

Theme: Around the world - England	Meeting Type: Hall
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Time	Activity Description	Leader	Equipment Required:
	Coming in activity – colour in passport		Passport and pencils (Kookaburra)
4.30	Opening parade		Flags
4.35	Fly off		Passports and aeroplane
4.40	Kings, Queens, princes and princess		Nothing (like NSEW)
4.45	Welling Throwing		Two pairs of Gum boots (Marlu)
4.55	Activity – Royal Guard		Dolly pegs, black and red paper plus pompom and googly eyes (Marlu)
5.05	Dress the king and queen		Toilet paper and Newspaper, Sticky tape (Goanna)
5.15	Story		Story mat
5.20	Fly Home		Passports stamped
5.25	Closing parade		Flags
5.30			
spare	Royal Curtsy and bow		Playing cards

**Bless all joeys everywhere,
 Help them remember their promise to share.
 Guide them all safely home today
 And watch over them while they work and play.**

Amen

Games/Craft Information:

**Coming in activity – make a passport
 Equipment : Passports and Pencils**

Game – Kings, queens princes and princess (Royal Family)

Each corner of the hall is designated one of the above with the centre being the Royal Family
 Call out each one and the Joeys run to that part of the hall (NSEW)

Game – Welly Throwing

Equipment :- two pairs of gum boots

In groups, Joeys have a turn a ‘throwing the welly” to see which group can throw the furthest distance. Draw chalk lines at regular intervals (like javelin) so that the Joeys can easily identify the distance

Activity – Making Beefeaters or Royal guard

Equipment :- Pegs, black and Red paper, pompoms qlue, googly eyes and round stickers

Story : George and the Dragon

Baden-Powell chose St George the as the patron saint of all Scouts everywhere because he was a worthy role model for all to follow – with big efforts, sense of duty, courage, truthfulness and he was a good leader – what every Scout should try to be.

St George is also the patron saint of England and we can see the cross of St. George consisting of the red cross on the white background on the British flag(Show this on the Australian Flag)

The story of St.George is a famous legend. George was the son of a nobleman in the Roman army and became an officer in the cavalry as he liked riding horses. The emperor of Rome at the time ruled that all christains should be killed. George did not like this. So he left the army and became a Christian himself.

Legend of good overcoming evil, George rode into town where he had heard of a dragon that was fed one of the citizens every day. On that day, the person to be eaten was the kings daughter. George killed the dragon and saved the princess. The king was so grateful and impressed that he and all the citizens became Christians.

Spare activity – Royal Curtsy and bow

Equipment : playing cards

Played as Red card black card – hold up the deck of playing cards and the leader bows or curtsies if the card is royal. If not go to the end of the line. First Joey to collect 5 royal cards wins