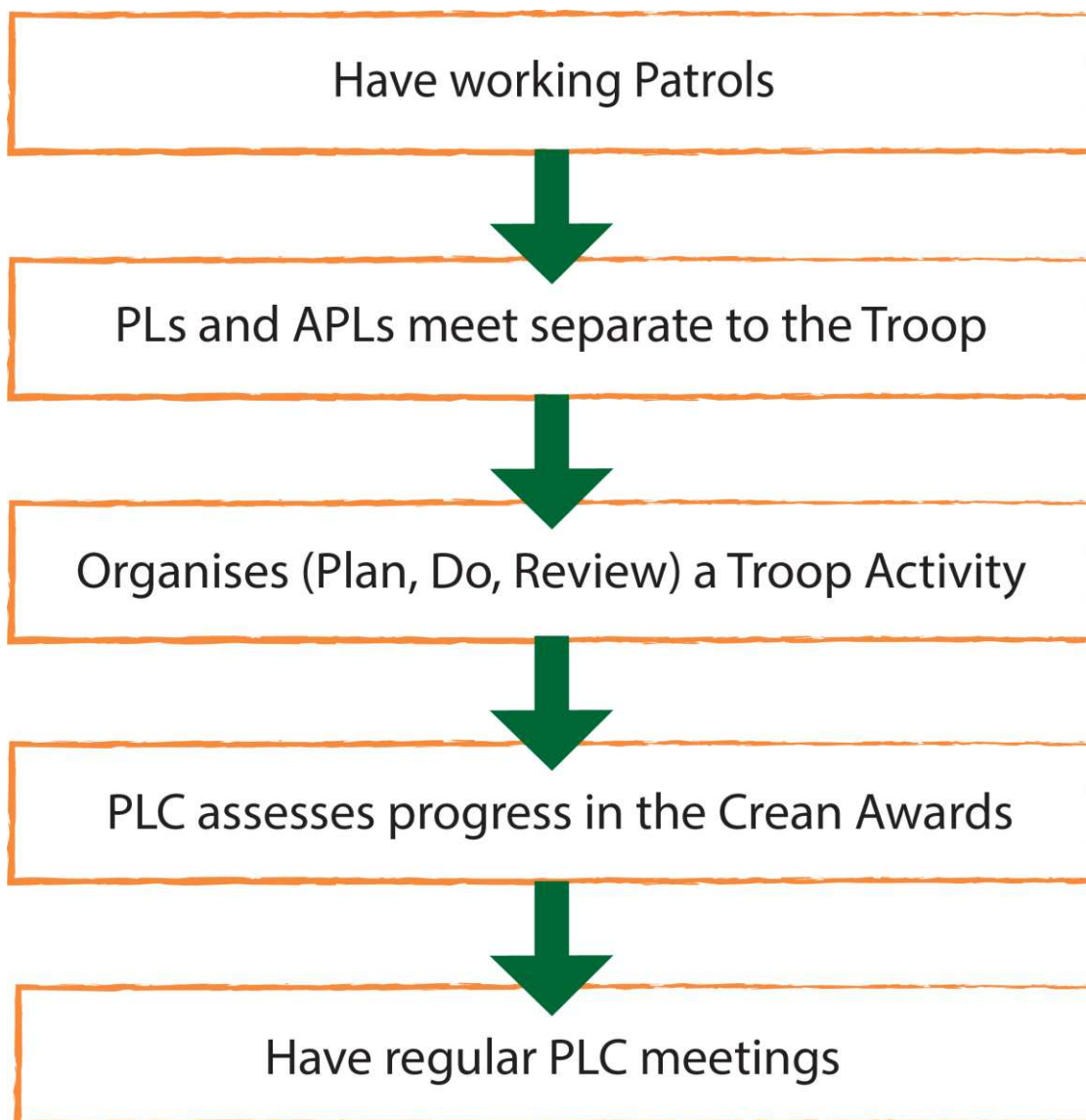
PLC - Areas of Responsibility

So what are the things that your PLC should be looking after? Here are a few of the main tasks involved:

- 1. Running the Troop Programme:** The PLC should plan, run, and review the troop programme. Taking ideas from patrols the PLs, APLs, and Scouters should come up with a detailed programme.
- 2. Award Crean Awards and other badges:** The PLC should approve the awarding of badges to the Scouts. Each PL/APL should know about the progress of each Scout in their Patrol and this should be shared with the others at PLC meetings. The PLs and APLs should work with each other and the Scouters in completing their own Crean Awards.
- 3. Organise the Troop:** With the help of Scouters, the PLs and APLs should organise and run the scout troop. The PLC also implements the Troop Code of Conduct; it is a space for PLs/APLs to discuss matters of concern in a confidential, respectful, and positive manner. The PLC can also represent the Troop at Group Council and other events.

Setting Up a PLC

Getting a PLC up and running in your troop can be done by building on the experiences and capabilities of the scouts and scouters.



PLC Meetings

A PLC should have regular meetings, usually about once a month. These meetings can be a separate part of troop meetings, can be held before/after troop meetings, or can be on a separate night. They need only be 20-30 mins long, unless something important is being discussed. The main thing is to have regular meetings.

Suggested format for these meetings:

- 1. Patrol reports:** Each PL should give a summary of their Patrol and how its getting on. It should include the patrol's review of activities, ideas for new adventures, update on badgework, and any other matters.
- 2. Troop Report:** The PLC should discuss how the troop is doing in general. This should include general conduct.
- 3. Scouters Report:** The Scouters should pass on relevant information from Group or County meetings. The Scouter can also talk about things that may have been discussed at Scouter meetings.
- 4. Planning & Reviewing:** The PLC should complete their own review of the Programme. Using ideas from the review and from the patrols, they should then make out a detailed plan for the activities of the next Programme Cycle. Also, include badgework opportunities for scouts to progress in their Crean Awards.
- 5. AOB:** The 'Any Other Business' section of a meeting covers any other topics or points that need to be discussed. It allows people to bring up items which are of concern or interest to the PLC.

Venture Units: First Six Weeks

The first programme cycle is very important for a Venture Scout Unit as it sets the tone for the year ahead. The first six weeks allow you, the Venture Scouts, to set the standard by which your programme will live up to.

Embedding the Crew System, the Venture Executive and the Code of Conduct should be the focus for the first six weeks and if done properly, the rest of the year will follow this structure.

Week 1: Introductions, icebreakers and establishment of Code of Conduct for the Venture Unit

Depending on the size of the Venture Unit and how well each member knows each other, appropriate icebreakers, which aid introductions, should be carried out. This can be carried out in a number of different ways depending on how well the Unit know each other.

One suggestion might be to split the Venture Scouts up into groups of around three/four and pit them against each other in different Minute To Win It games. The following YouTube link has loads of possibilities for these and most of them only require very basic materials: <https://youtu.be/5-zlBMJitp4>

At this meeting, it is also recommended that the Venture Unit would put together a Code of Conduct. It is really important that the things that go into the Code comes from the Ventures with the support of their Scouters and that all buy into it.



Week 2: Establishing Venture Scout Crews and Venture Scout Executive

Venture Units can vary greatly in size from anything from 1 up to 30+ however it should be noted that a critical mass is generally needed for an effective Venture Unit. We recommend Units have between 12-20 Venture Scouts that allows a breakdown of between 3-5 Venture Crews.

Crews in Venture Scouts are much more flexible than in the younger sections and crews can be put together for different reasons, for example, the stage a Venture Scout is with the Venture Programme (Suas and Transa) or for specific projects. It is also possible to have 'base crews' that would stay the same throughout the year in a similar way to the Scout section.

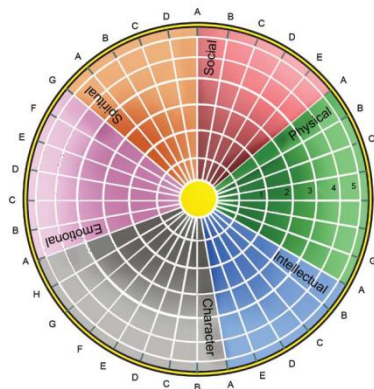
The Venture Scout Executive should also be elected at this point. There can be any number of roles but it is recommended that there is a Chairperson, Secretary, Treasurer and Quartermaster at the minimum. These can be drawn from the Crew Leaders or can be elected in their own right.

Once the Ventures are split into crews, a crew challenge is a really worthwhile thing to encourage team building. *Ready, Steady, Cook* is great programme to do in this instance. The Scouters supply each crew with an assortment of food items and the Ventures must work in their crews to prepare a dish in a set time frame. This will take a bit of organising beforehand in terms of locating the equipment and buying the food but is a very worthwhile activity.



Week 3: SPICES Wheel and Venture Scout Expedition

As early as week three, Venture Scouts should complete their SPICES wheel as this will aid in programme planning for the next programme cycle. For more information on the SPICES wheel revert to the Venture Scouts Programme book.



Also at this stage, the Unit as a whole should start exploring what they would like to do for the Venture Scout Expedition in the summer (assuming of course that it will be a Summer Expedition!). It's important that Venture Scouts get involved in the planning stages and also in the research phase as having an end goal will give the Venture Unit something to work towards. Maybe you will go to a Jamboree, inter-railing, hiking in the Alps or a moving camp along the Wild Atlantic Way. Remember that service should form a large part of the expedition. Plant the seed with the venture scouts this week and ask each crew to come back in two weeks with an draft outline of a possible expedition.

Tonight is also a good place to start considering the Investiture and what type of ceremony there will be. Of course, the meeting should not just be a talking shop! Games and other challenges should be spread out throughout the meeting.



Week 4: Get out!

While meetings in the scout den are important, it is also important that the Venture Unit gets out and about to do activities. Activities can form any type but should be loosely linked to one or more of the SPICES. An activity must have a purpose. Yes, a cinema trip might be an easy option but what is the benefit of it to the development of each Venture Scout. This is the role of the Scouters and Venture Executive – ensuring and facilitating the development of each Venture Scout.

Get out to the local forest and work on some scout skills. Can you boil water in a brown paper bag? Can you cook pizzas in dutch ovens? How about cooking up a nice chicken curry on a Latvian log fire? Do something different, something interesting and something memorable.

Week 5: Decision time...

Tonight is a night to make decisions. Listen to the feedback and presentations from the crews on Venture Expedition possibilities and agree on one or two options. Agree to do up budgets and look at transport options in more detail and revert back in two weeks to make a final decision.

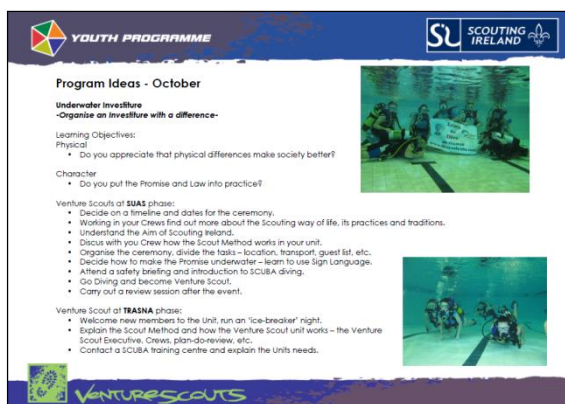
Also tonight, plan the next programme cycle. Why not have a theme for the programme cycle? You could choose a specific skill and design a programme around that skill. You should also aim to have an overnight activity in your next programme cycle. Once again – make it different, interesting and memorable.



Week 6: Investiture

An investiture is an important part of Scouting. It is the way we formally join the Venture Scout Unit and the scout movement. It involves each person making a scout promise in front of others. Each person should make their promise individually in the company of the other Ventures. We have three versions of the Scout Promise, each Venture Scout should choose the one which best suits their beliefs. Afterwards, you should have a celebration to mark the new members having fully joined the Unit.

Try to make investitures memorable. Think about a special place or activity. Why not do a sunrise investiture hike? Meet at 2am and start walking with a view to being on top of the mountain for sunrise. Everyone could then renew their Scout Promise as the sun rises which formally marks the new start of the Venture Scout journey for the new year.



Program Ideas - October

Underwater Investiture
Organise an investiture with a difference-

Learning Objectives:
Physical

- Do you appreciate that physical differences make society better?

Character

- Do you put the Promise and Law into practice?

Venture Scouts of SJAS phase:

- Decide on a timeline and dates for the ceremony.
- Working in your Crews find out more about the Scouting way of life, its practices and traditions.
- Understand the Aim of Scouting Ireland.
- Discuss with you Crew how the Scout Method works in your unit.
- Organise the ceremony, divide the tasks - location, transport, guest list, etc.
- Decide how to make the Promise underwater - learn to use Sign Language.
- Attend a safety briefing and introduction to SCUBA diving.
- Go Diving and become Venture Scout.
- Carry out a review session after the event.

Venture Scout of TRANA phase:

- Welcome new members to the Unit, run an 'ice-breaker' night.
- Explain the Scout Method and how the Venture Scout unit works - the Venture Scout Executive, Crews, plan-do-review, etc.
- Contact a SCUBA training centre and explain the Units needs.

Why not have an underwater investiture? This will obviously take a bit more planning but there is a resource for this available here to help you out:

<http://goo.gl/orVNqD>



New Rover Crew 6 week meeting plan

This is a six week plan that can be adapted to match the frequency of section meetings. This initial framework will set the foundation for a longer programme cycle. A programme cycle is a period of time comprised of planning, doing and reviewing programme activities and learning objectives. Learning objectives for Rovers, as in all of the other sections, are based on the SPICES.

Recruitment and registration: Week 1

Sources of recruitment are the Ventures moving up to your section, Rover-age group members returning to the area from work/study/ travel, as well as new members from the community or the catchment area. Some potential recruits may have moved into the area for work or study. Recruitment posters, supplied by National Office, can be placed in local Garda stations, hospitals, colleges, universities and sports centres.

A good next step is to invite potential Rovers and existing Rovers to a social night where they can introduce themselves, ask questions and learn more about what it is to be a Rover Scout. As in the other sections the Rover programme is made up of several components such as special interest badges, Chief Scout Award, Adventure Skills, Nautical badge scheme and activities. The unique element to the Rover section is the ASSES which is the programme aims for the section. This is an acronym for Adventurous, Service, Skill, Environmental and Social. All new members would find this information helpful before week two where they will be designing the programme cycle for the section.

Registration of Adult Scouters is currently €25 and it is usually paid by the group. Registration for Rovers who are youth members is €45 and is usually paid by the Rover Scout. Some Rover sections fundraise to subsidise the registration fees and this should be considered as a long term plan once the sections is established.

Rovers who join the section outside of the usual registration timeslot must still register for the year unless they are already registered in another group, in which case, they can wait until the following September.

Planning: Week 2

This week should involve brainstorming project ideas that can be calendared into short and long term programme cycles. Some suggestions for brainstorming are:

- Create a Rover section bucket list
- Choose at least one activity from each ASSES category per programme cycle
- Consider developing adventure skills in small groups
- The chief scout award and the nautical badge scheme should also be considered when making your plans.
- Consider participating in, or running county, provincial or national rover events

Information and support for county and provincial events can be sought from the CPC and PYPR respectively, and information on national events can be found on the SI website.

Forming Crews and the Rover Executive: Week 3

A Rover section or Crew can have any number of members however it is organised into small project-based teams of between 4-8 Rovers. Project teams should ideally have a mix of age, experience and ability. This allows new members to participate in teams that are led by experienced members. Each project team should select their preference for a programme initiative to design and deliver, based on the plan agreed upon in Week 2. In the planning phase of projects, teams must consider learning objectives, project timelines, resources needed, skills required, cost, etc.

The Rover section must also elect a rover executive comprising of a chairperson, secretary and treasurer (at a minimum). Other roles may be added to the executive as needed. The chairperson will accompany the Rover advisor to Group Council to represent the Rover section. The Rover programme calendar should be presented to the group council, ideally at their first meeting.

Project Preparation: Week 4

This is a crew-based preparation meeting prior to the Rover sections first programme activity or event. Things to consider:

- Has information about the project been distributed to all the section members, rover advisor and group leader (Time, date, cost, equipment needed etc.)
- Has the group equipment needed for the event been checked out by the quartermaster
- Have transport arrangements (if needed) been made

These are some general pointers, however the preparations needed will be specific to the project. Try not to be too ambitious with your first project of the year as its purpose is to gel the section and consolidate crews.

Programme Activity: Week 5

This is the week you will be doing your first programme activity of the year. The aim of this project, whatever it may be, is to get everybody engaged in the section. If everybody is participating then this project has been a success. This is a good opportunity to see how the crews are working together and emphasis should be placed on forming relationships between the newest members and the more experienced Rovers.

Review: Week 6

Having experienced the first programme activity together, the Rover section is in a better place to assess where their skills, interests and potential lies. This knowledge can then be applied to the next phase of project planning. You may wish to reconsider the crew's formation based on their performance and dynamic during the programme activity.

It is important to begin considering the individual goals of members throughout all upcoming projects and how these goals can feed into the planned programme cycle of the section. There is no such thing as a perfect programme cycle. Plans change, projects mutate and some goals may even be abandoned. Just remember, the success of a crew will be decided by its members, and the section will be whatever you make it.