

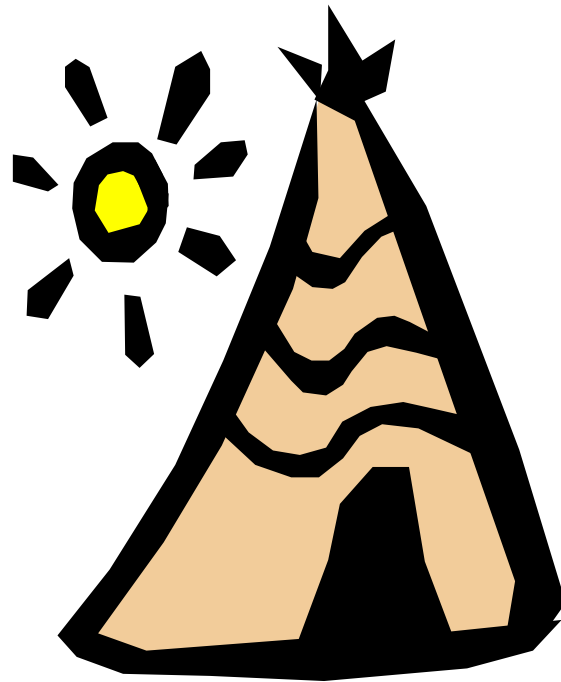


Programmes on a plate

SCOUTS

Theme

Camping Standards



*Troop night PROGRAMMES
Providing FUN – VARIETY
ACHIEVEMENT
for your SCOUTS*

Programme Overview

Theme – CAMPING STANDARDS

Week	Highlight	Scoutcraft	Patrol Time
1.	Planning	Campsite layout Menu and quantities Camp activities ideas Explain what is meant by “Camping Standards	Ideas for menu and activities
2.	Tent Pitching	Pitch sleeping tents and dining fly	Pitching of sleeping tents done in patrols
3.	Cooking	Cooking done to the “one hour cooking clock”	Cooking done patrols
4.	Construction	Lashing Gadgets Camp Duties	
5.	Equipment	Personal equipment Hygiene Load gear on trailer(s)	
Notes	Weeks 2, 3 and 4 can be interchanged depending on the weather for week 2		

Theme – PLANNING

This programme is written for use with your Troop. Each activity within the programme may be used as printed or you may feel confident to change the order in which each activity is used. You may like to use your imagination and add to the programme by changing or improving any of these activities.

WEEK 1

<i>5 mins</i>	<i>Prayer, Flagbreak, Inspection</i>
<i>10 mins</i>	<i>Game – Circle Ball (Fun and Games 2, No 557)</i>
<i>15 mins</i>	<i>Patrol Meeting: Activities wanting to be done at camp</i>
<i>10 mins</i>	<i>Game: Hit the Bucket (Fun and Games 2, No 573)</i>
<i>25 mins</i>	<p><i>“Camping Standards” – what is meant by this term - what is involved in a Troop standing camp</i></p> <p><i>Camp Layout - get the Scouts to draw up examples of a Troop camp site (“Scout Camping” Little Scout Book No 10 and “Camp Planning Book”)</i></p>
<i>30 mins</i>	<i>Badge Work: spend time on the achievement awards</i>
<i>15 mins</i>	<p><i>Patrol Meeting: ideas for camp menu What food items to be brought in 2 weeks time</i></p>

<i>10mins</i>	<i>Hand out notice for camp</i>		
	<i>Notices, Flagdown, Prayer</i>		

Notes on Programme:

Make it clear to the Scouts that the next 5 weeks will be used to prepare them for a Troop standing camp. This camp could be held during Winter to go towards the “Winter Camping Challenge Badge” (see page 113 of the Scout Exploration Programme for New Zealand Scouts book). The standing camp can be used to prepare some Scouts for your District/Area camping competition.

Equipment Required:

Games

- Chalk (for lines on floor)
- Soccer Ball
- Tennis Ball
- Cricket Ball
- Bucket

Books – “Scout Camping”, Little Scout book No 10

“Camp Planning Book”

Scout Exploration programme for New Zealand Scouts book

Fun & Games 2

Leaders Present

Scouts Absent

Patrol Competition

Assessment of this event

Theme – TENT PITCHING

This programme is written for use with your Troop. Each activity within the programme may be used as printed or you may feel confident to change the order in which each activity is used. You may like to use your imagination and add to the programme by changing or improving any of these activities.

WEEK 2

<i>5 mins</i>	<i>Prayer, Flagbreak, Inspection</i>
<i>10 mins</i>	<i>Game – Kick it Hard (Fun and Games 2, No 563)</i>
<i>80 mins</i>	<i>Pitch sleeping tents (in patrols) Erect dining fly</i>
<i>15 mins</i>	<i>Badge/Award work (time permitting)</i>
<i>10 mins</i>	<i>Notices, Flagdown, Prayer</i>

Notes on Programme:

*Get the Patrols to pitch their sleeping tents then erect the dining shelter
(Refer to "Scout Camping" book for design)
Time permitting, badge work can be fitted in at the end of the evening*

Equipment Required:

*Patrol Tents
 Poles
 Pegs
 Guy lines
 Mallets
 Large fly or Tarpaulin
 Scout Camping Book
 Fun & Games 2*

Leaders Present

Scouts Absent

Patrol Competition

Assessment of this event

Theme – COOKING

This programme is written for use with your Troop. Each activity within the programme may be used as printed or you may feel confident to change the order in which each activity is used. You may like to use your imagination and add to the programme by changing or improving any of these activities.

WEEK 3

<i>5 mins</i>	<i>Prayer, Flagbreak, Inspection</i>
<i>10 mins</i>	<i>Game – Toss Up (Fun and Games 2, No 504)</i>
<i>5 mins</i>	<i>Gas Safety – The safe use of LPG cookers</i>
<i>90 mins</i>	<i>Cooking done in patrols Explain the use of the one hour cooking clock (Refer to “New Zealand Scout Handbook”, Pp 108-109)</i>
	<i>Clean up</i>

<i>10 mins</i>	<i>Notices, Flagdown, Prayer</i>		
----------------	----------------------------------	--	--

Notes on Programme:

A suggestion on types of meal depends on the number of patrols in your Troop. For example, with three patrols, one each could cook a breakfast, lunch and tea. It is up to the Scouts to organise what items to bring.

Equipment Required:

Game – Chalk, coin

Gas cookers – one per patrol

Cooking equipment – billies, frypan, utensils, etc

Food – brought by the Scouts

Handbook – ‘New Zealand Scout Handbook’ Pp 108-109

Fun & Games 2

Leaders Present

Scouts Absent

Patrol Competition

Assessment of this event

Theme – CONSTRUCTION

This programme is written for use with your Troop. Each activity within the programme may be used as printed or you may feel confident to change the order in which each activity is used. You may like to use your imagination and add to the programme by changing or improving any of these activities.

WEEK 4

<i>5 mins</i>	<i>Prayer, Flagbreak, Inspection</i>
<i>10 mins</i>	<i>Game – Rope Rescue game (Fun and Games 2, No 625)</i>
<i>30 mins</i>	<i>Ropework – instruct and practice knots, bends and hitches and lashings</i>
<i>10 mins</i>	<i>Game - Pony Express Race (Fun and Games 2, No 677)</i>
<i>25 mins</i>	<i>Construct gadgets and small pioneering projects e.g. basin stand, flagpole, airing line etc</i>
<i>10 mins</i>	<i>Camp Duties – Scouts to draw up a duties roster for the camp</i>
<i>20 mins</i>	<i>Badge Work</i>

<i>10 mins</i>	<i>Notices, Flagdown, Prayer</i>		
----------------	----------------------------------	--	--

Notes on Programme:

*Small pioneering projects can be constructed indoors or outdoors.
Duties roster can happen on patrol basis.*

Equipment Required:

*Games – large cardboard boxes
- ropes and poles
Fun & Games 2*

Leaders Present

Scouts Absent

Patrol Competition

Assessment of this event

Theme – EQUIPMENT

This programme is written for use with your Troop. Each activity within the programme may be used as printed or you may feel confident to change the order in which each activity is used. You may like to use your imagination and add to the programme by changing or improving any of these activities.

WEEK 5

<i>5 mins</i>	<i>Prayer, Flagbreak, Inspection</i>
<i>10 mins</i>	<i>Game – Fool Ball (Fun and Games 2, No 581)</i>
<i>10 mins</i>	<i>Personal equipment needed for the camp</i>
<i>10 mins</i>	<i>Game - Four Court Dodge Ball (Fun and Games 2, No 568)</i>
<i>10 mins</i>	<i>Camp Hygiene Refer to “Scout Camping” book</i>
<i>50 mins</i>	<i>Load equipment for camp onto trailer(s)</i>
<i>15 mins</i>	<i>Badge Work – get the Scouts to plan what they intend to achieve at the camp</i>

<i>10 mins</i>	<i>Notices, Flagdown, Prayer</i>		
----------------	----------------------------------	--	--

Notes on Programme:

This is the final Troop meeting before the camp. Make sure that Scout knows what they are going to do at the camp.

Equipment Required:

Games – ball

*Handbook – “Scout Camping” book
Fun & Games 2*

Leaders Present

Scouts Absent

Patrol Competition

Assessment of this event

Outdoor Highlight: Troop Standing Camp

Activity:

Troop Standing Camp

Friday night – set up kitchen, dining, sleeping, store and toilet tents

Saturday – complete campsite gadgets

- campfire
- wide games

Sunday – short walk, games, pack up

Equipment:

Refer to the “Camp Planning Book” and “Scout Camping Book”

Checklist:

Activity Intentions sheet

Parent consent forms

Transport

Equipment

Food/Budget