

Heathcote Scouts.

Weekly Program. 16-08-2012.

We split the groups into three and cycle them through the activities. To keep the number of scouts doing each smaller.

Time	Program	Leaders
6:45	Leaders arrive, organise gear, maps, map holders	
7.00	Flag talk about scouts in action week	All
7:15	World Jamboree: Ninja game	All
7.30	New Zealand: First stop is New Zealand to visit a Maori Pack. The Cubs join in a welcome dance (Haka).	Hawk
7.45	America: Over to America, play base ball.	Onion
8.00	Spain : Bull Fight. In a circle the scouts attempt to get the other person sock off, socks are slightly pulled off so they can be grabbed. Two scouts are placed in a large circle and they attempt to grab the sock off their opponent or push them out of the circle. Care with this one cut rough play early...	Buzz
8:15	England: Gillwell Challenge. Firstly what is gillwell. Training is the focus, talk about the Patrol method and what that means to them.	TallPine
8:30	China: Chopsticks and jelly beans. Scouts will get chopsticks and try and eat a jelly bean without dropping it. They get 1 minute each, boiling water to sterilise the chopsticks between	Onion
8:45	World at war: We must consider that somewhere in the world is at war. These people must deal with the problems. One of the problems is land mines and injuries from the war. The scouts stand at one end of the hall and the patrol leader picks two scouts to run the mine field. One scout is blind folded and the scouts scatter on the floor. The other scout guides the blindfolded scout through the minefield using voice and instruction only.	Hawk
8:50		
End	Talk to parents, check back door locked and dens.	All

Gilwell

[William de Bois Maclaren](#) was a publisher and [Scout Commissioner](#) from [Rosneath, Dumbartonshire, Scotland](#). During a business trip to London, Maclaren was saddened to see that Scouts in the [East End](#) had no suitable outdoor area to conduct their activities. He contacted [Lord Robert Baden-Powell](#), who appointed [P.B. Nevill](#) to handle the matter. Nevill was Scout Commissioner of the East End. On 20 November 1918 over dinner at Roland House, the Scout Hostel in [Stepney](#), Maclaren agreed to donate £7,000 to the project. Part of the agreement included narrowing the areas to look for suitable land to [Hainault Forest](#) and Epping Forest. [Rover Scouts](#) searched both without success, but then John Gayfer, a young assistant scoutmaster, suggested Gilwell Hall, a place he went [bird-watching](#). Nevill visited the estate and was impressed, though the buildings were in poor condition. The estate was for sale for £7,000, the price Maclaren had donated.^[1] The estate totaled 21 hectares (52 acres) at the time.

The estate was purchased in early 1919 by Maclaren for the Boy Scout Association. Nevill first took his Rover Scouts to begin repairing the estate on [Maundy Thursday](#), 17 April 1919. On this visit, the Rovers slept in the gardener's shed in the orchard because the ground was so wet they could not pitch tents. They called this shed "The Pigsty" and though dilapidated, it still stands, as it is the site of the first Scout campsite at Gilwell Park. Maclaren was a frequent visitor to Gilwell Park and helped repair the buildings. His dedication was so great that he donated another £3,000. Maclaren's interest had been in providing a campground, but Baden-Powell envisioned a training centre for Scouters. An official opening was planned for 19 June 1919 but it was delayed until Saturday, 26 June 1919 so that Scouts could participate in the Official Peace Festival commemorating the end of [World War I](#). Invitations were changed by hand to save money.^[1] Significant remodeling and construction was done in the 1920s. Because of limited finances, few improvements were made during the [Great Depression](#) of the 1930s. Baden-Powell never lived at Gilwell Park but he often camped, lectured, taught courses, and attended meetings. He emphasized the importance of Scouters' training at Gilwell Park for Scouting by taking it as the territorial designation in his [peerage title](#) of *1st Baron Baden-Powell of Gilwell* in 1929 when the [barony](#) was conferred upon him by the king

NINJA!

This is a fun game that works best with ten or more players. It can be used as a timefiller, or just for fun.

A group of scouts stands in a circle, hands touching. The Leader shouts:
"1, 2, 3... NINJA!"

At the call of Ninja, everyone leaps backwards, striking a deadly Ninja pose.

The first person makes a fluid lunge or single move, which can include a roll or a jump. Their aim is to touch a hand of a person nearby, which is a Ninja Strike.

The person you are aiming for can try and weave, duck or evade but they are not allowed to move their feet.

Rules vary but you might have 1, 2, or 3 'lives' per hand – ie once you have been struck on each hand the required number of times then you are out. You can only be struck once each turn. The turns go ANTI-clockwise around the circle until there is a final winner, ie the next in turn is the person to the right of the one who just played.

This is a game of speed and agility, not force. The strikes should only be a tag.

This game was very popular at WorldJam 2011 in Sweden, where scouts from around the world with no language in common would start up Ninja games

spontaneously. The game can include a Ninja song, or danger tune...