



SCOUTS IN ACTION WEEK



FIRST+ AID

26-30 APRIL 2010



JOEY SCOUT MOB PROGRAM PLANNER

THEME	First Aid	DATE		ATTENDANCE	
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Time	Minutes	Activity Type	Activity Description	Equipment	Leader
			Coming In Activity	First Aid Colouring Book	
	5	Ceremony	Opening Parade	Flag Prayer Book	
	10	Game	Game – Band Aid Tag	Nil	
	5 per base Allow 1 min for change over	Activities	First Aid Bases 1 – Little Accidents Big Accidents 2 – First Aid Kit Kim's Game 3 – COWS 4 – Calling Zero Zero Zero	Flash Cards First Aid kit, tray Nil Ambulance	
	10	Game	Bandaid relay	Band Aids	
	5	Song	Zero Zero Zero	Cassette Zero CD	
	5	Ceremony	Final Parade	Flag Prayer Book	
		Dismiss	Home		

NOTE: All resources for this program are available from the dedicated Scouts in Action Website <http://scoutsfirstaid.stjohnqld.com.au>.

Downloads include:

- This program
- Little Accident Big Accident Flash Cards
- COWS Flash Card
- Calling Zero Zero Zero Script
- Zero Zero Zero song

Leaders may also invite other Mobs to participate what can be used to assist with competing the Buddy Badge

Mobs visit each other, share activities and have great fun. There are three steps involved in participating in the Mob Buddy scheme, which aims at building a rapport and friendship between different Mobs.



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OPENING PARADE

Preparation for Opening Parade

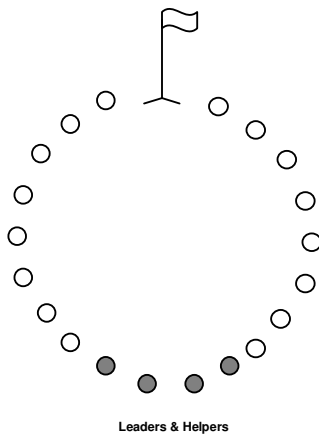
Ensure that the Australian flag is correctly folded for breaking, and is hoisted to the masthead by the leader before parade is called.

Leader:

"Joey Scouts on Parade"

Joey Scouts:

Form a circle
(Leaders and Helpers join the circle)



Leader:

"Joey Scouts - Alert"

Leader or a 7 year old Joey Scout:

Breaks the flag

Leader:

"Joey Scouts - Salute"

Leader:

"Prepare for Prayer"

Prayer

(or optional song)

Announcements

To nights Program:

Special events:

Birthdays:

Leader: "Joey Scouts"

"Break off"

All Joey Scouts and leaders turn to the right and move off.



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Coming In Activity	First Aid Colouring	
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Equipment: pencils, pens, colouring books

Give each Joey Scout a colouring book and ask that they colour any picture until called to parade.

Game	Band Aid Tag	10 minutes
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Equipment: Nil

Game Play:

Each Joey Scout has two Band Aids (their 2 hands). When tagged by another Joey they cover the tagged spot with a Band Aid (one of their hands). If they are tagged again on a different spot they cover that with their other bandaid (hand) and then the Joey Scout has no more Band Aids (hands), they sit down.

Set the game boundaries for the group. In this game all the Joey Scouts with a free hand (available Band Aid) are IT. When game starts, all players try to tag the others. The objective is to be the last standing player. You can introduce other variations (ways to administer 'first aid' to those sitting so they can re-enter the game, such as tapping on head, perhaps also saying the Joey Scouts name).

Activity	First Aid Bases	5 minutes per base 1 minute per changeover
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First Aid Bases

Base 1 Little Accidents Big Accidents

Equipment: Little Accident Big Accident Flash Cards

Show Joeys Little Accidents Big Accidents flash cards

Using the flash cards get the Joeys to decide what are big accident and what are little accidents and decide if they need to call the ambulance or get a grown-up to help.

Base 2 First Aid Kit Kim's Game

Equipment: 10 first aid kit items, tray and cloth/tea towel

Have 10 first aid items hidden under a cloth on a tray.

Show Joey Scouts for 30 seconds and then cover the items.

Get the Joey Scouts to name all ten (10) items that make up a personal first aid kit.

Base 3 Squeeze (C.O.W.S.)

Equipment: C.O.W.S. flash card

Have a leader/parent helper pretend to be unconscious on the floor of the hall/den

Explain to the Joeys that we need to work out if they are asleep, pretending and playing a game or there is something actually wrong with them.

In first aid we use the 'squeeze and shout' method and call out

'Can you hear me?'

'Open your eyes'

'What's your name?'

'Squeeze my hands'

Whilst gently but firmly squeezing their shoulders.

Show the Joey Scouts the C.O.W.S. flash card



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Base 4 Dial Zero Zero Zero

Equipment: Old Telephone, prompt card

Ask the Joey Scouts what number we call when there is a medical emergency.

'000' or Zero Zero Zero (use Zero Zero Zero as some Joey's may not understand what 'triple' means yet).

Ask the Joey's, 'who do we ask for when we call Zero Zero Zero'? Ambulance.

Ask a Joey to demonstrate making a call to Zero Zero Zero – have a parent prompt the Joey Scout with what to say.

Another Leader or parent helper can pretend to be the ambulance call taker and use the prompt card to ask the questions that they would ask for a medical emergency.

Game/Relay	Band Aid Relay	10 min
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Equipment: Band-aids (1 or 2 per Joey Scout)

Game Play:

Joey Scouts line up in equal teams at one end of the hall/den.

On 'go' the first Joey races up to a Leader/Parent Helper who says where it hurts (Leaders/Parent Helpers) need to cry out as if in pain and point to the spot where it hurts).

The Joey Scout places the bandaid onto the spot where the Leader/Parent Helper tells them where it hurts.

Once the Joey Scout puts the bandaid on they return to their group and tag the next Joey Scout to come up with their bandaid and so on until all have put on a bandaid.

The first team to finish is the winning team (sitting down in a straight line)

Song	Zero Zero Zero	5 min
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Equipment: CD Player & Zero Zero Zero song on CD

Zero Zero Zero can be downloaded from <http://scoutsfirstaid.stjohnnqld.com.au>

Tell the Joey Scouts to help us remember the number we call for an Emergency is 'Zero Zero Zero' and the Hooley Dooleys have recorded a song to help up remember the number.

Get the Joey Scouts up and dancing and Leaders & Parent Helpers can sing the words and get the Joey Scouts to call out 'Zero Zero Zero'.