



Scouts in Action Week Disability Awareness

22nd-28th August 2011



Scout Troop Program Planner

Theme	Disability Awareness	Date		Attendance	
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Time	Minutes	Activity Type	Activity Description	Equipment	Leader
00.00	5	Ceremony	Opening Parade	Australian Flag Prayer Book	
00.05	10	Subs	Patrol Corners Collect Subscriptions	Nil	
00.15	20	Game	Bubble Wrap Game	<ul style="list-style-type: none"> • Bubble Wrap • Whatever else needed for your game 	
00.35	60 15 min per base	Bases	Disability Bases Base 1 – No Talking Base 2 – No Hands Base 3 – No Hearing Base 4 – No Seeing	<ul style="list-style-type: none"> • Nil • Paints, paper • Ear Plugs • Blind folds 	
01.35	10	Debrief	Disability Awareness		
01.45	10	Patrol Time	Check off badgework and Patrol Discussion		
01.55	5	Ceremony	Final Parade Presentations Announcements	Australian Flag Prayer Book	
02.00		Dismiss	Home		

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

Downloads include:
This program

Announcements

Tonights Program:

Special events:

Birthdays:



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AWARD SCHEME

Pioneer - Citizenship

1 Values

a) Promise & Law

- i) Know and understand the Scout Promise and Law.
- ii) Show your Scout Leader that you are doing your best to keep the Scout Promise and you are living by the Scout Law.

6 Activities

- a) With your Patrol, find out what facilities (health, education, leisure, and social) are available in your local area for people of Scout age. These may be provided by your local government and/or other service providers. Find out who runs them (Department of Health, Department of Education, Local Council etc) and present your findings to the Troop

7 Community

With members of your Patrol, visit an organisation that services your local community. Find out what service it provides and how it is organized. Such an organisation could be local seat of government, community service agency, local TV or radio station, newspaper, urban or rural fire service, ambulance station, police station, emergency services, forestry, sewerage agency etc.
(For Disability Awareness an appropriate agency (refer to 'Peak Bodies' <http://www.scoutsinactionweek.com>) could be selected and investigated).

Explorer - Citizenship

1 Values

a) Promise & Law

- i) Know and understand the Scout Promise and Law
Discuss with your Scout Leader the part that the Scout Promise and Law plays in your life.



Adventurer - Citizenship

7 Community

Organise for your Patrol to visit one of the service facilities outlined in Pioneer Citizenship 7, and understand the contribution made to the community by the organisation selected.
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Proficiency Badge Community

To gain the Community Badge you must complete all the requirements for A, B and C

Range: Meals on Wheels, charity food collection and distribution, service clubs, charitable organisations (refer to Peak Bodies <http://www.scoutsinactionweek.com>) etc.

- A INVESTIGATE
Discover ways your Group could be of assistance to your chosen organisation, or the community as a whole.
- B SKILL
Show by your active participation that you have an interest in local community needs other than emergency services.
- C ACTIVITY
Report to the Troop how you became, and how they could become, more relevant within the community. In the report mention contacts etc, to streamline future activities.

Other or Special Interest Badge

Deaf Sign Language

1. Carry out a simple conversation with a deaf person in sign language for 10 minutes.
2. Demonstrate an ability to use finger spelling and to 'read back' in that mode
3. After reading an easy passage from a book or periodical, retell that passage in sign language. A sign language dictionary may be used.





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Game/Relay	Bubble Wrap Game	20 Min
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Equipment: Bubble Wrap
Necessary equipment required for the game chosen

Activity: Choose a Troop favourite game but instead of everyone being normally sighted give them a vision impairment by putting bubble wrap over everyone's eyes – make a mask or similar.
Have fun!

Activity	Bases	15 Minutes Per Base
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Base 1 – No Talking!

Equipment: Ropes
Poles
Instructions (see attached)

Method: Instructions are given to the Patrol Leader.
Patrol Leader reads instructions to the rest of the Patrol
As soon as the PL reads the instructions, the Patrol must complete the activity 'totally silent'

Debrief: Leader should have a brief discussion with Patrol on how they coped completing the task without being able to talk and communicate in the 'normal' way

Base 2 – No Hands

Equipment: Poster paints or similar
Paint brushes (varying sizes)
Paper
Old shirt/pants for paint splashes
Old tarp or floor covering (drop sheet)

Method: There are many talented artists that paint with their feet and mouths only
<http://www.lahnjules.com/painting-with-only-feet-and-mouth/> so here is a chance for the Scouts to give it a go.
Have the Scouts try and create some artwork depicting a Scout activity by painting with their feet only.



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Base 3 – No hearing!

Equipment: Scout Promise sign sheet (see attached)
Ear Plugs

Method: All members of the Patrol are to place ear plugs into their ears so that they become hearing impaired.
Patrol members then take on part of the Scout Promise and learn to 'sign' that part
When all have learnt their part the Patrol is to sign the entire Scout Promise to a Leader.

Debrief: Leader should discuss with the Patrol how they felt about learning sign language and having a hearing impairment.

Base 4 – No Seeing

Equipment: Blindfolds or scarves
Garden stakes (green type)
Rubber bands
Paper clips
Ping Pong Balls
Stopwatch

Method: Patrol is to be shown equipment.
Patrol line up 10m away from the equipment
On 'go' the first Patrol member races up to the equipment, puts on a blindfold and starts making a ballista.
After two minutes the first member removes blindfold and races back to the Patrol to tag the next member who then continues the construction blindfolded.
Patrol members keep tagging in and out until the ballista is built.

Debrief: Discuss the difficulties of having a vision impairment and ask the Scouts how they felt trying to complete the task.

Note that the Patrol may not complete the task – discuss with the Patrol that this might be 'normal' for people with a disability, that things may take longer to do.

Discussion	Disability Awareness	
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Scouts Leader to have a brief discussion with the Troop to confirm:

- There are many people with disabilities, some permanent, some temporary.
- Many Scouting activities can be completed using other ways and sometimes they may take longer to finish.
- We all need to be sensitive to other's needs.

Closing Parade



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Base 1 Instructions

Patrol Leader to read the following instructions.

“There is a flood coming and your Patrol is to construct a tower capable of holding your entire Patrol at least one metre off the ground. You can use any Scout knot or lashing you want but time is ticking so don't waste any time’

From this point on NO ONE IS ALLOWED TO TALK until the activity has been complete.

GO! THE FLOOD WATERS ARE COMING



THE SCOUT PROMISE



On my honour



I promise that I will do my best



To do my duty to my God, and



To the Queen of Australia



To help other people, and



To live by the Scout Law