## Joey Mob Program Planner —

## Attendance: / Attendees / Total

## Pelican Point mob visiting!

Theme: Scouts in Action and Buddy badge, potential caring and sharing badge too.

Meeting 4/10 Date 16/08/11

Time	Activity	Leader	Equipment Required
CIA	Qiuet Games box activity time.	Taz, Roo, Bilby	Games box with noughts and crosses, dominoes, frog hopper games in.
4.30	Opening parade- Introduce Leaders and helpers, Show the Scout Salute. Introduce new Joeys! Welcome buddy mob! Remind them of hand signal for quiet listeners.	КО	Flag – break by Bilby
4.35	Game- Find your friends. Each buddy has to make the sound of the animal they are given. Remind them of the sounds these animals make!  Without saying a word/ just making their sound - each Joey has to find their partner/ group. Eg cats and dogs etc.		Cards with animal pictures.
4.45	<b>Discussion</b> - Discussion and example with new buddy = Revise the proper way to guide someone who is blind. Reinforce proper communication.		See scouts in action sheets.
4.15	Activity – Blind Trail – be led and talked through obstacles using proper techniques. Follow the rope trail! Again= proper communication is important.		Ropes at Joey waist height - to mark the way. Lead rope under. over and through some obstacles.
5.00	Game – What is it? Guess by touch what is on the bag – reinforce blindness with blindfold. Everyone else tells you if you are right!		Blindfold and Bag of items – knife , spoon, bar of chocolate, pencil, pen, egg carton, whisk etc.
5.20	Action Story - New friends – caring and sharing story. Number the Joeys and let them know which phrase or action they have to do when they hear their words in the story!  (Encourages active listening)		Caring and Sharing story and instructions!
5.30	Closing Parade- JS Law, Prayer  Notice for Joey/Cub day		Flag – Roo with Noah if invested! Date for diaries - Notice for Joey/Cub day!