

Joey Mob Program Planner

Attendance:

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Attendees / Total

Theme: Disability/deafness	Scouts in Action and Buddy badge, potential caring and sharing badge too.	Meeting 3/10	Date 02/08/11
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Time	Activity	Leader	Equipment Required
CIA	Try to make another Joey or leader make a noise.	Taz, Roo, Bilby	Nil. Sit opposite each other, cross legged.
4.30	Opening parade- Introduce Leaders and helpers, Show the Scout Salute. Introduce new Joeyes! Remind them of hand signal for quiet listeners.	KO	Flag – break by Taz
4.35	Game- Human noughts and crosses – Joeyes sit on the square to mark their go!		Large piece of chalk to mark big noughts and crosses board on ground! Give them armbands to denote two teams.
4.45	Discussion- Discussion and example = Learn the proper way to guide someone who is blind. Reinforce proper communication.		See scouts in action sheets.
4.15	Activity – Blind Obstacle Course – be led and talked through obstacles using proper techniques. Again= proper communication is important.		Tunnel, chairs, table, ropes to lay as pathways.
5.00	Game – Ship to shore. Play normally then Try leading a blind buddy in this game. No running so can't do Port or Starboard!!!		. Instructions – climb the rigging, captains coming, man the life boats, man overboard, walk the plank, cannonballs, -
5.20	Game- What is it? Guess by touch what is on the bag – reinforce blindness with blindfold. Everyone else tells you if you are right!		Blindfold and Bag of items – knife , spoon, bar of chocolate, pencil, pen, egg carton, whisk etc.
5.30	Closing Parade- JS Law, Prayer Notice for Joey/Cub day		Flag – Roo with Aoife if invested! Date for diaries - Notice for Joey/Cub day!