

## SIA Month Venturer activity

### Venturer Night Activity

As venturer night – do online anti-bullying web material/ You Tube videos (these are about 5 minute long) (

<http://www.youtube.com/watch?v=RmPavKR7s3w>

Thirty (30 min activity) depends on length of discussion during and after the video is played and the suggestion is see it once through and then stop and talk about it the second time.

**Video** for the Venturers to watch as a group  
Show video and see/discuss what's happening after.  
Review

10 minute video with stops (being made)

Video stops at particular point. Break down into parts – what should happen

Video may or may not be scouting related, age relevant. 4 stops.

What could have been done differently?

Questions to prompt – same questions each time it stops

What's happening?

How could it be done differently?

Who are the participants – roles?

If characters are specific to their age group, they will relate to them better rather than adult aged video characters.

Video 4 – 5 key questions to be asked and talked about and discussed.

Aim for Venturers to critique and share ideas and their way of thinking around the video content

May use personal experiences to explain their thinking and clarify the issue of bullying

Once the video concludes – debrief what they have seen.

Provide final thought provoking question. If that was you or someone you knew would it be different?

Activity provided as a pack.

- Information sheet for leader
- Set of questions with a fact sheet.

## 2. Games

### Physical activity

Trust games – e.g. 5 minute activities in small groups. E.g. group in small circle touching shoulders. One venturer in the middle and they go limp and are moved from across the circle. Debrief is about trust and relying on one another for support. Understanding reliance on others.

Idea of impairment

### Blindfolded activities

Blind fold soccer – risk assessment – kicks at close range.

On the field four people. 2 who are blind folded and two who are guides and the object is to kick a goal played as a type of indoor soccer.

Do as a pair numbered off to try for a goal. Some will be very good at this, others will be uncoordinated.

Debrief:

How did the person – two perspectives – those giving the instructions and those receiving them. Aid giving instructions and those receiving them

How could we relate it to bullying – build resilience – e.g. being shouted at in terms of the directions and how they felt and coped with that?

Power play.

Person see –position of power.

Blind folded person – how they respond and communicate.

Comes back to the one giving instructions

Stretch the game and swap roles.

Using the scout method – learning without knowing it.

Venturers time to swap roles and time to debrief.

3. **Guest speaker** – on the issue or related issues – social worker or counsellor re youth and issues  
Interactive session with Venturers

### 4. Scavenger Hunt for Information

Leader or organiser to find information sheets and brochures and print them off preferably on coloured paper.

Cut up pieces and spread them around the hall. Venturers spread out and find pieces in the hall and put them back together and discuss the sheets as they put them together.

5. Make a rap song or video related to building resilience or anti bullying. Look to Coolio (1990s) and his message. Can the Venturers identify that and then write their own. Eg. Gangsters Paradise 1996). Find some information about the song or him.

6. Make a claymation video on the issue. Stop motion apps. Use ipads and phones in sinc.

Task What	Equipment	Who	Where and details