

JOEY SCOUT
PROGRAM KIT
For Joey Scout Leaders

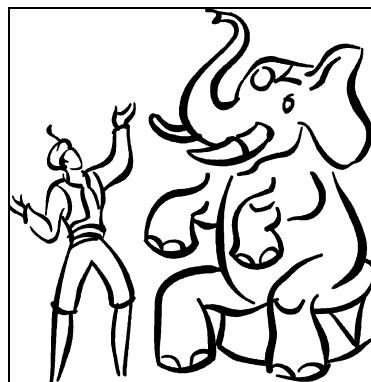
CIRCUS



Going To The Circus



**Clowning
Around**



Animals





CIRCUS

An Australian Scout Publication

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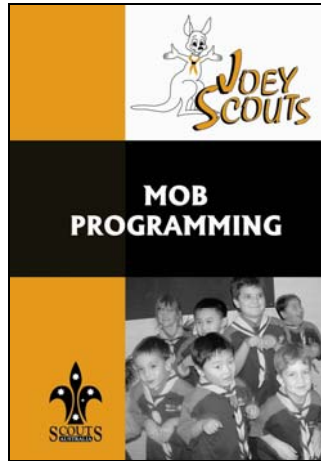
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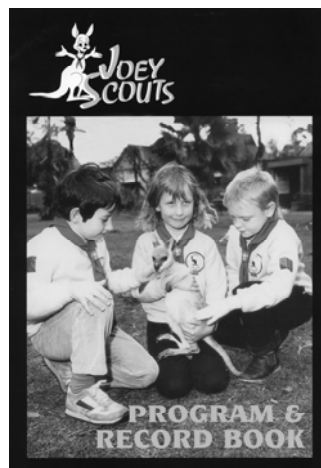
INTRODUCTION

This publication has been designed to give the Joey Scout Leader an insight into developing programs on a Theme. Pages 7-13 outline the method used in developing and planning programs for the Mob. For more detailed information on program planning refer to the publication *Joey Scouts Mob Programming* (see below).



This publication consists of introductory notes; program planning guidelines; three monthly summary planning sheets (covering twelve weeks, excluding Outing Plan, based on four weeks per theme); weekly program planning sheets (covering twelve weeks excluding Outing Plan); information on all the activities, songs, games and stories shown on the weekly program sheets; and blank program planning sheets to assist leaders with developing further programs.

Once the programs have been accepted or modified to suit your Mob, they are then entered into your *Joey Scouts Program & Record Book* (see below).



STARBURST THEME - CIRCUS

The starburst theme chosen for this series of four-week programs is *Circus*. The Circus is an exciting event and throughout the years has been a focus of amusement for many communities across the planet. This theme gives us many opportunities to develop exciting programs for our Joey Scouts. You can see from the starburst that there is a wealth of ideas that could be used and no doubt you could add several yourself. We have chosen three aspects of the Circus in this series of programs. However, if you check on the starburst, you may find many other ideas you could develop into programs.

In this kit we have also included a suggestion for an Outing Plan. Circus animals are a most appropriate reason to take your Mob out to see all kinds of creatures in zoos, wildlife parks or a circus itself. Let them have fun adventures learning about the animals.

For more programming ideas for Joey Scouts, read the other publications in this series called *Seasons*, *Creatures*, *International*, and *Colours*.

HOW TO USE THIS KIT - CIRCUS

First read through the Program Planning on pages 7-13. Next layout the starburst sheet on page 16, monthly summary sheets on pages 18, 31, 46 and see how the themes Going to the Circus; Clowning Around; and Animals, have evolved.

Next look at the weekly program sheets on pages 19, 22, 25, 28, 32, 35, 39, 42, 47, 50, 53, 57 and see how the themes (e.g. Clowning Around) have special weekly program sub themes (e.g. Clowns; Pirates; Wet, Wet, Wet; Spooky Monsters). Suitable games, activities, songs and stories for each week are added in to complete the sub theme.

When developing your own programs with themes and sub themes, involve all your Leader Team and proceed from your starburst to a monthly summary sheet to suit your requirements. Blank monthly summary and weekly meeting sheets have been left on pages 14-15 to get you started.

Next, list out the weekly themes and sub themes. Then using resource books, ideas from your Leader Team and District Training Meetings (DTMs) plus your imagination, plan out the activities, games, songs and stories for each week, who is to run them and what gear is required. Do not forget to incorporate at least one outdoor program every three weeks.

UNDERSTANDING PROGRAMS

PROGRAM PLANNING

The key to providing a program which meets the needs of Joey Scout children is effective planning. Good planning makes the difference between a program that offers no meaningful fun and one that gives a variety of quality activities and experiences.

WHY DO WE PROGRAM?

When we have an efficient program for our Mob we are able to offer a challenge to each child. This in turn helps to achieve a well-disciplined and enthusiastic Mob. Planning enables us to:

- Give our Joey Scouts lots of exciting activities.
- Be prepared and organised to run efficient, fun meetings.
- Develop a commitment to the program from all leaders.

HOW DO WE DEVELOP PROGRAMS?

There are many ways of developing programs. Over the years it has been found that the following method is an effective way of achieving efficient and interesting programs. This is not the only way but until you develop your own methods it is a good method to use.

1. Develop a long range program (yearly).
2. Develop the themes for a term's program.
3. Using the themes, plan each week.
4. Evaluate and revise your programs.

LONG RANGE OR YEARLY PROGRAM

On this plan you should note the following:

- School holiday dates.
- Special holidays e.g. Queen's Birthday etc.
- Religious festivals e.g. Easter.
- Special community events.
- Special Scouting dates e.g. JOTA/JOTI.
- Branch, Region, or District events.
- Group events.
- Special days that could help with themes e.g. Mother's Day, St. Patrick's Day.
- Outings/Camps.
- Major activities e.g. zoo visit.

JOEY SCOUT SECTION TERM PROGRAM				
Year: _____		Term: _____		
DATE WEEKLY MEETING	TYPE OF MEETING - OUTSIDE EVENTS	MEETING THEME	MAJOR ELEMENT THAT WILL BE USED TO EMPHASISE THEME	LEADER RESPONSIBLE FOR ORGANISING THE MEETING
1	t			
	e			
2	t			
	e			
3	t			
	e			
4	t			
	e			
5	t			
	e			
6	t			
	e			
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8	t			
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9	t			
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10	t			
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11	t			
	e			
12	t			
	e			
13	t			
	e			
14	t			
	e			

REMINDEES: _____

This term program sheet is from the *Joey Scouts Program & Record Book*.

Themes

All programs run at Joey Scout meetings should have a theme. When we are trying to teach something to our Joey Scouts it is best to use as many methods as we can. By having a theme for a meeting and running games, telling stories, making things, singing songs etc, we are using as many ways as possible to get our message across about this theme.

How Do You Find a Theme?

There are many methods of finding ideas for themes. The way to generate the most ideas is to use a starburst method and brainstorm ideas from a central starting point. This method also involves the participation of all the Mob Leadership Team. All ideas that develop should be written down. If you have the advantage of a white board or similar board in your hall, then this would be the ideal place to write down your ideas. You will find that as each idea is written down, it will generate more thoughts from others in the team. This idea will also work if you are the only leader. However, it is much easier to gain lots of ideas if you are not the only one participating. See the starburst on page 16 and smaller version on next page.

Program Ingredients

The secret of being a good cook is to use the right ingredients in the correct proportion for the recipe.

So it is with running a Joey Scout Program. We have a selection of ingredients to choose from and we need to use them in the right proportion for the program and for the Joey Scouts in our Mob. It is also important to use fresh ingredients i.e. do not use the same games or activities each week.

Program Layout

The program layout is the order in which your chosen ingredients are presented to the Joey Scouts. Here is an example:

Coming-In Activity – This gathers and organises the children while at the same time it may set the theme for the meeting.

Opening Ceremony

Game – This is usually a fairly active game that involves the entire Mob.

Activity – This is often the highlight of the meeting. It can be either craft-related or some other practical activity.

Game – This may be a team game or one that allows the children to join in as they finish their craft.

Story – The teaching part of the theme is often presented in this way.

Singing – Remember to choose sufficient songs to fill the time allowed.

Game – If time allows a quiet game at this point, it will send the children home in a relaxed mood.

Closing Ceremony – Similar to the Opening Ceremony except that this one usually includes the giving out of messages.

You will note that the games have been used to separate the other activities and to move the children around between more stationary activities. Games can also be used to set the mood of the meeting. Try to quieten down the meeting towards the end as this will send the Joey Scouts home in a less excited state.

The timing of the segments of the meeting will depend on the activity. Generally games should be short – around five minutes. Singing usually takes about five minutes and stories usually not more than ten minutes. Craft or practical activities may take more time. Be prepared to be flexible with your time. If a particular activity seems to be achieving the aim of the program, it may need more time devoted to it and necessitate leaving out a less important item. For example, the creativity, development of teamwork, caring, sharing and helping that children experience from building a Mob Castle out of cardboard boxes, will warrant giving them more time on this activity.

Use of Leaders

All leaders (including Youth Helpers) should have a part to run in the program. It is the responsibility of each person to be ready to run their part before the meeting begins. This allows flexibility within the program. It also helps to eliminate the gaps between items and thus helps in the control of the Mob. If there is only one leader present then the Adult Helpers will need to be involved in the program. It is important that the jobs the leaders run in the meeting vary so that each leader will gain experience in all aspects of running the meeting.

Give Joey Scouts Ownership of Programming

Using Joey Scout ideas and imagination encourages them to feel “ownership” of the program and ensures we meet their needs.

At the Mob meeting, discuss with the Joey Scouts their interests, what they like to do after school and on weekends, places they would like to visit, and special guests they would like to invite to the Mob meeting.

Divide the Mob into small groups and appoint a leader, Youth Helper or Parent Helper for each group. They will write down all the ideas the Joey Scouts have on what activities they would like to do for the term.

Every idea is to be accepted and not rejected. Every Joey Scout is to be encouraged to contribute.

What Happens Next?

At the Leader Team Programming Meeting, use the Mob’s programming ideas to plan your weekly meetings for the term. The Mob can supply the ingredients (ideas) and the Leader Team make up the recipe (the program).

This method can be used at the end of every term or twice a year, which allows newly invested Joey Scouts to have input into the program too through their ideas. Give a copy of the Program to every Joey Scout – this is the best form of advertising for your Mob’s Program, activities and excursions. Joey Scouts can see that their ideas have been accepted and are being used.

This is an incentive for other children to join your Mob when they will be able to actively contribute to program planning.

SUMMARY OF CREATING THE WEEKLY PROGRAM

1. Choose a theme.
2. Choose an activity or craft on that theme.
3. Choose or create some games on the theme.
4. Choose or create some songs and a story for the theme.
5. Sort out the resources you need for this program.
6. Place all these items in order; add some ceremonies; allocate the jobs; and write the program in your *Joey Scouts Program and Record Book*. Have fun putting your program into action and then, with your team, evaluate it.

EVALUATING PROGRAMS

At the end of each program the leaders should get together briefly and evaluate it. For every program you run, try asking the following questions:

- Was it fun for the children and the leaders?
- How did this program relate to the previous program and to the next program (continuity)?
- Was the theme recognisable by the children?
- What outside resources or help from experts or parents did you use?
- Did such help enhance the program?
- Were there any surprises for the children or did the program follow a regular one?
- Was there something in the program for every Joey Scout?
- Was the program well balanced?
- Who planned the program?
- Were the leaders busy most of the time?
- Did the Joey Scouts do anything that they would be eager to talk about when they arrived home?
- Did the Mob as a whole seem to enjoy most or all of the program?
- Did you listen to what they said about the program?
- Did you have control of the situation, especially during games or activities?
- Were they attentive while games were explained or prayers said?
- What attempt was made to influence or allow for spiritual development?
- Did you get 60 minutes out of the hour?
- Could this program have been carried on outdoors/indoors?
- Are you repeating favourite games or other favourite things over and over again?

FINAL POINTS

Keep It Simple; Keep It Flexible.
Remember...Plan Your Work...Work Your Plan
AND
Have Fun!

JOEY SCOUT MONTHLY SUMMARY

THEME:

PROGRAM ITEM	WEEK 1 SUB THEME:	WEEK 2 SUB THEME:	WEEK 3 SUB-THEME:	WEEK 4 SUB-THEME:	COMMENTS

DEVELOPING THE PROGRAMS

From this starburst, three sub themes for the theme of *Circus* were selected to develop into weekly programs. These sub themes with their four weekly program topics are:

GOING TO THE CIRCUS

The Big Top
Circus Training
Senses
Families

CLOWNING AROUND

Clowns
Pirates
Wet, Wet, Wet
Spooky Monsters

ANIMALS

Circus Animals
Horse Acts
Teddy Bears Picnic
Environment

Programs have been over-programmed to allow leaders to make a selection of the elements to suit circumstances and availability of equipment. Suitable stories and songs can be used within the themes instead of the ones suggested.

Each set of programs contains all essential elements for successful programming e.g. - fun, Self and Others activities, Nature, Duty to God, Promise and Law, simple Scouting skills, sense activities, variety of self-expression, outdoor and indoor ideas, and usually simple equipment.

For the songs, if you do not know the correct tune and can fit the words to another tune, use it as Joey Scouts will learn to adapt known words to tunes - look at the variety of tunes to which the Scout Grace can be sung.

JOEY SCOUT MONTHLY SUMMARY - CIRCUS

THEME: GOING TO THE CIRCUS

PROGRAM ITEM	WEEK 1 SUB THEME: THE BIG TOP	WEEK 2 SUB THEME: CIRCUS TRAINING	WEEK 3 SUB THEME: SENSES	WEEK 4 SUB THEME: FAMILIES	COMMENTS
GAME	CIRCUS TRAIN RELAY	JUMPINASTICS	BLIND SCRAMBLE	GRANDFATHER'S FOOTSTEPS	
GAME	ROPE-LA	SCATTERED MIMES	UNDER AND OVER ROLL	HELPING GRANDMOTHER	
GAME	STEP BY STEP	BALANCING ON A FOOT		SHARING LOLLIES	
GAME	TOUCHING PEOPLE				
ACTIVITY	THAT'S TORN IT!	CIRCUS CHARADES	ACTION SUPERMAN or I AM THE MUSIC MAN	PICKLED PEOPLE PUPPETS	
ACTIVITY	BUILD A TENT	SEEING WHILE WALKING	CRISP TASTE - SENSE	PUPPETS VISIT CIRCUS	
ACTIVITY		MAKE PIZZAS - COOKING	DOES IT SMELL? - SENSE	WHO'S MISSING? – SENSE	
ACTIVITY		RHYTHM STICK	TOUCH EAR AND NOSE	FAIRY BREAD - COOKING	
SONG	THE GRAND OLD RINGMASTER	HEAD AND SHOULDERS			

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: GOING TO THE CIRCUS** **SUB THEME: THE BIG TOP** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG	
	GAME	CIRCUS TRAIN RELAY	NIL	
	ACTIVITY	BUILD A TENT	CARDBOARD BOXES, CHAIRS, TABLES, TAPE, BLANKETS, SHEETS, LONG CARDBOARD ROLLS, SAFETY PINS AND STAPLES.	
	GAME	ROPE-LA	ROPES, SMALL ITEMS, SMALL WEIGHTS.	
	GAME	STEP BY STEP	NIL	
	ACTIVITY	THAT'S TORN IT!	PIECES OF PAPER – 10CM x 20CM, THREE FOR EACH JOEY SCOUT.	
	GAME	TOUCHING PEOPLE	NIL	
	SONG	THE GRAND OLD RINGMASTER	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER	

THE BIG TOP

RESOURCES - GAMES

CIRCUS TRAIN RELAY

Teams - First player is the train engine, next is ringmaster's carriage, then lions' carriage, musicians' carriage, elephants' carriage, monkeys' carriage etc. Firstly, each engine races (with appropriate noises) to end and back, picks up next carriage (with noises) and races to end and back, then picks up next carriage etc. When all carriages are hitched to the engine, the whole train runs to end and back.

ROPE-LA

Equipment: Lengths of rope; assortment of items to throw ropes at, and to weight the ropes.

- Show Joey Scouts how to coil rope correctly, and how to throw at different sized and shaped objects. Allow Joey Scouts to practice.
- Show how to throw rope when weighted eg with a shoe, to land beside object so as not to knock it over. Practice.
- Put loop in end (bowline would be best, but any loop can be used) Try throwing loop over objects as in hoop-la.

STEP BY STEP

Joey Scouts line up across the hall, facing end. Each places the heel of one foot in front of the toe of other; then bring the first foot in front of the second ... continue, to a line five metres away.

TOUCHING PEOPLE

Place body parts together that are mentioned e.g. noses to another's right thumbs; left knees to another's left elbows; right big toes to left shoulders; left little fingers to right ears.

RESOURCES - ACTIVITIES

BUILD A TENT (*see illustration below*)

Equipment: Lots of boxes, long fabric/carpet cardboard rolls, sheets, blankets, wide print paper rolls, tables, chairs, masking tape, large safety pins, staples etc.

Method: Build a big top for a circus.



THAT'S TORN IT!

Equipment: Pieces of paper 10cm x 20cm, three times number of Joey Scouts.

Method: Tear two short slits in paper along one long side. Hold corner of paper in each hand. Then pull hands/paper apart which should theoretically tear the paper into three pieces. However, paper generally tears into two pieces! Also, no matter how carefully two slits are torn, one always will be slightly longer than the other. Paper is really rough no matter how smooth it may look.

RESOURCES – SONGS

THE GRAND OLD RINGMASTER (*Adapted from The Grand Old Duke Of York*)

Oh the grand old ringmaster

He had his big top filled.

He cracked his whip and stood them up (*all stand*)

Then sat them down again (*all sit*)

And when they were up they were up (*stand*)

And when they were down they were down (*sit*)

And when they were only halfway up,

They were neither up (*stand*) nor down (*sit*)



JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: GOING TO THE CIRCUS** **SUB THEME: CIRCUS TRAINING** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG	
	GAME	JUMPINASTICS	LONG ROPE	
	ACTIVITY	CIRCUS CHARADES	NIL	
	SONG	HEAD AND SHOULDERS	NIL.	
	ACTIVITY	SEEING WHILE WALKING	CHALK, BEANBAGS	
	GAME	SCATTERED MIMES	PIECES OF CARDBOARD	
	GAME	BALANCING ON A FOOT	2 NEWSPAPER SHEETS FOR EACH TEAM.	
	ACTIVITY - COOKING	MAKE PIZZAS	BREAD, CHEESE, ONION, COLD MEAT, TOMATO PASTE, KNIFE, GRATER, GRILLER.	
	ACTIVITY	RHYTHM STICK	ROLLED UP NEWSPAPER FOR EACH JOEY SCOUT	
	CEREMONIES	CLOSING	FLAG, PRAYER	

CIRCUS TRAINING

RESOURCES – GAMES

JUMPINASTICS

Equipment: Long ropes.

Method: With head up, jump forward six jumps; back six, six to one side; six to the other side. Ropes held taut, 20cm from ground. First player stands at one end, alongside rope, facing other end. Cross outside foot over rope, cross inside foot over as well. When one Joey Scout has made two crosses, next Joey can begin.

SCATTERED MIMES

Joey Scouts walk around; leader calls a number e.g. three and an item e.g. alphabet letter, piece of furniture, animal etc. Joey Scouts in groups of that number, mimic or form the item without speaking in a short given time.

BALANCING ON A FOOT

Equipment: Two sheets of newspaper for each team; half of each team at each end of the room.

Method: Joey Scout puts a sheet in front with foot on it. Then places other sheet in front of the first one with other foot on top. Briefly balancing on one foot, the Joey reaches behind and collects the first sheet to put in front to step onto. Continue to end. Next Joey Scout returns same way.

RESOURCES - ACTIVITIES

CIRCUS CHARADES

Mime a clown, tightrope walker, ballet dancer, clown sword fighting, horse rider, conductor of music, ringmaster, ball, lion tamer, elephant driver.

SEEING WHILE WALKING

Equipment: Chalk out a *road* with curves, angles, straight lines.

Method: Joey Scouts start on *road* anywhere; follow road with heads held straight but looking without turning their head.

MAKING PIZZAS – COOKING *(see illustration on next page)*

Equipment: Bread/pita bread; chopped cold meat; chopped onion; tomato paste/sauce; cheese; grater; safe knife; griller.

Method: **WASH HANDS THOROUGHLY** Toast bread. Grate cheese. Spread toast with tomato paste. Add meat and onion. Sprinkle cheese over top. Pop under griller to heat and melt cheese.



RHYTHM STICK (*could use gentle rhythmic music*)

Equipment: Rolled up newspaper for each Joey.

- Hold stick, pass around body in smooth action using both hands, changing direction. Pass under knees, keeping action smooth and rhythmical. Do pattern of eight around knees. Hold stick horizontally, step over and back.
- Balance stick on palm of hand; on two fingers, three, and four. Change hands.
- Balance on head, chin, forehead, each shoulder, and each knee.
- Put on shoulder, step forward, back, and to each side. Change shoulder.

RESOURCES – SONGS

HEAD AND SHOULDERS (*Using both hands, touch each body part as sung*)

Head and shoulders, knees and toes, knees and toes.
Head and shoulders, knees and toes, knees and toes
And eyes and ears and a mouth and nose;
Head and shoulders, knees and toes, knees and toes.

Repeat - keeping silent an extra word for each verse, but still doing actions.

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: _____ **THEME: GOING TO THE CIRCUS** **SUB THEME: SENSES** **MEETING TYPE: IN/OUTDOORS** **LEADER:** _____

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING - CIRCUSES are FULL OF SIGHTS, SOUNDS, SMELLS, TASTES, and TOUCHES.	FLAG	
	ACTIVITY	ACTION SUPERMAN or I AM THE MUSIC MAN	CASSETTE RECORDER, CASSETTE TAPE OF MUSIC/CD PLAYER AND CD OF MUSIC.	
	GAME	BLIND SCRAMBLE	CORKS/WRAPPED LOLLIES, BLINDFOLDS.	
	GAME	UNDER AND OVER ROLL	FULL TOILET ROLL PER TEAM.	
	ACTIVITY - SENSE	CRISP TASTE	5 TYPES OF CRISPS or SIMILAR, BOWLS, COLOURED PAPER LABELS, PAPER, PEN/TEXTA.	
	ACTIVITY - SENSE	DOES IT SMELL?	EMPTY FILM CANISTERS, COTTON BALLS, TREE OIL (EUCALYPTUS, TEA TREE ETC), LEMON JUICE, SOAP LIQUID, LAVENDER OIL, VANILLA, CHOCOLATE DRINK.	
	ACTIVITY	TOUCH EAR AND NOSE	NIL	
	CEREMONIES	CLOSING	FLAG, PRAYER	

SENSES

RESOURCES – GAMES

BLIND SCRAMBLE

Equipment: Corks or wrapped lollies, blindfolds for each (or turn off lights if dark enough).

Method: Scatter wrapped lollies/corks over floor. Blindfold each or turn out the lights. Joey Scouts collect as many as they can in certain time. Adults supervise.

UNDER AND OVER ROLL

Equipment: Full toilet rolls. Equal teams.

Method: First team has a toilet roll. The first player passes it under legs to the next player, who passes it overhead, and so on, unrolling paper as they go, to the end. When at the end, return roll, rolling it up as it is passed, while the last player runs to front to start over again.

RESOURCES - ACTIVITIES

ACTION SUPERMAN

Equipment: Cassette/CD player, music cassette/CD.

Method: Either follow music or leader calls out actions relative to Superman for Joey Scouts to follow whilst moving to the rhythm around the room e.g. climb a ladder, comb hair, balance on railing, polish shoes, rescue baby, wave, clap hands, jump obstacle, stretch, etc... fly like Superman.

I AM THE MUSIC MAN

Equipment: Use cassette/CD player with some kind of music e.g. marching. Could have pictures of instruments.

Method: Joey Scouts in circle. March around to music. Then follow directions from tape/CD or leader as to what instruments everyone should pretend to play e.g. trombone, drum, bagpipes, violin, flute, trumpet etc.

CRISP TASTE - SENSE

Equipment: Range of five different potato crisps. Have two sets of each. For both sets, have five bowls marked with five different colours. Each bowl in a set has a different type of crisp and the same crisp should be in a different coloured bowl in the other set. For example, if type A is in red on one side, put type A in blue on other side. Have enough sets to suit Mob size to avoid waiting around. List bowl colours on both sides of a page per set.

Method: Joey Scouts taste crisps in one bowl and match it with crisps in bowl on other side. Joey Scouts draw line from coloured bowl in one set to the coloured bowl in the other set that contains the same crisp.

DOES IT SMELL? - SENSE

Equipment: Empty film canisters with cotton ball. Mark each canister with a number. Range of items for smelling e.g. wet sawdust; tea tree or eucalyptus oil; lemon juice; lavender oil; vanilla; drinking chocolate; liquid soap; antiseptic etc.

Method: Leader or adult drops sample on finger or brushes sample on hand with cotton ball for Joey Scout to identify or say where they have smelt it before.

TOUCH EAR AND NOSE

Ask Joey Scouts to touch left ear with right hand and grab nose with left hand at the same time. Now touch right ear with left hand and nose with right hand. Keep changing.

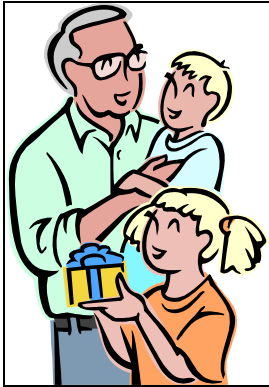
FAMILIES

RESOURCES - GAMES

GRANDFATHER'S FOOTSTEPS

Equipment: Per team two large cardboard shoes with tapes stapled to sides for laces.

- In turn each puts on shoes and shuffles to end and back.
- After all have shuffled, each practices tying a reef bow with laces.



HELPING GRANDMOTHER

Equipment: Two sheets of newspaper in shape of footmarks for each pair.

Method: One Joey Scout helps the other by placing the footmarks to be stepped onto until they reach the end. Change roles to come back.

SHARING LOLLIES

Equipment: For each pair, have a chair and two wrapped lollies, placed at end of room. Clean hands.

Method: On "GO", both link arms, walk to chair; using outside hands undo wrapping, with only one Joey Scout getting to eat the wrapped lollies. Repeat procedure for other Joey Scout.

RESOURCES – ACTIVITIES

PICKLED PEOPLE PUPPETS

Equipment: Flesh coloured pantyhose; two buttons or googly eyes; textas; scissors; needle and thread, doubled and knotted; strong glue; wool; stuffing; tongue depressors; material scraps; extra thread.

Method: Cut pantyhose 15cm from foot section; fill toe section with stuffing. Grab a stuffed section for nose in middle of face and make running stitches around to form nose. Tie off thread. Glue on eyes, holding in place till set. Draw on mouth, cheeks etc. Glue on woolly hair, holding to set. Insert tongue depressor; add cloth around rest of pantyhose and tie thread around neck.

PUPPETS VISIT CIRCUS

Using pickled people puppets, each Joey tells what was seen and best liked at the circus that they pretended to visit.

WHO'S MISSING? - SENSE

Equipment: A tray; tea towel; and collection of faces of people found in families from magazines, newspapers etc.

Method: Show faces to Joey Scouts, pointing to each and discussing which member of family they could be. Also, cover and remove one picture and then show the Joeys the collection for them to guess whose missing. If they can do this well, try removing more than one at a time.

FAIRY BREAD - COOKING

Equipment: Slices of bread, butter, knives, hundreds and thousands, paper plates.

Method: **WASH HANDS THOROUGHLY.** With partner, butter two slices of bread, add hundreds and thousands, cut into four pieces and place onto a plate for each to sit and share.

MONTHLY SUMMARY SHEET - CIRCUS

THEME: CLOWNING AROUND

PROGRAM ITEM	WEEK 1 SUB THEME: CLOWNS	WEEK 2 SUB THEME: PIRATES	WEEK 3 SUB THEME: WET, WET, WET	WEEK 4 SUB THEME: SPOOKY MONSTERS	COMMENTS
GAME	CLOWN RELAY	CANNONBALLS AND PORTHOLE	OVERHEAD SPONGE	ACTION "S" FOR SPOOKY	
GAME	CLOWN WALK	PIRATES AND SAILORS	WATER BUCKET RELAY	TALK TO ME MONSTER	
GAME	HUNGRY CLOWNS	WALK THE PLANK	CATCH THE WATER BOMB		
GAME	NOSE GAME - KEEP BALLOON IN AIR	TREASURE CHESTS	UNDER AND OVER WATER BOMB		
GAME	NOSE GAME - TRACKING BALLOON				
GAME	NOSE GAME - PICK UP PROMISE AND LAW				
ACTIVITY	BISCUIT CLOWN FACES - COOKING	FIND TREASURE ON MAP	FLOTATION	MONSTER ID CARDS	
ACTIVITY	PAINT CLOWN FACES, MAKE CLOWN HATS	PIRATE FEAST	WATER SLIDE	SPOOKY HANDSHAKE	
ACTIVITY		PIRATE HATS	BUBBLE BLOWING	WHAT'S IN MONSTER'S TUMMY? - SENSE	
ACTIVITY				SPOOKY SPIDER	
ACTIVITY				SPOOKY MONSTER PARTY	
SONG	THERE ISN'T ANY TROUBLE	MY HAT IT HAS THREE CORNERS		INCEY WINCEY SPIDER	
SONG				WHO STOLE THE BIKKIES?	
STORY		A PIRATE STORY		A SPIDER STORY	

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CLOWNING AROUND** **SUB THEME: CLOWNS** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	COMING IN ACTIVITY	PAINT CLOWN FACES, MAKE CLOWN HATS	COLDCREAM, TISSUES, FACEPAINT, BRUSHES, WHITE CARDBOARD, ELASTIC, STAPLES, SCISSORS, GLUE, TAPE, GLITTER ETC.	
	CEREMONIES	OPENING	FLAG	
	GAME	CLOWN RELAY	PER TEAM - LARGE JACKET, PANTS, SCARF, HAT, RED NOSE	
	GAME	CLOWN WALK	EACH TEAM - BALLOON, ROLLED NEWSPAPER.	
	ACTIVITY – COOKING	BISCUIT CLOWN FACES	ROUND/OVAL BISCUITS, WHITE ICING, RED CHERRIES, CURRANTS, SHREDDED CARROT, POPSTICKS.	
	GAME	HUNGRY CLOWNS	CARDBOARD BOXES, SOMETHING TO PROP THEM, PAINTS, SCISSORS, PAPER BALLS, TEXTAS.	
	GAME	NOSE GAME - KEEP BALLOON IN AIR	BALLOONS	
	GAME	NOSE GAME - TRACKING BALLOON	BALLOONS	
	GAME	NOSE GAME - PICK UP PROMISE AND LAW	SETS OF PROMISE AND LAW WORDS ON CARDBOARD PIECES WITH DOUBLE SIDED TAPE ON BACK OF EACH.	
	SONG	THERE ISN'T ANY TROUBLE	NIL.	
	CEREMONIES	CLOSING	FLAG, PRAYER	

CLOWNS

RESOURCES - GAMES

CLOWN RELAY

Equipment: For each team a set of clothes eg large jacket, oversized pants, scarf for bow tie, red nose, hat.

Method: Teams of six, one is selected as the “clown” and stands at one end of room, others at other end, each being given an item of clothes. In turn, on “GO”, each races up to dress the clown, running back to their team to sit down for next Joey to race up. When dressed, the clowns run down around their team and sit in place at the head of them.

CLOWN WALK (*a.k.a. Charlie Chaplin*)

Equipment: Each team - inflated balloon, rolled newspaper (stick) and some sort of hat.

Method: First player has a balloon between knees (to make bow legs), a walking stick and a hat, and walks to the end and back for the next to continue.



HUNGRY CLOWNS

Equipment: Boxes, propped to slant. Top has drawing of clown face with wide mouth cut out. Paper balls.

Method: Teams equal distance around box. Each player tries to feed hungry clown by throwing in a ball through the clown’s mouth.

NOSE GAMES

Equipment: Balloons for each Joey for the first two of the three games. Third game has Promise and Law words written on small cards with double-sided sticky tape on back.

- **Keep Balloon In Air.** Using noses, keep balloons up.
- **Tracking Balloon.** Push balloons along floor with noses.
- **Pick Up Promise and Law.** The cards are face down at one end of hall. Joeyes run up one at a time and put their nose onto the tape on the back of a card then walk back with it. Eventually Joeyes and leader put together cards/words to create the Promise and Law.

RESOURCES – ACTIVITIES



PAINT CLOWN FACES - COMING IN ACTIVITY

Equipment: Cold cream, tissues, face paints, brushes.

Method: As they arrive, Joey Scouts in pairs decorate each other's face as a clown.

MAKE CLOWN HATS - COMING IN ACTIVITY

Equipment: White cardboard, scissors, stapler, tape, glitter, confetti, hat or shirring elastic.

Method: Cut out quarter circles to be rolled into cones, stapled and taped in place. Add glitter, confetti and elastic to make it into a hat that has the elastic under a person's chin to keep the hat on.

BISCUIT CLOWN FACES – COOKING *(see illustration below)*

Equipment: Round/oval plain biscuits; white icing; red cherries in long pieces (the mouth); shredded carrot (hair); currants (eyes); pop sticks to spread icing.

Method: *Wash hands thoroughly.* Make clown faces.



RESOURCES - SONGS

THERE ISN'T ANY TROUBLE

1. There isn't any trouble if you S M I L E
There isn't any trouble if you S M I L E
And if there's any trouble it will vanish like a bubble,
If you only take the trouble - just to S M I L E
2. There isn't any trouble if you G R I N grin.
3. There isn't any trouble if you ha ha ha ha ha ...

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CLOWNING AROUND** **SUB THEME: PIRATES** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	COMING IN ACTIVITY	PIRATE HATS	NEWSPAPERS, BLACK CARDBOARD, WHITE CARDBOARD OR PHOTOCOPY OF PIRATE SIGNS, GLUE, SCISSORS, ELASTIC, STAPLER.	
	CEREMONIES	OPENING - A CLOWN THEME	FLAG	
	GAME	CANNONBALLS AND PORTHOLES	LARGE BALLS, HOOPS OR CHALK	
	ACTIVITY	FIND TREASURE ON MAP	TREASURE MAP, PEN, BLINDFOLD	
	GAME	PIRATES AND SAILORS	ROPES, THIN STICKS, WRAPPED LOLLIES, PAPER BALLS.	
	GAME	WALK THE PLANK	PLANKS, BRICKS TO SUPPORT	
	GAME	TREASURE CHESTS	TREASURE CHESTS, GOLD PAINTED STONES/GOLD FOIL WRAPPED CHOCOLATES.	
	SONG	MY HAT IT HAS THREE CORNERS	NIL.	
	STORY	A PIRATE STORY	NIL.	
	ACTIVITY	PIRATE FEAST	JOEY SCOUTS BRING PLATE, SUPPLY DRINK.	
	CEREMONIES	CLOSING	FLAG, PRAYER	

PIRATES

RESOURCES - GAMES

CANNONBALLS AND PORTHOLES

Equipment: Large ball (cannonball) per team; hoops or chalked circles (portholes) on floor at one end of room, teams at other end (distance four to five metres).

Method: In turn, Joey Scouts bounce cannonball to porthole, bounce four times in porthole and bounce back to next player. All sit in line to finish, with hands on heads.

PIRATES AND SAILORS *(see illustration below)*

Equipment: "Sailors" are thin sticks stuck in ground randomly in roped off area. Their treasure (e.g. wrapped lolly) is balanced on top of each stick. Joey Scouts (Pirates) are outside roped off area. All have three paper balls for ammunition.

Method: Pirates fire ammunition (throwing) to knock off treasures. At intervals, call halt to collect treasures gained and replace with more. Have treasure for each player.



WALK THE PLANK *(Shiver me timbers!)*

Equipment: Lengths of boards supported by bricks.

Method: In turn, each walks along the planks.

TREASURE CHESTS *(see illustration on next page)*

Equipment: "Treasure chests" for each team; either gold painted rocks or small gold foil covered chocolate coins are hidden in various places. Have the Joey Scouts in small teams with different illustrated direction cards on a different set of coloured cards for each team. Direction cards are placed e.g. near front step, under tree, near front gate, on verandah etc.

Method: Each team has an adult, to help with directions. When the teams have collected the treasures and put in treasure chests, they meet as a Mob for divvying out the spoils.

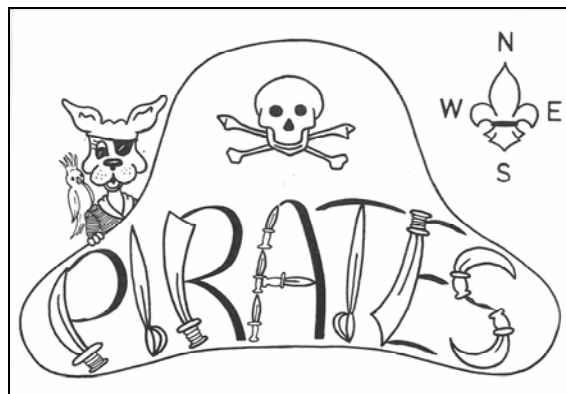


RESOURCES – ACTIVITIES

PIRATE HATS - COMING IN ACTIVITY *(see illustration below)*

Equipment: For each Joey: newspapers, black cardboard 7cm x 20cm, white cardboard or photocopy of skull and crossbones logo, scissors, glue, elastic and stapler. Sample of finished hat.

Method: Fold newspaper in half, width wise. Fold again to find centre of fold, open out this second fold. Bring ends of folds inwards meeting in the centre along second fold line. Turn upper free end back over folds just made. Turn hat over and turn other free side up to match other side. Glue black card onto front turn-up of hat. Cut out white pirate logo and glue to centre front of hat.



FIND TREASURE ON MAP *(see illustration on next page)*

Equipment: Blindfold, treasure map, pen, pin.

Method: Before activity, treasure could be marked on back of map so it is unseen by Joey Scouts. In turn, with blindfold on, all Joeyes mark on map where treasure is; leader writes name of each near mark. When all have finished, the treasure could be indicated from the back by a pin coming through to the front.



PIRATE FEAST

Equipment: Joeys bring food and drink and dress accordingly for a pirate-themed party.

RESOURCES – SONGS

MY HAT IT HAS THREE CORNERS

My hat it has three corners. *(point to top of head, hold up three fingers, point to elbow)*

Three corners has my hat. *(hold up three fingers, point to elbow, point to top of head)*

If the hat has not three corners. *(point to top of head, shake head, three fingers, point to elbow)*

It is not my hat at all. *(point to top of head, shake head)*

RESOURCES – STORIES

A PIRATE STORY

Choose a story about pirates.



JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CLOWNING AROUND** **SUB THEME: WET, WET, WET** **MEETING TYPE: OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG	
	GAME	OVERHEAD SPONGE	EACH TEAM - CARWASH SPONGES, BUCKET OF WATER.	
	GAME	WATER BUCKET RELAY	PER TEAM - BUCKET OF WATER, EMPTY CONTAINER, CUP.	
	ACTIVITY	FLOTATION	CORKS, TOOTHPICKS, PAPER, PLASTICINE, SMALL ITEMS OF WOOD, PLASTIC, METAL, CLOTH, WOOL ETC. DISHES OF WATER, TOWELS.	
	GAME	CATCH THE WATER BOMB	WATER FILLED BALLOONS FOR EACH PAIR	
	GAME	UNDER AND OVER WATER BOMB	WATER FILLED BALLOONS PER TEAM	
	ACTIVITY	WATER SLIDE	LARGE PLASTIC SHEETS A FEW METRES LONG, WATER, TOWELS, SUITABLE CLOTHING E.G. SWIMMERS.	
	ACTIVITY	BUBBLE BLOWING	WATER, DETERGENT, PLASTIC CUPS, WIRE WANDS, STRAWS, SLOTTED SPOONS ETC.	
	CEREMONIES	CLOSING	FLAG, PRAYER	

WET, WET, WET

RESOURCES - GAMES

OVERHEAD SPONGE

Equipment: Carwash sponges for each team, with bucket of water.

Method: In teams. First player dips sponge in the water, passes it overhead to the next and so on to the last one who comes to the front and repeats the process.

WATER BUCKET RELAY

Equipment: Per team – full container of water, empty container and cup.

Method: In turn, each carries the cup to the water container, collects water, returns to fill empty container. Next continues. Game continues for a set time, then the levels are checked, or until one team has reached a certain level.

CATCH THE WATER BOMB

Equipment: Two water filled balloons per pair.

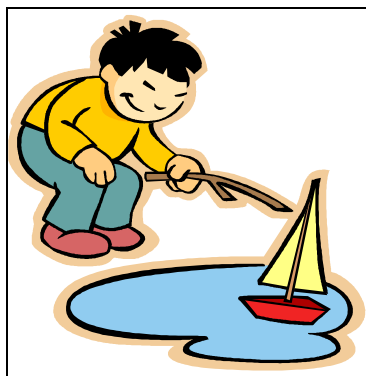
Method: Pairs stand two metres apart and throw bombs to each other. After bombs have been caught three times each, one pair moves back a pace and continues. After three catches each, other pair moves back a pace. Continue until time is up or bomb bursts!

UNDER AND OVER WATER BOMB

Equipment: Water bomb for each team.

Method: First player passes the bomb through legs, the next passes it over head, continue to end of line, to the last Joey who runs to the front, passes it through legs, etc until all have been through.

RESOURCES - ACTIVITIES



FLOTATION

Equipment: Corks, paper, toothpicks, plasticine. Small wood, plastic, metal, foil, paper slides, cotton, wool, cardboard, feathers etc, dishes of water, towels.

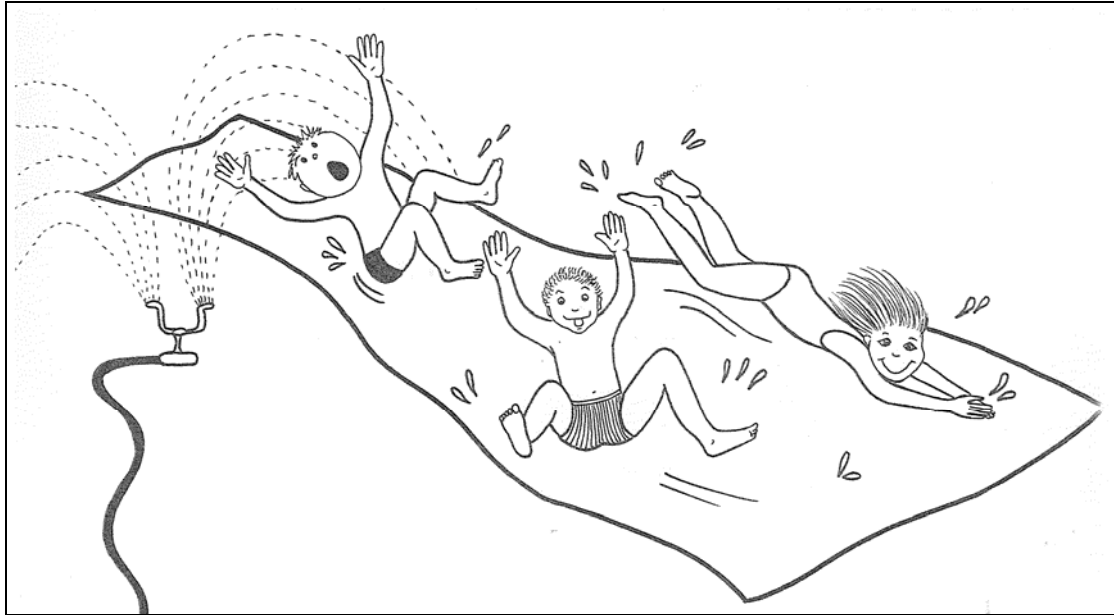
Method:

- Make cork boats with paper sails on toothpicks to float on water; you may need to use dabs of plasticine to balance corks.
- Let Joey Scouts experiment with range of items to discover flotation.

WATER SLIDE *(see illustration below)*

Equipment: Large plastic sheets a few metres long; water; towels and suitable clothing e.g. swimmers.

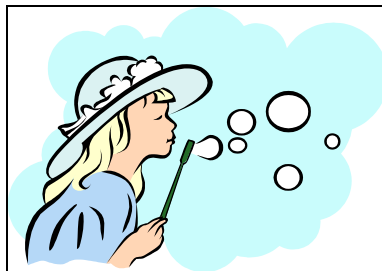
Method: Turn hose on and run water along plastic sheets, hence making it a water slide.



BUBBLE BLOWING *(see illustration below)*

Equipment: Variety of bubble blowers can be used - slotted spoons, straws, wire wands, hands (opening out near little fingers) etc. Soapy water.

Method: Joey Scouts experiment with range of items to blow bubbles.



JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: CLOWING AROUND** **SUB THEME: SPOOKY MONSTERS** **MEETING TYPE: DRESS UP** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	COMING IN ACTIVITY	MONSTER ID CARDS	WHITE CARDBOARD, SCISSORS, WORDS FROM NEWSPAPERS, GLUE, SAFETY PINS.	
	CEREMONIES	OPENING	FLAG	
	ACTIVITY	SPOOKY HANDSHAKE	NIL	
	GAME	ACTION "S" FOR SPOOKY	NIL	
	ACTIVITY – SENSE	WHAT'S IN MONSTER'S TUMMY?	PAINTED BOXES, BOWLS WITH - COLD SPAGHETTI, JELLY, COCONUT, DRIED APRICOTS, BALLOON WITH WARM WATER, JELLY SNAKES.	
	GAME	TALK TO ME MONSTER	BLINDFOLD, PILLOW.	
	ACTIVITY	SPOOKY SPIDER	BLACK BALLOONS, BLACK CARDBOARD, SMALL WHITE CARDBOARD PIECES, ELASTIC, SCISSORS, STAPLER, GLUE.	
	STORY or SONG	A SPIDER STORY or INCEY WINCEY SPIDER SONG	NIL.	
	SONG	WHO STOLE THE BIKKIES?	NIL.	
	ACTIVITY	SPOOKY MONSTER PARTY	PLATES OF SPOOKY FOOD, SUPPLY DRINKS.	
	CEREMONIES	CLOSING	FLAG, PRAYER	

SPOOKY MONSTERS

RESOURCES - GAMES

ACTION “S” FOR SPOOKY (*Using exaggerated movements in pairs*)

Method: Skate to line, skip back. Slither to line, slide back. Swim to line, seesaw back Do other actions in pairs also.

TALK TO ME MONSTER

Equipment: Blindfold, cushion. All sitting in a circle.

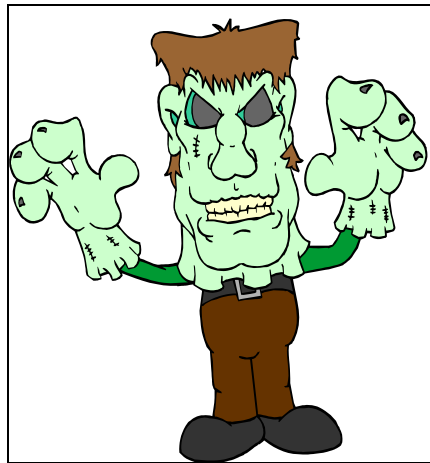
Method: One player is blindfolded with a cushion in hands. The blindfolded Joey finds someone, puts the cushion on their lap and sits down on cushion (adult help needed), and then says: “Talk to me monster!” The person being sat upon speaks. If the voice is recognised, they change places and the new blindfolded person chooses another person in the circle.

RESOURCES – ACTIVITIES

MONSTER ID CARDS - COMING IN ACTIVITY

Equipment: Newspapers, scissors, 13cm white cardboard squares for each, glue, safety pins.

Method: Cut large words from publications eg school, traffic, nuclear. Cut up letters and rearrange for new fantasy words e.g. slooch, craffit, crunela that becomes the Spooky name. Glue onto card, draw a monster under. Pin to costume.



SPOOKY HANDSHAKE

Clap upright hands together twice; clap on top of partners; partner claps on top of yours; grab partner’s fingers in monkey grip, yell grrrr!

WHAT’S IN MONSTER’S TUMMY? - SENSE

Equipment: Boxes with a hole in either side for Joey Scout arms to stick through; paint to look like fat monster with big tummy. Bowls of cold spaghetti, jelly, coconut, dried apricots, balloon with warm water, jelly snakes, marshmallows etc hidden in box.

Method: In turn, Joey Scouts feel inside monster's tummy and quietly tell leader or supervising adult what was felt.

SPOOKY SPIDER

Equipment: Black cardboard, small pieces of white cardboard, scissors, glue, stapler and elastic.

Method: Cut out black legs and fold them so they are crinkled. Cut out black head and body. Cut out white eyes and fangs, glue to head. Glue head and legs to body. Attach elastic to hang it.

SPOOKY MONSTER PARTY

Equipment: Everyone brings plates of spooky food and drinks and dresses accordingly for a spooky-themed party.

RESOURCES – SONGS

INCEY WINCEY SPIDER

1. Incey Wincey Spider climbed up the waterspout. (*place middle finger of each hand on tip of thumb of other hand and swing bottom pair up to rejoin to "climb the spider"*)
Down came the rain and washed the spider out. (*Actions of falling rain*)
Up came the sun and dried up all the rain. (*Actions of sun rising*)
So Incey Wincey Spider climbed up the spout again.
2. Now for the BIG MONSTER INCEY WINCEY. (*Repeat in a BIG Voice, using big arm swings*)
3. Now for a tiny monster Incey Wincey (*repeat in tiny voice, using small movements with finger tips*)

WHO STOLE THE BIKKIES? *

"Something Spooky has happened - the biscuit tin is empty!"

(Clap with the rhythm)

(All) – Who stole the biscuits from the biscuit tin?

(Leader) - (Name JS 1) took the biscuits from the biscuit tin! (pointing)

(JS 1) - Who me? (Pointing to self)

(All) - Yes, you!

(JS 1) - Couldn't have!

(All) - Then who?

(JS 1) - (Name of JS 2) took the biscuits from the biscuit tin!

(JS 2) - Who me?

(All) - Yes, you!

... (Continue until all are named or a set time to stop)

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RESOURCES – STORIES

A SPIDER STORY

Suggestion for a spider story is a mischievous young spider living in a home, appearing to various members of a family in different rooms in a variety of situations and causing them to be frightened. Have this mischievous spider cause someone to have a fall and be hospitalised and everyone becomes very angry at the spider. They intend to seek it out and ban it from the house in the cold winters and the hot summers. Show how the spider redeems him/herself by spinning a web to catch flies/mosquitos that are carrying possible deadly diseases that are causing other families to become very sick.



JOEY SCOUT MONTHLY SUMMARY - CIRCUS

THEME: ANIMALS

PROGRAM ITEM	WEEK 1 SUB THEME: CIRCUS ANIMALS	WEEK 2 SUB THEME: HORSE ACTS	WEEK 3 SUB THEME: TEDDY BEARS PICNIC	WEEK 4 SUB THEME: ENVIRONMENT	COMMENTS
GAME	TWO HUMPED CAMEL RACE	CATCH THE PERFORMERS	LOOKING FOR HONEY	WOMBAT SQUASH	
GAME	MONKEYS AND COCONUTS	MUSICAL SPOTLIGHTS	BEARS BALLOON RELAY	WHALES AND FISHES	
GAME	BALLOON BUST MIME	STILT RELAY	TENT PEG RUN	ANIMALS – 20 QUESTIONS	
GAME		HOBBY HORSE POLO	BEARS DRIVE CARS		
GAME		BALANCING ACT	BEARS RACE BEES TO HONEY POT		
GAME			DO LIKE THE ANIMALS		
ACTIVITY	ELEPHANT FINGER PUPPETS	HOBBY HORSE	TEDDY BEAR PARADE	JUNGLE HUNT	
ACTIVITY	ELEPHANTS BALANCING	POPCORN - COOKING	BEAR PICNIC	SLIMY CURLY SNAKE	
ACTIVITY	MATCHING PAIRS			DIFFERENT ANIMALS AND BEHAVIOUR - DISCUSSION	
SONG	ONE GREY ELEPHANT BALANCING				
STORY	ONGOING CIRCUS STORY	A HORSE STORY	WE'RE GOING ON A BEAR HUNT	BLUE TONGUE	

JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: ANIMALS** **SUB THEME: CIRCUS ANIMALS** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG	
	GAME	TWO HUMPED CAMEL RACE	2 BALLOONS FOR EACH TEAM.	
	GAME	MONKEYS AND COCONUTS	LARGE BALL	
	GAME	BALLOON BUST MIME	BALLOONS WITH PAPER MESSAGE INSIDE EACH ONE.	
	ACTIVITY	ELEPHANT FINGER PUPPETS	GREY CARDBOARD ELEPHANT OUTLINES – 2 FOR EACH JOEY, SCISSORS, TEXTAS	
	ACTIVITY	ELEPHANTS BALANCING	ELEPHANT FINGER PUPPETS MADE IN PREVIOUS ACTIVITY.	
	SONG	ONE GREY ELEPHANT BALANCING	NIL.	
	ACTIVITY	MATCHING PAIRS	DUPLICATED ANIMAL PICTURES ON CARDS.	
	STORY	ONGOING CIRCUS STORY	SERIES OF PICTURES RELATING TO CIRCUS.	
	CEREMONIES	CLOSING	FLAG, PRAYER	

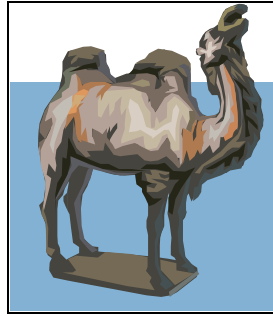
CIRCUS ANIMALS

RESOURCES – GAMES

TWO HUMPED CAMEL RACE

Equipment: Two inflated balloons for each team.

Method: Two balloons are placed between backs of a pair who run to end and back. This can also be done with one balloon instead of two.



MONKEYS AND COCONUTS

Equipment: Large ball. All in a circle.

Method: One player bounces the ball on the spot; counting bounces while player on the right runs around the circle and back to own spot, and touches the bouncer on the shoulder to stop. Player on the bouncer's left now becomes the bouncer with all counting, and the first bouncer runs.

BALLOON BUST MIME

Equipment: Balloons, small notes with easy mimes relating to circus printed on them. Notes are placed inside balloons, then inflated, placed in centre of circle.

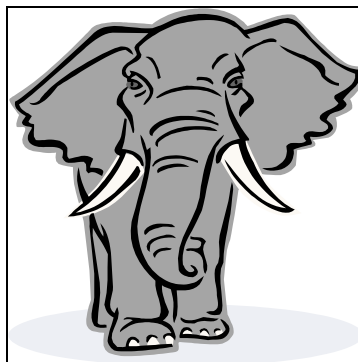
Method: Joey Scouts in circle. On "GO" all rush into centre of circle, grab a balloon and go back to their place. In turn, they burst their balloon and then go to the centre to act out mime for others to guess.

RESOURCES – ACTIVITIES

ELEPHANT FINGER PUPPETS

Equipment: Grey cardboard with two elephant outlines for each Joey, scissors, texta.

Method: Cut outline of two elephants; draw in eyes, mouth, ear details. Place middle finger through hole for trunk.



ELEPHANTS BALANCING

Using finger puppets on each hand, enjoy elephant balancing song and action.

MATCHING PAIRS

Equipment: Duplicated pictures of creatures pasted on equal sized cardboard squares.

Method: Scatter squares face down on floor. In turn Joey Scouts turn over two cards, calling name of each creature. If they match, leave them turned up and player gets another go. If cards are different, turn them over and next player has a go.

RESOURCES – SONGS

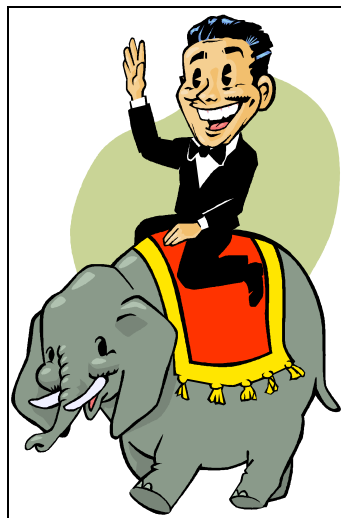
ONE GREY ELEPHANT BALANCING *(The leader starts pretending to be balancing on a string; Joey Scouts in a circle; at end of verse, leader selects one or more to walk in a line, holding onto waist of one in front. Verse is repeated until all are balancing)*

One grey elephant, balancing,
Step by step on a piece of string,
Thought it was such a wonderful stunt,
He called for another “el-ee-phunt”.

RESOURCES - STORIES

ONGOING CIRCUS STORY

Equipment: Series of pictures relating to circus - animals, circus performers, tents, tools, eating and food items, water, taps, people etc. Joey Scouts sit in circle with leaders holding a picture. Leader starts story based around their picture; after a few sentences they say: “and then...” and point to the next person to continue using their own picture as part of the story. When each picture has been used, leave upturned so those to go can be easily seen.



JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: _____ **THEME: ANIMALS** **SUB THEME: HORSE ACTS** **MEETING TYPE: IN/OUTDOORS** **LEADER:** _____

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG	
	GAME	CATCH THE PERFORMERS	NIL	
	GAME	MUSICAL SPOTLIGHTS	CHALK, DAMP CLOTH, CASSETTE PLAYER AND CASSETTE OR CD PLAYER AND CD.	
	GAME	STILT RELAY	EMPTY TIN CANS, UTENSIL TO PUNCH HOLES IN CANS, STRONG STRING.	
	ACTIVITY	HOBBY HORSE	CARDBOARD CYLINDERS, THICK CARDBOARD, SCISSORS, TEXTAS, HORSE HEAD TEMPLATE, MASKING TAPE.	
	GAME	HOBBY HORSE POLO	BALLOONS OR PAPER BALLS, GOALS, NEWSPAPER.	
	ACTIVITY - COOKING	POPCORN	POPPING CORN, FRYING PAN, OIL, PAPER BAGS OR CUPS, SCOOP.	
	GAME	BALANCING ACT	LONG ROPE, EMPTY TOILET ROLLS, BEANBAGS.	
	STORY	A HORSE STORY	NIL	
	CEREMONIES	CLOSING	FLAG, PRAYER	

HORSE ACTS

RESOURCES – GAMES

CATCH THE PERFORMERS

Two Joey Scouts hold hands and are the NET. Others are circus performers, swinging around as the net attempts to catch them. If they are caught they become part of the net, all holding hands.

MUSICAL SPOTLIGHTS (*a.k.a. Musical Chairs*)

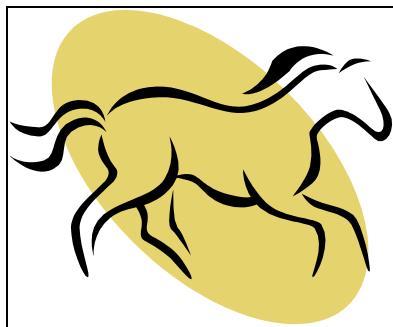
Equipment: Cassette/CD player and music cassette/CD; chalk; 50cm diameter circles drawn on floor for spotlights, with less than half the number of Joey Scouts participating at a time; damp cloth.

Method: All move around as if riding horses until music stops and then run to a spotlight and pose. A circle is then removed with the cloth. Any Joey that cannot fit into a circle is out of the game. Continue this until there is only one circle left.

STILT RELAY

Equipment: Make stilts by puncturing holes opposite each other about two and a half centimetres from bottom of unopened end of cleaned dog food cans. Thread strong string through holes tying at appropriate height for Joey Scouts to be able to hold in hand and walk on the upturned can at same time. Need a set of two per team. Half of each team at both ends of room.

Method: First player on “GO”, mounts can stilts and walks to the other end to change with next player.



HOBBY HORSE POLO

Equipment: Use hobby horses made in “Hobby Horse” Activity. Balloon or paper ball; rolled up newspaper for each Joey Scout.

Method: Two teams, one at each end. Goals marked at each end. Teams have to score goals by batting the ball through opponent’s goal, while staying on their horses.

BALANCING ACT

Equipment: Lengths of rope.

Method: Lay the rope on the floor; Joey Scouts walk across rope, balancing like on a tightrope.

RESOURCES – ACTIVITIES

HOBBY HORSE

Equipment: Thick cardboard with outline of horse's head drawn and long fabric/cardboard cylinders with slit at top end, into which the horse head can slide into, for each Joey; masking tape, scissors, and textas.

Method: Cut out horse head; draw eyes, nostrils, etc. Slide in place and fix with masking tape.

POPCORN - COOKING

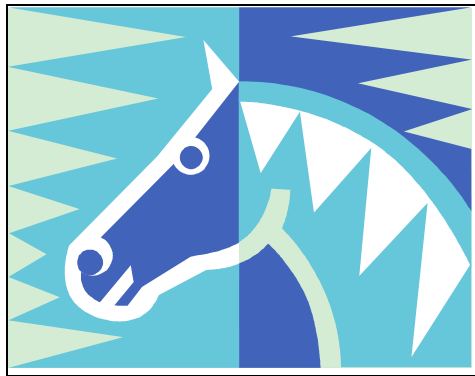
Equipment: Popping corn, oil, fry pan, scoop, paper bags or cups.

Method: Gently heat oil, add corn, replace lid, and cook while giving pan a shake.

RESOURCES – STORIES

A HORSE STORY

Select a story about horses.



JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: ANIMALS** **SUB THEME: TEDDY BEARS PICNIC** **MEETING TYPE: INDOOR** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG	
	GAME	LOOKING FOR HONEY	NIL	
	GAME	BEARS BALLOON RELAY	BALLOONS FOR EACH JOEY SCOUT	
	GAME	TENT PEG RUN	TENT PEGS, MALLET	
	GAME	BEARS DRIVE CARS	BLINDFOLD PER PAIR	
	STORY	WE'RE GOING ON A BEAR HUNT	NIL	
	ACTIVITY	TEDDY BEAR PARADE	CERTIFICATES, FURRY TOY ANIMALS PREFERABLY BEARS.	
	GAME	BEARS RACE BEES TO HONEY POT	CHAIRS, TISSUE BEES AND BEARS, MEAT TRAYS	
	ACTIVITY	BEAR PICNIC	BRING PLATE, SUPPLY DRINK	
	GAME	DO LIKE THE ANIMALS	NIL	
	CEREMONIES	CLOSING	FLAG, PRAYER	

TEDDY BEARS PICNIC

RESOURCES – GAMES

LOOKING FOR HONEY (*a.k.a. Touch This, Touch That*)

Leader calls “Look at...” and points; all run to that place. Keep suggestions going fast, even before they reach that spot.



BEARS BALLOON RELAY

Equipment: Balloons, inflated for each Joey Scout. Joey Scouts (bears) in teams.

Method: First player runs up, picks up a balloon, sits on it to burst it, and walks backwards to their team. They then sit with hands on hips, while next player continues.

TENT PEG RUN (*Outdoors*)

Equipment: Each team has tent peg in ground at other end of area (5-7m away)

Method: In turn, each runs up, places a finger on the peg, runs around it three times and then runs back to the team.

BEARS DRIVE CARS

Equipment: Blindfold(s)

Method: In pairs with one Joey standing behind the other. The front one with a blindfold is the *Car*, the other (the *Driver*) has hands on the *Car*'s shoulders. Using a cleared space, Driver steers the *Car*, gently steering by shoulders. Change over after a while.

BEARS RACE BEES TO HONEY POT

Equipment: Four teams; two chairs (honey pots) at one end of room; bees and bears cut from tissue paper, one of each for each player; four meat trays for the four teams.

Method: In front of each chair are two teams. One team is the bears with tissue bears, the other is the bees with tissue bees. On “GO” first players fan either bee or bear with a tray (probably along the ground) to the honey pot; return for the next player to fan towards honey pot (like a relay). After bees or bears went first, swap with the other and repeat process.



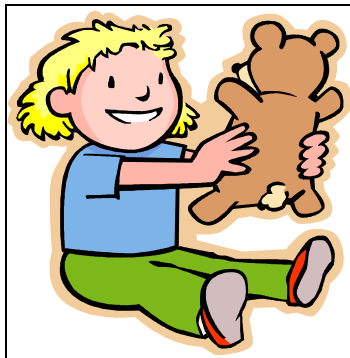
DO LIKE THE ANIMALS

All follow the leader, mimicking the leader who imitates various animals.

RESOURCES - ACTIVITIES

TEDDY BEAR PARADE

Joey Scouts bring favourite teddy bear (or toy animal). Have certificates e.g. fattest, smallest, best dressed, most colourful, tallest, thinnest, furriest, smoothest, cutest name etc.



BEAR PICNIC

Equipment: Everyone brings food and drink including biscuits of a bear shape (which are sold in supermarkets), and their teddy bear or other fluffy toy animal, for a bear themed picnic.

RESOURCES - STORIES

WE'RE GOING ON A BEAR HUNT *(traditional)*

(Leader says line, Joey Scouts repeat section (...), doing actions)

We're going on a bear hunt; ... we're going to catch a big one. ...

I'm not scared. ... What a beautiful day....

Ugh oh! ... Grass. ... Long wavy grass. ...

We can't go over it. ... We can't go under it. ... We can't go round it. ...

We'll have to go through it. ... Swish, swish, swish. ...

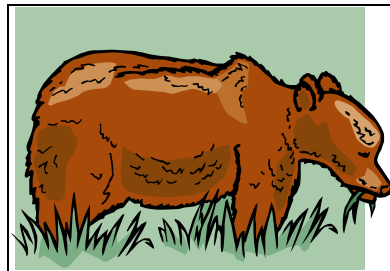
We're going on a bear hunt; ... we're going to catch a big one. ...

I'm not scared. ... What a beautiful day. ...
Ugh oh! ... A forest. ... A tall dark forest. ...
We can't go over it. ... We can't go under it. ... We can't go round it. ...
We'll have to go through it. ... Stumble, tumble, Trip....

We're going on a bear hunt; ... we're going to catch a big one. ...
I'm not scared. ... What a beautiful day. ...
Ugh oh! ... Mud. ... Thick ooogy mud. ...
We can't go over it. ... We can't go under it. ... We can't go round it. ...
We'll have to go through it. ... Squelch, squelch, squelch.

We're going on a bear hunt; ... we're going to catch a big one....
I'm not scared. ... What a beautiful day. ...
Ugh oh! ... A cave. ... A big gloomy cave. ...
We can't go over it. ... We can't go under it. ... We can't go round it. ...
We'll have to go through it. ... Tip toe, tip toe, tip toe.

What's that? ... What's what? Over there! Over where?
One black shiny nose Two black furry ears ... Two big googly eyes ...
It's a bear! ... Quick! ...
Back through the cave ... Tip toe, tip toe, tip toe ...
Back through the mud ... Squelch, squelch, squelch ...
Back through the forest ... Stumble, stumble, stumble ...
Back through the grass ... Swish, swish, swish ...
Run through the gate ... Run up the stairs ... Into bed ...
Under the covers ... Whew!!! ...
We're not going on a bear hunt again. ... Ugh huh!...



JOEY SCOUT WEEKLY MEETING PROGRAM SHEET

DATE: **THEME: ANIMALS** **SUB THEME: ENVIRONMENT** **MEETING TYPE: IN/OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING	FLAG	
	ACTIVITY - DISCUSSION	DIFFERENT ANIMALS AND BEHAVIOUR	NIL	
	GAME	WOMBAT SQUASH	AUSTRALIAN ANIMAL PICTURES AND SAFETY PINS.	
	ACTIVITY	JUNGLE HUNT	PAPER BAGS, WRAPPED LOLLIES	
	ACTIVITY	SLIMY CURLY SNAKE	SNAKE STENCIL, CARDBOARD, TEXTAS, SCISSORS, GLUE, THIN ELASTIC, STAPLER, AND POPSTICKS.	
	STORY	BLUE TONGUE	NIL	
	GAME	WHALES AND FISHES	2 ROPES	
	GAME	ANIMALS - 20 QUESTIONS	ASSORTMENT OF CREATURE PICTURES PASTED ON CARDS, SPRING CLOTHES PEGS.	
	CEREMONIES	CLOSING	FLAG, PRAYER	

ENVIRONMENT

RESOURCES – GAMES

WOMBAT SQUASH

Equipment: Australian animal picture tags. Safety pins.

Method: Half the players stand along one side of make-believe road, the others on the opposite side, each with a tag pinned on the front. One player is chosen as the big truck coming down the left hand side of the road. Names of animals are called and those with that name tag cross the road mimicking the animal's way of moving. If the animal is touched by the truck, it dies and becomes another truck, going to the nearest end to wait for the next animal call before starting along the road.

WHALES AND FISHES

Equipment: Two ropes on the ground for riverbanks. All are fish and stand within river.

Method: One is the "whale" who stands in the middle and says, "I'm the big whale in the middle of the sea"; the rest chant: "We're the little fish and you can't catch us" (wriggling their bottoms *{tails}* while chanting) and run to the opposite sides. If they are caught, they too, become whales.

ANIMALS - 20 QUESTIONS

Equipment: Assortment of animal pictures, pasted on cards, spring clothes pegs.

Method: Peg a card on each player's back collar. On "GO", Joey Scouts find out what they are by moving amongst the others and asking up to 20 questions. Answers can only be "yes" or "no" e.g. "Am I an animal?"; "Do I have fur?"; "Do I have six legs?" Try to ask only one question per Joey depending on numbers. When correctly guessed, peg the picture to shirtfront.

RESOURCES – ACTIVITIES

DIFFERENT ANIMALS AND BEHAVIOUR – DISCUSSION ACTIVITY

Visit library or research information from encyclopaedias to initiate discussion.

JUNGLE HUNT

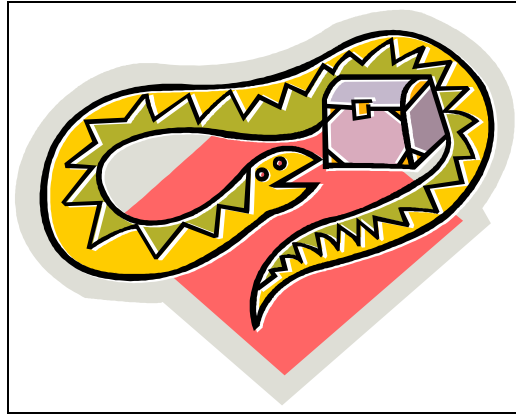
Equipment: Lollies, hidden within designated area; paper bags (one per animal pack).

Method: Mob divided into packs of wild animals and a pack-leader is chosen. Each pack is of a different species and has a different pack call which all practice. On "GO" all animals are free to roam the area to search for food. When an animal finds some lollies, the pack call is made, which is the signal for the pack-leader to come and collect the lollies, storing them in the paper bag. Only the pack-leader can collect lollies. When all lollies have been discovered, animals meet in a Mob, to share them amongst all the other packs.

SLIMY CURLY SNAKE

Equipment: Stencil of snake, cardboard, paste, textas, scissors, thin elastic, staples, pop sticks.

Method: Colour-in and cut out snake drawn from stencil. Staple elastic to back of snake and staple the other end of the elastic to the centre of a pop stick for a handle.



RESOURCES – STORIES

BLUE TONGUE

Back, back in the Dreamtime (*mournful whistling sound*) and deep, deep in the forest (*Low Oooooooo...*) lived a tribe of lizard people. One day the only waterhole in the old creek bed dried up (*sucking noise followed by "Oh Oh"*). The elders of the tribe called all the men together (beckoning with arms and hands) and told them they must search for new water (*murmur, murmur, nod, nod....*).

They picked up their spears (*rapid, noisy brushing of hands*), said goodbye to their wives and children (*sniff, sob*), and marched off along the creek (*slap hands on knees as they walk*). They crossed the old red gum log (*thump chests repeatedly*) and ran (*fast slapping of knees*) until they came to the foot of a large hill which belonged to a neighbouring tribe (*"Ooooooo"*).

They tip-toed up the slope (*Shhhh...*) through the long grass (*rub hands firmly together*) and up to the top of the hill from where they could see a beautiful big waterhole (*Hooray!*). Now up on top of the hill grew a large patch of bushes with delicious blueberries. The hungry warriors gobbled them all (*gobble, gobble, gobble, rubbing tummies*) but the berries made their throats very dry (*gag, gag, gag*). Without seeking permission from the neighbouring tribe, they all ran down the hill (*fast slapping*), dropped their spears (*loud brushing of hands*) and plunged into the water (*long whistle, then splash!*).

Suddenly (*roar....*) a huge black tortoise, the totem of the neighbouring tribe, rose out of the water. The chief grabbed his spear (*clatter, clatter*) thrust it at the tortoise (*agonising Aaaaa..*) and ran. They all ran back as fast as they could (*reverse noise sequence at greatly increased speed*) up the hill, through the long grass, over the red gum log. Faster and faster they ran with their tails between their legs dragging on the ground and growing longer and longer; their tongues hanging out; their legs getting shorter and shorter; and their story beautifully marked along their sides ever since (*loud relieving panting*) as a lesson to everyone.

OUTING PLAN

ANIMALS

EXPEDITIONS - VISIT ZOO/ WILDLIFE PARK

As it is not possible in a publication such as this to plan a specific nature program for any one area, due to the vast differences in landscapes and vegetation types across Australia, the following program is very generic. Other general and specific ideas can be found in *Joey Scout Nature Resource Book* available through your local Scouting retailer.

This program would be appropriate for a family weekend activity. It would probably run for three hours. Activity times have not been specified, due to the more casual atmosphere of this type of program. Allow times that seem appropriate to the situation and the group. Run program during course of the day so time is allowed to enjoy the experience of looking and listening.

PREPARATION:

- Arrange for the Ranger/Zookeeper to meet the Joey Scouts during the expedition and give a short talk.
- Prepare an observation sheet with outlines of animals to be seen. Prepare a sheet of simple illustrations of animals' habitats which Joey's must match to pictures of the animals. (You will need to visit the venue before the Mob visit to prepare this).

Program for about 60 to 90 minutes then lunch, followed by quiet time.

OUTING PLAN

DATE: **THEME: ANIMALS** **SUB THEME: EXPEDITION - OUTING** **MEETING TYPE: OUTDOORS** **LEADER:**

TIME	METHODS OF LEARNING	ACTIVITY DESCRIPTION	EQUIPMENT REQUIRED	LEADER
	CEREMONIES	OPENING – WELCOME	(FLAG) - SET OUT RULES AND BOUNDARIES	
	GAME	HUNTER COMING	NIL	
	ACTIVITY - TALK BY RANGER	ENDANGERED ANIMALS AND ENVIRONMENTS	NIL	
	ACTIVITY	MATCH ANIMALS TO HABITATS	PAPER SHEETS AND PENCILS/TEXTAS	
	ACTIVITY	SCAVENGER HUNT	PAPER BAG FOR EACH WITH ILLUSTRATIONS OF ITEMS TO BE FOUND.	
	LUNCH		BRING PICNIC OR SAUSAGE SIZZLE	
	ACTIVITY - SENSE	SENSORY SOUNDS	NIL	
	SONG	ONE GREY ELEPHANT BALANCING	NIL.	
	CEREMONIES	CLOSING	(FLAG) PRAYER	

OUTING PLAN

RESOURCES - GAMES

HUNTER COMING *(see illustration below)*

Call name of circus animal - elephant, tiger, monkey, seal, horse, dog - for all to mimic until “hunter coming” is called. Then all lie flat and still while the “hunter is coming” until the next animal is called.



RESOURCES - ACTIVITIES

ENDANGERED ANIMALS AND ENVIRONMENTS – DISCUSSION

Check up relevant information in case the ranger is unable to be present and to initiate discussion.

MATCH ANIMALS TO HABITATS

Equipment: Sheet prepared from earlier visit to venue, with outlines and names of animals to be found on one side of page and an equal number of habitats drawn along other side of page.

Method: Joey Scouts to wander around in groups, under supervision, to identify animals on the sheet and link to correct habitat.

SCAVENGER HUNT

Equipment: Paper bag for each Joey with illustrations of required items to be found.

Method: Search for items shown on bags.

SENSORY SOUNDS - SENSE *(outdoors)*

Joey Scouts sit quietly and listen; note what is heard, from which direction it came? What is it? What are the sounds heard most? The least? The loudest? The quietest?

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