Joey Mob Program Planner

Attendance:
/
Attendees / Total

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

Meeting 1/10

Date

26/07/11

Time	Activity	Leader	Equipment Required
CIA	Introduce hand signals – spell your own name using the finger spelling.	Taz, Roo, Bilby	Sheet of hand signals for the deaf.
4.30	Opening parade- Introduce Leaders and helpers, Show the Scout Salute Remind them of hand signal for quiet listeners.	КО	Flag – break by Taz
4.35	Game- Hand signals relay		Signing sheet – the children have to watch for their first initial signed by two leaders at one end of the hall. They have to run to the leader and sign this letter.
4.45	Discussion - Lord Baden-Powell and the scout movement.		The Handshake (p19 Joey handbook)
4.55	Game – silent game		Nil - Joeys jump, hop, skip, walk back, crawl, bridge, crab walk.
5.00	Activity – Trail signs, no talking! Collect items to make signs. Make a simple trail outside or in the hall if it is wet! Group split up among leaders and make 3 simple signs for each group.		Need trail sheet. Collect twigs, pebbles, shells.
5.10	Game – Ping Pong Blow! Play table football no leaning past half way (mark halfway with chalk 2 games play at same time. Play in relays: winners play to find champion.		Chalk, Ping Pong ball and table.
5.20	Game- NSEW played with hand signals. Work out the signals with the Joeys. Watch out signal for captains coming and crows nest will be similar. Fist for cannonball. Point for directions. Climb rigging. Fist for scrub the decks. Sign SOS for man the lifeboats.		nil
5.25	Game- Find your partner. Without saying a word each Joey has to find their partner. Eg fish with chips, cats and dogs etc.		Matching cards to be paired up.
5.30	Closing Parade- JS Law, Prayer Notices -		Flag – Roo with Callum or Aoife if invested! Fill in forms for trip to Pelican Point! Date for diaries - Notice for Joey/Cub day!