

# Scout Troop Program Planner

Theme Disability Awareness	Date	Attendand	:e
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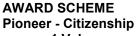
Time	Minutes	Activity	Activity	Equipment	Leader
		Type	Description		
00.00	5	Ceremony	Opening Parade	Australian Flag	
				Prayer Book	
00.05	10	Subs	Patrol Corners	Nil	
			Collect Subscriptions		
00.15	20	Game	Bubble Wrap Game	<ul><li>Bubble Wrap</li><li>Whatever</li></ul>	
				else needed for your game	
00.35	60	Bases	Disability Bases	genre	
			Base 1 – No Talking	• Nil	
	15 min		Base 2 – No Hands	<ul> <li>Paints, paper</li> </ul>	
	per		Base 3 – No Hearing	Ear Plugs	
	base		Base 4 – No Seeing	Blind folds	
01.35	10	Debrief	Disability Awareness		
01.45	10	Patrol	Check off badgework and		
		Time	Patrol Discussion		
01.55	5	Ceremony	Final Parade	Australian Flag	
			Presentations	Prayer Book	
			Announcements		
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:	 







#### 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 maybe 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' <a href="http://www.scoutsinactionweek.com">http://www.scoutsinactionweek.com</a>) 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.

(For Disability Awareness an appropriate agency (refer to 'Peak Bodies' <a href="http://www.scoutsinactionweek.com">http://www.scoutsinactionweek.com</a>) could be selected and investigated).









# 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.





Game/Relay Bubble Wrap Game 20 Min

**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

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.



#### 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

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**



#### 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

