

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 2/10	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 Joeys! Remind them of hand signal for quiet listeners.	KO	Flag – break by Taz
4.35	Game- Charades		List of activities.eg brush your teeth - you have something stuck in them, go shopping to buy new shoes, cross the road with your dog on a lead, wake up and get dressed for school, play cricket and win, watch a football match live as it starts to rain.
4.45	Discussion- Discussion of how to communicate when you are deaf. How are we able to communicate without words?		Hand signals. The Handshake. Practice different signals, look at facial expressions and body language.
4.55	Game – – Ping Pong Blow! Play table football no leaning past half way (mark halfway with chalk 2 games play at same time. Play in relays: winners play to find champion.		Chalk, Ping Pong ball and table.
5.00	Activity – Trail signs, no talking! Collect items to make signs. Make a simple trail outside or in the hall if it is wet! Group split up among leaders and make 3 simple signs for each group.		Need trail sheet. Collect twigs, pebbles, shells.
5.15	Game – follow each others trail		Trail sheet
5.20	Game- Find your partner. Without saying a word each Joey has to find their partner. Eg fish with chips, cats and dogs etc.		Matching cards to be paired up.
5.30	Closing Parade- JS Law, Prayer Notices - Trip to Pelican Point! Notice for Joey/Cub day		Flag – Roo with Callum if invested! Fill in forms for trip to Pelican Point! Date for diaries - Notice for Joey/Cub day!