



# *Programmes on a plate*

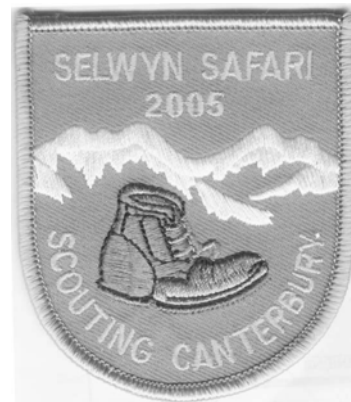
**SCOUTS**

*Theme*

*Tramping  
(for Selwyn Safari)*



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



## Programme Overview

### Theme – TRAMPING (for Selwyn Safari)

<b>Week</b>	<b>Event</b>	<b>Scoutcraft</b>	<b>Patrol Time</b>
<b>1.</b>	<b>Introduction &amp; Planning</b>	<b>Personal equipment Menu and quantities Activity Intentions Form</b>	<b>Ideas for menu</b>
<b>2.</b>	<b>Map &amp; Compass</b>	<b>Grid references Contours Route finding Compass bearings</b>	
<b>3.</b>	<b>Night Hike</b>	<b>Whole of Troop Meeting is a short hike Outdoor Code</b>	<b>Walking done in patrols Supper organised in patrols</b>
<b>4.</b>	<b>Cooking</b>	<b>Portable cookers &amp; safety Cooking – practise cooking a meal used on a tramp.</b>	<b>Cooking done in patrols Food brought by patrols</b>
<b>5.</b>	<b>Tentage &amp; Equipment</b>	<b>Pitch and check tents Personal equipment checked Packs weighed</b>	<b>Pitching of tents done in patrols</b>
<b>Notes</b>	<b>Weeks 3 and 4 can be interchanged depending on the weather for week 3</b>		

## Event – INTRODUCTION & PLANNING

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### WEEK 1

5 mins	<i>Prayer, Flagbreak, Inspection</i>
10 mins	<i>Game – Circle Ball (Fun and Games 2, No 557)</i>
15 mins	<i>Introduction: Explanation of tramping theme for Troop programme over the next month. What is Selwyn Safari?</i>  <i>Patrol Meeting: ideas for tramp menu</i>
15 mins	<i>Activity Intention Form</i> - <i>purpose of the Activity Intention Form; safety aspects</i> - <i>patrols fill in an Activity Intention Form for a hike (or Safari)</i>
15 mins	<i>Game: Hit the Bucket (Fun and Games 2, No 573)</i>
30 mins	<i>Demonstration of personal equipment used on a tramp</i> - <i>how to correctly pack a pack</i> - <i>suitable clothing and personal equipment – discuss merits</i> - <i>group equipment also</i>
25 mins	<i>Badge Work: spend time on the achievement awards</i> - <i>look at the Hiking Personal Challenge and Adventure Patrol Challenge.</i>

5 mins	<i>Notices, Flagdown, Prayer</i>	<i>Send proper Activity Intention Form for Week 3 Night Hike to Group Leader. Reminder to bring \$6 Safari Entry Fee next week.</i>
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**Notes on Programme:**

*Make it clear to the Scouts that the next 5 weeks will be used to prepare them for a tramp; specifically the Selwyn Safari on the first weekend in December. However, this programme package can be used at any time for any tramp/hike by a Troop. A tramp can be used as credit for the Hiking Personal Challenge and Adventure Patrol Challenge.*

*It is important to emphasize correct packing of a tramping pack, and to show the appropriate personal equipment which goes into one's pack. An experienced Patrol Leader could demonstrate this.*

**Equipment Required:**

*Games*

- Chalk (for lines on floor)
- Soccer ball
- Tennis or cricket ball
- Bucket

*Books – 'Bushcraft' Mountain Safety Manual  
'Camp Planning Book'  
'Safety in the Mountains' field guide, (Published by Federated Mountain Clubs).  
Scout Badge Book  
Games book: 'Fun & Games 2'*

**Leaders Present**

**Scouts Absent**

**Patrol Competition**

**Assessment of this event**

## Event – MAP & COMPASS

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### WEEK 2

5 mins	<i>Prayer, Flagbreak, Inspection</i>
10 mins	<i>Game - Four Court Dodge Ball (Fun and Games 2, No 568)</i>
35 mins	<i>Compass: explanations and demonstrations on:</i> <ul style="list-style-type: none"> <li>- <i>Compass points</i></li> <li>- <i>Grid-Magnetic angle</i></li> <li>- <i>Compass bearings (and back bearings)</i></li> </ul> <i>Then do some simple compass bearings outside the Den.</i>
10 mins	<i>Game – North / South / East / West</i> <i>(variation of ‘Captain’s Coming’ game – involves each wall of the Scout Den being N, S, E or W. Directions are called out, and the last scout to reach that wall is eliminated)</i>
40 mins	<i>Mapping: explanations and demonstrations on:</i> <ul style="list-style-type: none"> <li>- <i>setting a map to North using a compass</i></li> <li>- <i>map scales</i></li> <li>- <i>symbols</i></li> <li>- <i>grid references</i></li> <li>- <i>contours</i></li> </ul> <i>This segment could conclude with a quiz between Patrols using the same map to answer questions relating to grid references.</i>
15 mins	<i>Badge/Award work</i> <i>Time for Scouts to plan for Tramp, and also food for next week’s night hike.</i>
5 mins	<i>Notices – Next week: Night Hike. Bring: torch. Wear Scout Scarf and warm clothes. Patrols to bring their own food/drink.</i> <i>\$6 Safari Entry fee due. Send away Safari Entry Form and fees.</i>  <i>Flagdown, Prayer</i>

***Notes on Programme:***

*An old Safari route guide could be used to demonstrate and practise map and compass skills.*

*A brief outdoor compass exercise is a good method of imparting practical skills.*

*Finding South by the Stars, and North by the Sun can be demonstrated if time permits.*

*Time permitting, badge work can be fitted in at the end of the evening*

***Equipment Required:***

*“Fun & Games 2” Book, and one netball*

*Compasses*

*Maps – preferably of local area or area where Safari is situated. Preferably one of the same map for each patrol*

*White board or black board*

*Sheets of paper. (Scout will already have a pen/pencil each)*

***Leaders Present***

***Scouts Absent***

***Patrol Competition***

***Assessment of this event***

## Event – NIGHT HIKE

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### WEEK 3

<i>5 mins</i>	<i>Either meet at the Den and travel to start point of hike; or get Scouts to meet at start point of hike.</i>
<i>5 mins</i>	<i>Explanation to Patrols as to what is happening tonight: Hand out instructions / route guide / compasses if applicable.</i>
<i>80 mins</i>	<i>Embark on Night Hike. Walking and navigating done in Patrols.</i>
<i>25 mins</i>	<i>Return to Start/Finish Point (at vehicles) Supper – boil hot water</i>
<i>3 mins</i>	<i>Clean up</i>

<i>2 mins</i>	<i>Notices</i>	<i>Next week: cooking. Patrols reminded to bring ingredients and ditty bags.  Patrol Leader to distribute information forms sent by Safari Organiser.</i>
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***Notes on Programme:***

*Night hike should include practical route finding and compass exercises to reinforce the training done at previous Troop Meeting.*

*The Outdoor Code should be explained.*

*This night hike could be done with 'fully laden' packs.*

*Get the Patrols to provide their own supper, eg- milo and biscuits.*

***Equipment Required:***

*Gas cookers – one per patrol*

*Cooking equipment – one billy per patrol*

*Food – supper brought by the Scouts*

*Container of water.*

***Leaders Present***

***Scouts Absent***

***Patrol Competition***

***Assessment of this event***

## Event – COOKING

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### WEEK 4

5 mins	<i>Prayer, Flagbreak, Inspection</i>		
10 mins	<i>Game – Toss Up (Fun and Games 2, No 504</i>		
15 mins	<i>Gas Safety – The safe use of portable gas cookers and LPG cookers. Explain the use of the one hour cooking clock (Refer to “New Zealand Scout Handbook”, Pp 108-109)</i>		
10 mins	<i>Game – Candle lighting relay race. (Could be done outside for more challenge)</i>		
55 mins	<i>Cooking - done in patrols Eat finished product.</i>		
10 mins	<i>Clean up</i>		
10 mins	<i>Badge Work Planning for Safari.</i>		
5 mins	<i>Notices, Flagdown, Prayer</i>		<i>Next week – bring personal equipment in packs. Ensure that the map to be used on Safari is available.</i>

**Notes on Programme:**

*Could have a patrol competition for the meal cooked tonight; judged on: quality, quantity, timing, presentation, hygiene, etc.*

*A suggestion on types of meal can depend on the number of patrols in your Troop. For example, with three patrols, one each could cook a breakfast, lunch and tea. Try to use a minimum amount of cooking equipment and utensils. It is up to the Patrols to organise the ingredients to bring. Food could be weighed. If volume and weight is an issue, challenge each patrol to limit the amount of food used in tonight's meal restricting it to fit into a 2 litre (ice cream) container.*

*Other activities, (if time permits) could include a billy boiling race. And, a demonstration of cooking dehydrated food.*

*Award/Badge work and planning for the Safari can be carried out while the meals are cooking.*

**Equipment Required:**

*Games – chalk, and one coin.  
'Fun & Games 2' book*

*Portable gas cookers and canisters. LPG cookers and bottles.  
Billies, frypans, etc.*

**Leaders Present**

**Scouts Absent**

**Patrol Competition**

**Assessment of this event**

## Event – TENTAGE & EQUIPMENT

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### WEEK 5

5 mins	<i>Prayer, Flagbreak, Inspection</i>		
15 mins	<i>Game – Kick it Hard (Fun and Games 2, No 563)</i>		
40 mins	<i>In patrols, pitch sleeping tents to be used on Safari / Tramp. Check that all pegs and poles are present</i>		
10 mins	<i>Game – Fool Ball (Fun and Games 2, No 581)</i>		
30 mins	<i>Personal equipment for Tramp</i> <ul style="list-style-type: none"> <li>- inspection of all personal equipment. Check against Safari Gear List.</li> <li>- weigh packs</li> </ul> <i>Distribute patrol equipment to be used on Safari, eg- tents, cookers, billies, map, compasses.</i>		
15 mins	<i>Badge Work – get the Scouts to check out the Hiking Personal Challenge and Adventure Patrol Challenge.</i>  <i>Final time for planning for the Safari.</i>		
5 mins	<i>Notices, Flagdown, Prayer</i>		<i>Remind Scouts to bring Consent / Medical form to Safari.</i>

***Notes on Programme:***

*During the tent pitching segment, solo tent pitching could take place. If time permits, an inter-patrol tent pitching speed competition could occur.*

*Make sure that Scout attending the Safari knows what they need to do. Has each Patrol organised their patrol equipment, transport? Do they have a sound menu? Is their personal equipment up-to-scratch? Is it properly packed?*

***Equipment Required:***

*Games – soccer ball, two boxes.*

*Books – ‘Bushcraft’ Mountain Safety Manual*

*‘Camp Planning Book’*

*‘Safety in the Mountains’ field guide, (Published by Federated Mountain Clubs).*

*Scout Badge Book*

*Games book: ‘Fun & Games 2’*

***Leaders Present***

***Scouts Absent***

***Patrol Competition***

***Assessment of this event***

## **Outdoor Highlight: Tramp, (eg- Selwyn Safari)**

### **Activity:**

Weekend Tramp

Saturday – travel to start point of tramp

- tramping, pitching tents, cooking
- Patrol Leaders' meeting

Sunday – tramping; travel home, (remember to buy an ice cream at Springfield on the way home).

### **Equipment:**

Refer to the “Bushcraft Manual”

### **Checklist:**

Activity Intentions Form

Selwyn Safari Entry form

Transport

Equipment

Food/Budget