

## Albany Creek Joey Scout Program

<b>Date:</b> Monday 22 August 2016	<b>Leader:</b> Belinda W, Jane G and Declan McC
<b>Duty Joey:</b> Callum E	
<b>Theme:</b> Scouts in Action Month	<b>Sub Theme:</b> 100 years of cub scouts

Time	Activity Description	Leader	Equipment Required:
0.00	Opening Ceremony	All	<ul style="list-style-type: none"> <li>• Flag</li> <li>• 6 red tags</li> <li>• 6 brown tags</li> <li>• 6 white tags</li> </ul>
0.05	Grey Brother	Hawkeye	<ul style="list-style-type: none"> <li>• nil</li> </ul>
0.10	Carpet Time	Bagheera	<ul style="list-style-type: none"> <li>• nil</li> </ul>
0.15	1. Brown Tip Goes Hunting	Chewbacca	<ul style="list-style-type: none"> <li>• nil</li> </ul>
	2. Red Fang's game	Hawkeye	<ul style="list-style-type: none"> <li>• 4 hoops</li> </ul>
	3. Tawny Fur and Black Plume's round up game	Bagheera	<ul style="list-style-type: none"> <li>• Tawny and black wool</li> </ul>
In Case	White Claw says	Chewbacca	<ul style="list-style-type: none"> <li>• nil</li> </ul>
0.55	Closing Ceremony	All	<ul style="list-style-type: none"> <li>• Flag</li> </ul>

<b>LEADERS AVAILABLE:</b> Bagheera, Hawkeye and Chewbacca		
<b>PARENT HELPERS:</b>		
<b>BIRTHDAYS:</b>		
<b>ATTENDANCE:</b>	<b>No in Attendance:</b>	<b>No Total Membership:18</b>
<b>NEXT MEETING:</b>		
<b>ACTIVITIES:</b> 3 September Skillorama		
<b>COMMENTS:</b> Issue coloured tags to each Joey to mark their "six" Reminder that C4 for skillorama is due next week.		

Team One – Red Fang	Team Two – Brown Tip	Team Three – White Claw
Luka K Shan K Storm D Mitchell K Matthew T Cooper C	Aidan S Callum F Ashton W Peter W Harrison C Mateo V	Ben G Callum E Luke E Tristan Hs Sam W Samson P

**Game: Grey Brother**

Grey Brother (a Leader) takes the new Cubs hunting. As they are inexperienced they must follow everything Grey Brother does. Grey Brother will run around the hall/den, leaping over imaginary tree trunks, swimming across streams/rivers, climbing over rocks, crawling through gaps and then finally back to Mother Wolf's den.

Can break them into smaller groups and use the other colours as well.

Black - Black Plume

Brown - Brown Tip

Tawny - Tawny Fur

Red - Red Fang

White - White Claw

**Carpet Time: Callum and Luka** to talk about their linking experience

**Rotational Group Activities:****1. Brown Tip Goes Hunting**

Brown Tip is hungry and wants to catch something for dinner. The Joeys act as animals asleep in a line across the hall/den (eyes closed, arms folded, legs crossed), about half way down the hall/den. Brown Tip is crouched down ready to pounce on his dinner six or seven paces behind the sleeping Joeys. Brown Tip lets out a very loud wolf howl and then springs up and runs to catch his dinner. The sleeping Joeys scatter and run to safety at the other end of the hall. Those caught by Brown Tip can join him in the next hunt. No one can move until after Brown Tip's loud howl. The game continues until all the dinner (Joeys) have been caught.

**2. Red Fang's game**

Have one hoop (bush) per Joey Scout (rabbits), except two. One will be Red Fang who is the chaser. The other is a rabbit or other animal (your choice). Each rabbit has own circle, except one who is grazing. Starting at opposite ends of the playing field, Red Fang chases the rabbit who must run and hide in a bush, tagging out the rabbit already there. Red Fang then chases the new rabbit. Rabbits cannot go back into the bush they were tagged out of and must run to a new bush before being caught by Red Fang. Red Fang changes places when he catches a rabbit.

**3. Three**

Divide the mob into two teams (Tawny Fur and Black Plume) and tie a piece of tawny or black wool around the arm of each Joey Scout. Choose a location in the hall/den that will be each colours 'den'

One Joey is chosen from each team to be the catcher, and they try to catch as many Joey Scouts wearing the other colour as they can. When a Joey is caught they go to the 'den' of the chaser. The first team to catch all of the other team gets a point. Change chasers do all Joeys have a go.

**White Claw Says**

White Claw issues instructions (usually physical actions such as "jump in the air" or "stick out your tongue") to Joeys, which should only be followed if prefaced with the phrase "White Claw says", for example, "White Claw says, jump in the air". Joeys are eliminated from the game by either following instructions that are not immediately preceded by the phrase, or by failing to follow an instruction which does include the phrase "White Claw says". It is the ability to distinguish between genuine and fake commands, rather than physical ability, that usually matters in the game; in most cases, the action just needs to be attempted.