



Planning for Joey Scout Adventurer Programmes by Lyn Mann (Sydney North)

So, you want to embark on an Adventure with your Mob? Read on...

What makes an Adventure Programme different from an ordinary programme?

- Although you start and finish with Parade, it is often in a format to fit in with your theme.
- The Mob spends the entire time in an imaginary journey that 'travels' from one place to another - maybe you physically stay in and around your Scout Hall, but your imagination takes you elsewhere.
- Your activities are linked by the purpose of achieving your goal e.g. in an ordinary programme on dinosaurs, each part of the programme has something to do with dinosaurs. A dinosaur adventure programme will have the activities ordered so that there is "progression with a purpose" to reach your destination or fulfil your quest.
- Dress-up is optional, but certainly adds atmosphere. Coming to Joeys in dress-up plus Group scarf heightens expectations and reduces wasting time during your precious hour.
- An adventure programme could be scheduled to last for 1 ½ hours with permission of Parents.
- Adventures are planned as a 'treat' and should not be run more than once a term.

Forms of Adventure

Taking a Journey e.g. a flight around the Pacific Ocean where you visit Japan, New Zealand, Fiji, Chile and Alaska. Passport, aeroplane seats, story from one place, craft from another, food from another etc.

Going on a Quest e.g. an ancient scroll tells of the Mummy's Gold to be found in an Egyptian tomb.

Time Travel e.g. your time machine takes you back to early cavemen and you live with them for a little while; or to the Jurassic Period where you find valuable dinosaur bones to bring back to modern day.

Building Something e.g. Hidden directions (maybe including basic map work) lead you to progressively accumulate the gear needed to make an item.

Bringing a Story to Life e.g. The Monster Who Ate Australia (have activities from each city he visited); Tell some of Baden-Powell's story (with 2-minute stories linking each part).

Mystery e.g. Visit a Magician (have 10 activities planned and ready; have the Joeys determine the order in which they are run by picking a tag out of the Magician's hat).

Helpful Pointers

- Enlist the help of parents (in disguise is even better!)
- Adventures are especially suited to a Buddy Mob Visit, particularly if the Mobs are small.
- Have a separate person to just take photos or video your proceedings. Then publicise it!
- Many 5-7 minute activities linked together are better than 3 or 4 large ones. Quick changes are essential to keep up the Adventure atmosphere.
- Impress upon the Joeys the 'urgency' of your Quest and therefore you have a better chance of completing it on time. If you manage an early finish (ha!! What's that?) to expand on the Joeys' experiences of your journey and get their imaginations really firing!
- Be very organised. Have clues, props etc hidden before the Mob arrives - or use a coming in activity as a decoy while someone else hides the gear.
- Dress up with flair. Try to get your parent helpers in the mood too.
- Over-act. Joeys know how you are normally - but this is no ordinary meeting!
- Be serious about your quest - this is real imagination we're talking about here!!
- Enjoy it! Adventure programs require extra effort - but they are extra fun too!!!

