

FROTH AND BUBBLES with a Father's Day Twist

5:50: COMING IN ACTIVITY: Bubble blowing.

6:00: OPENING CEREMONY:

6:05: GAME: Bubble Chase: Joeys in free formation. Each is given a balloon. They must keep it in the air without letting it fall to the ground as it will POP!

6:10: GAME: Shaving Dad: Joeys in pairs use a disposable razor to shave a balloon covered with shaving cream.

6:15: GAME: "Bubble" Volleyball: Joeys in 2 teams. Each team separated by a rope held at Leader shoulder height. The joeys hit the balloon over the rope as in volleyball. After a few goes add in more balloons to really get them going.

6:20: CRAFT in 4 Groups:

Soap on a Rope (Fathers Day Gifts): Joeys tie reef knot in rope and shape a ball of grated soap mixed with a handful of rolled oats to the knot. Add a gift tag. Leave to dry until next week.

Sherbet: Joeys mix 2 t citric acid, 1t bi carb and 6t icing sugar in zip lock bags. Eat with a musk stick.

Bubble Cups: Joeys outside to blow bubbles using a polystyrene cup, chux square over the top help with elastic band, hole in the bottom. Joeys dip chux in bubble blowing mix and blow through hole.

Golf Ball Seeds For Dad: Joeys tie 5 or 6 small round lollies into a clear piece of cellophane, add ribbon and tag.



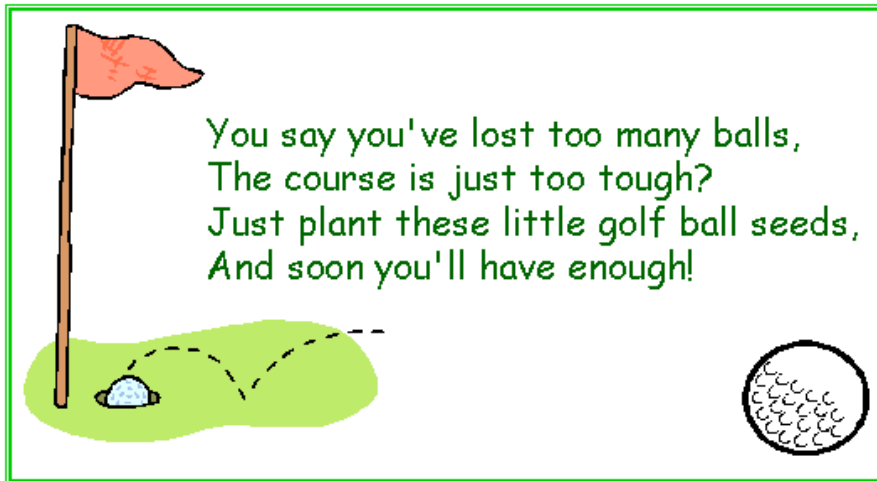
6:45:ACTIVITY: Diet Coke and Mentos Eruption

Need a large space outside with Joeys seated around the edge.

Open the bottle and drop 1/2 a packet on Mentos into the bottle. Watch what happens. Can shoot 9 metres so be prepared!!!

6:55: CLOSING CEREMONY: Each takes home a balloon.

ADDITIONAL EQUIPMENT NEEDED:

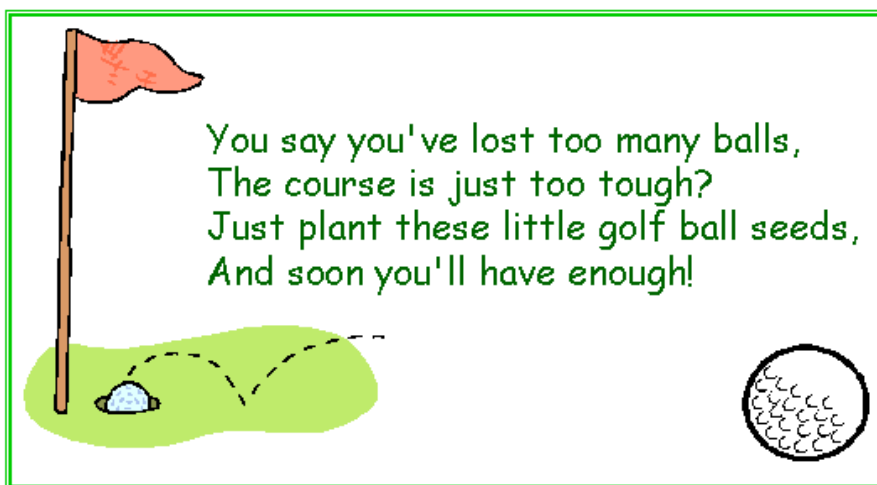


You say you've lost too many balls,
The course is just too tough?
Just plant these little golf ball seeds,
And soon you'll have enough!

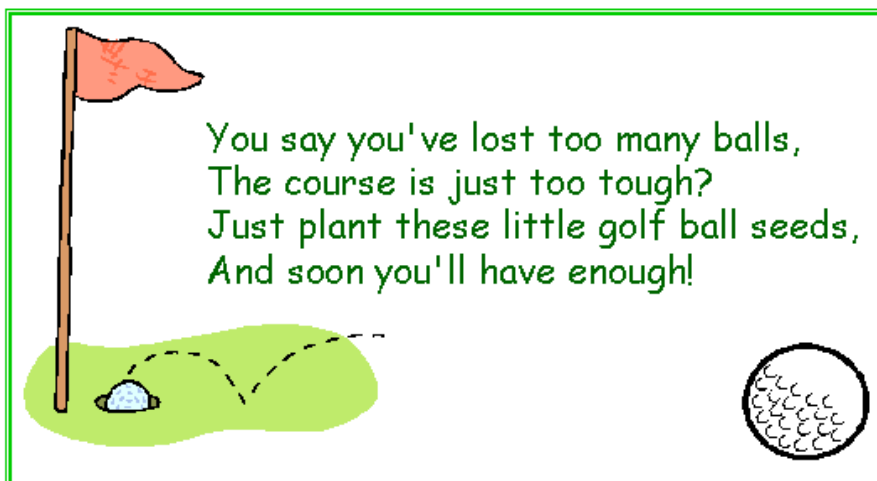


Fill a small bag or jar with gum drops or jaw breakers and attach this poem.

I like using a clear container (clear plastic or glass) so the candy is visible but you don't have to.



You say you've lost too many balls,
The course is just too tough?
Just plant these little golf ball seeds,
And soon you'll have enough!



You say you've lost too many balls,
The course is just too tough?
Just plant these little golf ball seeds,
And soon you'll have enough!



THEME: Stuck on You

SUBTHEME: Magnets

5:50: COMING IN ACTIVITY: Magnet to find out what it is attracted to.

6:00: OPENING CEREMONY:

6:05: Game: Clumps; Joeys in free formation. Leader calls a number and that number of Joeys form together to make a "clump".

6:10: Game: North, South, East, West: Leader uses a compass to show Joeys the 4 main point of the compass. Joeys run to sides of the hall as Leader calls the direction.

6:15: Game: Magnetic Chain: Joeys seated in a circle. Leader starts with a clap to the left. Joey on the left passes the clap to the next Joey etc. Leader starts a foot stamp to the right. That Joey passes the stamp to the next, etc. Start another action to the left etc.

6:20: Craft: Cork Duck:

Joeys make a duck shape in light cardboard, cut out and slide into a cork already with a slit along the length. Push a large nail into the base of the cork. Float on water and use a magnet to move duck across the water.

6:35: Activities: Joeys rotate around activities as they are ready.

Snail Slither and Web Wander: Joeys use a magnet to move a tack across a web and snail trail on cardboard.

Magnetic Poles: Joeys use 2 bar magnets and try to push together. Like poles repel, unlike attract.

Magnetic Treasure Hunt: Joeys use magnet to find objects hidden in a tray of sand.

Chicken Race: Play game. A magnet pulls a chicken to egg shapes with a paper clip

Paper clips: Joeys use magnet to pull up as many paper clips in a chain as they can.

Magnetic Pull: Joeys use a magnet to get a paperclip out of a glass of water.

Magnetic Marbles: Joeys use magnetic marbles to make as long a line as they can.

6:50: Game: Fishing: Joeys in groups use fishing rod to catch fish (paper shapes with paper clip attached) to make Law and Promise.

6:55 CLOSING CEREMONY:

ADDITIONAL EQUIPMENT NEEDED: Magnets to take home.

THEME: Magnets

SUBTHEME: Compasses

5:50: COMING IN ACTIVITY: Colouring in

6:00: OPENING CEREMONY:

6:05: Game: North/South/East/West. Place signs North/South/East/West on facing walls of Scout hall. Joeys stand in circle and leader calls out direction. Joeys run to the wall.

6:10: Magnet Game: Each Joey is given a blue and a red streamer. They should tie the streamers on their wrists and each colour will be a magnetic pole. Joeys hide their hands and gather in the middle. On the count of three, Joeys will hold their arms up and move like a plane. They should form a magnetic chain by holding each others' hands. But they should remember that like poles repel and unlike poles attract. The game can be repeated several times to see if they are getting faster as a group. They can also decide what other shapes they want to create and try it out (square, circle, star, etc.).

6:15: Activity: What do magnets attract?

Joeys work in groups of two to three to figure out what objects are attracted by magnets and which ones are not.

- Leader gives each group a box filled with different objects (pebbles, corks, paper clips, keys, erasers, coins, screws, etc) and some magnets.
- Leader asks Joeys to categorize the objects in any way they want. They eventually will figure out that some objects are magnetic and some are not.
- When all groups are done, discuss how they organized their items. Scouters will guide the discussion towards the objects' interaction with magnets and how they attract objects made of iron.
- Discuss how magnets are used in daily life. Leader guides Joeys through obvious uses of magnets (toys, refrigerator magnets, paperclip holders, some cabinet doors) to more invisible uses of magnets (credit and debit cards with magnetic stripes, computers, compass, motors, fans, cars).

6.25: Rotate between 3 bases.

Base 1: Magnetic paper clips. Give each Joey a magnet. Hang one paperclip from the magnet. Use the hanging clip to pick up other paper clips. See how many paper clips you can pick up using only one magnet.

Base 2: Magnetic balloons.

1. Cut up little pieces of a coffee filter into the shape of 5cm tall ghosts.
2. Blow up the balloon and rub it on a wool sweater or your hair.
3. Now, quickly take the balloon off your sweater or head and place it over the little ghosts.

4. Watch the ghosts actively float upwards towards the balloon!

Like magic, static electricity possesses the power to move objects without strings or direct contact. The rubbing of the wool gives the balloon a negative charge – this is the same negative charge you gather when dragging your feet in socks over carpet and the same charge you feel jump from your body when you touch a metal object! In the world of electrical charges, opposites attract and similar charges repel. The balloon easily attracts opposite, positively-charged particles of the light ghosts, which is why they jump up without actually being touched!



Base 3: Compass Look at points of the compass, ask Joeys to find out north. Joeys put the compass on the floor and arrange their magnets around it in any shape they want. Which direction do the compasses point to now? Each compass will show a different direction because of the magnetic fields created by the magnets. Joeys are asked to take away the magnets. Now what does the compass show? The compass will point to the north again. What happened? Explain that the compass is a magnet that shows the magnetic field of the earth and therefore points to the north.

6:40: Game: Where will the animals go? Give each Joey an animal (lion, tiger, bear etc)

Use a compass to find north. Tape the "N" to the wall or floor. The leader calls out directions for the animals to be placed, e.g., "Will the lion please sit at north?" Continue until all the animals are in place. Variants – animals with fur move to east. etc.

6:45: Craft: Magnetic game

A little bit of imagination, along with the knowledge that magnetism is a force which works through paper, results in some very original games like this one where the fish travels around it's world looking for food or trying to do a challenge eg. going through the caves as quickly as possible.



6:55 CLOSING CEREMONY

THEME: Engineering SUBTHEME: Scientists

5:50: COMING IN ACTIVITY: Paper Helicopters

6:00: OPENING CEREMONY:

6:05: GAME: Bowling – Joeys build up a tower of cups and a friend bowls it down. Then swap

6:10: Food for thought: Joeys use spaghetti and peas. Work together to build something amazing!

6:20: Crossing the Gap: Using paddle-pop sticks, masking tape and blue tack Joeys try to span the gap between two tables. Can their bridge hold up a toy car?

6:35: Activity: Sling shot rockets



Joeys tape triangles to straws then tape paperclip.

Write names on masking tape.

Tape an elastic band to a paddle pop stick for the launcher.

6:40: Game: Blast off! Joeys launch their rockets across the hall.

6:45: Game: Egg drop: Demonstrate what happens to an egg when dropped from a height! OH NO! Using craft materials Joeys work in groups to try to protect their egg passenger!

6:55 CLOSING CEREMONY:

THEME: Blood and Guts SUBTHEME:

5:50: COMING IN ACTIVITY: Match animal skeleton to animal

6:00: OPENING CEREMONY:

6:05: Game: Beat the Ball: Joeys stand along wall. Leader rolls ball and Joeys race to the other end to beat the ball to the wall. Another Leader rolls ball back and Joeys repeat.

6:10: Game: Big Joey Says: (Simon says version) Touch ear to shoulder, nose to knee, tongue to nose, etc

6:15: Bases:

Base 1: Hearts and lungs: Look at heart and lung from butcher

4 litres of blood Liquid in containers

Look under tongue at arteries and veins using mirror

Tennis ball squeeze

Blow into the paper bag lungs



Base 2: Bones: X rays of hand, foot, shoulder, skull, spine

Look at bones from lamb with joint.

Toe touching against wall

Put the skeleton back together



Gloves filled with water / water with pop sticks

Base 3: Senses: Look at pupils with torch

Lines and shapes on sheet, kissing fish, Put the Joey together

Coathanger ears

Smell containers

Base 4: Digestion: Ziploc Digestion Simulator Primary Audience:



Acids in your stomach break down food so they can travel into your intestines. Soda pop, Two crackers (salt free) Ziploc Baggie

Have the students put two crackers in the bag and crush it up a bit with their hands, this is the chewing process. Next, pour a little pop into the bag and reseal it. Make observations about what is happening to the cracker crumbs. Next, squish the for a couple of minutes and then make more observations about what has happened to the crackers. Like the soda, your stomach is a very acidic environment. The acid eats away at the food and breaks it down in order to send it on to the intestines.

6:35: Craft: Make a skeleton using pasta shapes glued onto black cardboard with outline.



6:50: Singing: Heads, shoulders, knees and toes
Singing in the Rain



6:55 CLOSING CEREMONY:

THEME: Dinosaurs

SUBTHEME: Fossils

5:50: COMING IN ACTIVITY: Colouring in

6:00: OPENING CEREMONY:

6:05: Game: T-Rex chases the Pteranadons. One Joey is the T-rex. All other Joey's are the Pteranadons safe in their nests (hula hoops). At the signal by the leader, Pteranadons fly from the nest and the T-rex tries to catch as many as possible. As a Joey is tagged they become a T-rex and can chase the Pteranadons too.

6:10: Game: Dinosaur obstacle course. In teams, Joey's race to the end of the hall. Plesiasaurus – a sea dinosaurs, Brachiosaurus – long necked dinosaur, T-rex – land dwelling carnivore, Pteranadon – flying dinosaur. Under sheets, over hills, eating from trees...

6:15:Game: Dinosaur Steps: Divide the Joey's into teams. The first Joey in each group stands on the starting line with the others in a single file behind. On a signal, the first Joey takes the biggest, longest step forward he or she can make. The second Joey starts from that stopping point and takes a second giant step. The object is to work together to get from the start to the finish line.

6.25: Rotate between 3 bases.

Base 1: Draw your own dinosaur: Scientists use Latin and Greek to make up names of dinosaurs. Using the table of scientific names, make up a dinosaur and draw it.

Base 2: Make your own dinosaur skeleton with pipecleaners. Discuss parts of the dinosaur – leg bones, back bone, ribs (why!), head etc.

Base 3: Dinosaur parfait Fossils made in layers of sediment.

Make a dinosaur fossil model. Give each student a small clear plastic cup. Give the following items to each student: a gummy candy dinosaur or other animal (the buried fossil), a vanilla wafer cookie (a layer of hardened sediment), fruit slices (sediment layers), raisins and/or M&Ms (rocks) shredded coconut (grass) and cookie decorating sprinkles (surface dirt). Supply each group with two bowls of whipped cream (soil), a jar of grape jelly (underground water) and spoons. Use food coloring to tint one bowl of whipped cream yellow (sandy soil) and one red (clay). Tint the coconut green.

6:40: Game: Feed the dinosaur. Throw bean bags into dinosaur's mouth.

6:50 Story...Dinosaur dream.

6:55 CLOSING CEREMONY:

THEME: Blow Me Away

SUBTHEME: Air

5:50: COMING IN ACTIVITY:

6:00: OPENING CEREMONY:

6:05: Game: Beat the Ball: Joey stand in a line at one end of the hall. The Leader rolls the ball to the other end as the Joeys race to "Beat the Ball". Repeat.

6:10: Game: Joeys in pairs each with a straw and one ping-pong ball between them. Joeys lie on tummies and blow the ping-pong ball to their partner.

6:15: Game: Airwaves

Joeys hold edge of parachute at waist level and start it fluttering. Joeys are numbered 1-4 alternatively. When leader calls out a number, those Joeys lie on the ground in a star shape, face up under the chute. The others continue to flutter the chute to give them an airwave.

6:20: Craft: Joeys make a pinwheel from light card, pencil and a pin and small bead. Blow.



1. Cut out a 6" paper square. 2. Draw an X from corner to corner; cut along the lines, stopping 1" from the center.

3. Gather every other corner to the center, stick a pushpin through them, then a small bead and into a pencil in the back.

6:35: Activities:

Use hairdryer or vacuum cleaner on BLOW to blow balls of different weight into the air.

Have a fresh egg and place in water. It will sink to the bottom. Add spoonfuls of salt and stir to dissolve. The egg will float to the top because the water is more dense than the egg.

Have a bottle with a large mouth so the water balloon will sit on top. Light a piece of paper and drop into the jar. Place the water balloon on the top and the balloon gets "sucked" in. The air that is burnt causes a vacuum which makes the air lighter and the balloon is sucked in.

Indoor water tornado.

Place 3 large books on top of a balloon. Blow up the balloon whilst the books are still on top.



The books will rise up because of the compressed air.

Fill a glass full of water letting the water run over so that the lip of the glass is wet. Make sure it is full right to the top. Place a 4x6-inch index card on top of the full glass of water. Be sure to press the card down securely with your hand so that it makes a good seal all around the wet lip of the glass. Working over a bucket, hold the card in place with one hand as you turn over the glass. Carefully let go of the index card. The card will stay in place, and the water will stay in the glass. The force of air pressure against the card is stronger than the force of gravity on the water. The air pressure holds the card in place. Air pressure can be stronger than gravity.



Blow up a balloon and hold to your ear. Tap on the other side of the balloon. The sound is louder because the sound travel through the air.

6:55: CLOSING CEREMONY

THEME: Cooking

SUBTHEME: Change

5:50: COMING IN ACTIVITY:

6:00: OPENING CEREMONY:

6:05: Game: Egg Beater Game

The leader of the game is the egg beater and the Joeys are eggs in a huge mixing bowl. As the leader mixes up the eggs, they swish and swoosh together, first slowly, and faster and faster as the egg beater gains speed. Finally the eggs are a smooth mix at the bottom of the bowl. Joeys lie close together on the floor and it's time to pour them into a hot frying pan and the Joeys jump up and bounce around.

6:10: Game: Icicle Tag

Choose one Joey to be the 'sun', the rest of the Joeys are 'icicles'. The sun must run around and touch as many icicles as possible. When an icicle is touched, he must 'melt' and fall down. This continues until all the icicles are melted.

6:15: Cooking: Pizza Muffins: Joeys spread a muffin half with tomato sauce, sprinkle on grated cheese and add bacon pieces. Place on baking paper with name added and cook in oven.

Bananas in milk cartons. Joeys push chocolate pieces and mini marshmallows into a slit in an unpeeled banana. Wrap in foil and place in one litre milk carton torn at the top. Light and cook.

6:40: Game: Freezing Statues

Establish the meaning of "Freeze!" Total quiet with no movement becomes necessary at some point when the Joeys are running and climbing.

Explain that when a leader calls "Freeze!" there should be no movement or noise. To illustrate the idea, start the Joeys moving quickly (hopping, skipping) around the room. Shout "Freeze!" when they really get going. They must hold their position until you tell them to "Melt." Any Joey who moves or makes a noise misses a turn. As your games session continues, shout "Freeze!" every once in awhile to stop the action for a ten second spot of peace and quiet.

6:45: Game: Popcorn

Talk about how popcorn is made and why corn pops when heated. Divide the Joeys into two groups--one as 'popcorn', the other as 'poppers'. The 'popcorn' group stands in the middle of a circle formed by the 'poppers'. All Joeys crouch down, the 'poppers' gradually rise up as tall as they can stretching out their arms to indicate high heat. The 'popcorn' in the centre starts popping as the heat increases. When the 'heat' is at its highest all 'popcorn' Joeys should be jumping up and down. Switch the groups and play the game again.

6:50: Activity: Eat Pizzas and bananas

6:55 CLOSING CEREMONY

THEME: Scientists / Mixtures

5:50: COMING IN ACTIVITY: Make Name Tag to add to white shirts

6:00: OPENING CEREMONY:

6:05: Game: Sticky Popcorn: Joeys 'popping'--jumping or hopping around like individual pieces of sticky popcorn and making popping sounds while searching for other pieces of popcorn. When one piece of popcorn comes into contact with another piece, they stick together. Once stuck, they continue to 'pop' around together, sticking to other pieces until all end up in one giant popcorn ball.

6:10: Activities: Joeys rotate through activities:

Group 1: Rocky Road Slice or Mars Bar Slice

Group 2: Goop: Put $\frac{1}{4}$ cup water into each Ziploc bag and add a few drops of food colouring. Seal bag and shake to mix. Add a little corn starch to each bag and seal to mix. Add more corn starch as needed so that it is runny but hard when squeezed. Let the Joeys put some in their hand and see what they can do. Leader explains that corn starch and water mix to make goop that is runny and hard at the same time.

Group 3: Rainbow Milk: Fill container $\frac{2}{3}$ full with milk. Drop one drop of food colour in each corner of the tray. Using the medicine dropper, add a drop of dish soap to each drop of food colouring. Watch the milk turn rainbow colours. Leader explains that the food colouring allows us to see the action.

Group 4: Slime: 1 part PVA 1 part water Add bit by bit solution from 200ml water with 1 teaspoon Borax.

6:45: Game: Spirals: The Joeys and a leader join hands and form a circle. The leader drops the hand of one of the Joeys beside him and begins to walk around the outside of the circle. The Joey whose hand he dropped remains still but the others follow the leader, who spirals the chain of Joeys around the one standing still until everyone is packed together in a tight coil. To unwind the spiral, all keep holding hands while the boy in the middle ducks down and begins to crawl out through the forest of legs. The whole line follows and soon you should be back in a circle again. If it works, start anew, leaving another boy in the centre.

6:50: Singing

6:55 CLOSING CEREMONY:

THEME: Light SUBTHEME: Scientists

5:50: COMING IN ACTIVITY: Make a cellophane colour viewer. Cut the middle out of a paper plate and sticky tape cellophane to make a colour viewer to be used during the night. (Throughout the night Joeys wrap their Mother's Day bowl with treats in cellophane)

6:00: OPENING CEREMONY

6:05: Game: Spot Light- The leader stands at the front of the hall facing the wall. With the lights out the Joeys are to tip toe around the room. The leader will turn quickly and if their torch lands on you, you are out.

6:10 GAME: Colour hunt – find different objects around the room and use the colour viewers to see if the colours change!

6:20 Craft

Make a sun catcher



6:30 Exciting Eyes – A talk about eyes by an optometrist

6:45: GAME: Catch! Joeys stand in a circle and try to catch a glowing ball.

6:50: Activity: Joeys work with a partner to complete a puzzle by torch light.

6:55 CLOSING CEREMONY

THEME: Let's Discover Flying

SUBTHEME: Flight

5:50: COMING IN ACTIVITY: Make paper planes.

6:00: OPENING CEREMONY:

6:05: Game: Flying Relay: Joeys stand around circle each given a name – biplane, helicopter, jet, rocket, glider. As each is called, those Joeys fly around the circle and back to their original place. On take-off they all fly.

6:10: Game: Airplane Race:

One cone-shaped paper cup with a hole cut in the bottom and 15 feet of string or twine for each team. Pass the string through the hole in the cup. Joeys are divided into teams of three. Two Joeys on each team hold either end of the twine and line up side-by-side with the other teams. The third member of each team stands at one end of the twine with the paper cup and, at a given signal, blows into the cup to move it the length of the twine. The first team to get the cup moved the length of the twine wins the game.

6:15: Activity: Fly paper-planes to see which can fly the furthest.

6:20: Craft: Joeys make a parachute using a plastic shopping bag, string and small action figure tied to the bottom.

Biplane using 2 peg segments and 3 paddle-pop sticks.

6:40:Activity: Monorail. Two strings are stretched across the room with a straw threaded through each. Attach a long, blown up balloon to the straws. Joeys count down and the two balloons are released simultaneously. Joeys watch them fly along the string. Repeat.

6:45: Activity: Blow across the top of a strip of paper. This is how a plane works. The air pressure across the top of the wing is lighter than that below the plane's wing, which makes it rise.

6:50: Activity: Helicopter Ears: Joeys fold a split piece of paper and add paper clip as a weight. Drop from a height and watch fall. Relate to how some wind blown seed-pods move.

6:55 CLOSING CEREMONY: