



Scouts in Action Week Disability Awareness

22nd-28th August 2011



Joey Scout Mob Program Planner

Theme	Disability Awareness	Date		Attendance	
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Time	Minutes	Activity Type	Activity Description	Equipment	Leader
			Coming In Activity - Colouring In	<ul style="list-style-type: none"> - Colouring in Sheet - Colouring in pencils/pens - Paper 	
	5	Ceremony	Opening Parade	Flag Prayer Book	
	10	Game	Game – Poison Ball	Ball	
	10	Discussion	Discussion on Disabilities	Disability Sign Questions	
	40	Activity	Bases 1. Braille 2. Obstacle Course 3. Catch 4. Finger Spelling	Cardboard Pins Obstacles Balls with Bells Finger Spelling Chart	
	7	Activity	Communication	Phrases	
	7	Game	Goggle Soccer	Soccer Ball Bubble Wrap	
	6	Discussion	Mob Program Debrief	Nil	JSL
	5	Ceremony	Final Parade	Flag Prayer Book	
		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
- Coming In Activity
- Disability Sign
- Braille Alphabet
- Finger Spelling Chart



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Buddy Badge Scheme

Leaders may also invite other Mobs to participate. You may consider using this program to assist with completing one of the Mob meetings for the Mob Buddy Badge.

Joey Scout Mobs can get together, share activities and have great fun. One Mob visits the other, who then returns the visit. Special activities are held when Mobs visit.

Later, this could progress to sharing an outdoor activity, sleepover or Mob holiday.

You can have a 'virtual' Mob buddy scheme by using the Internet.

The Mob who you Buddy with can be any Mob, inside or outside your District.

Mob Buddy Scheme Requirements

1. Your Mob (Mob A) visits another Mob (Mob B).
2. Mob B then visits Mob A (These visits can be for any activity at all, but it's a good idea to try to make them special nights. Of course, it doesn't matter who visits first, as long as each Mob visits each other).
3. Both Mobs share an outdoor activity, sleepover or Mob holiday.

That's it! (Hopefully you will continue to be Buddies and enjoy other occasions together).





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OPENING PARADE

Preparation for Opening Parade

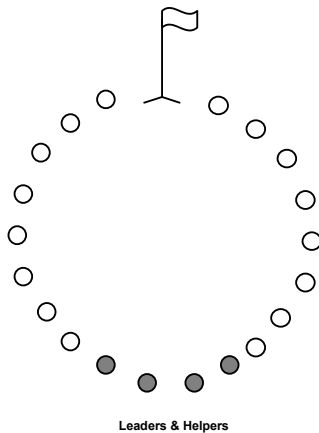
Ensure that the Australian flag is correctly folded for breaking, and is hoisted to the masthead by the Leader before parade is called.

Leader:

“Joey Scouts on Parade”

Joey Scouts:

Form a circle
(Leaders and Helpers join the circle)



Leader:

“Joey Scouts - Alert”

Leader or a 7 year old Joey Scout:

Breaks the flag

Leader:

“Joey Scouts - Salute”

Leader:

“Prepare for Prayer”

Prayer

(or optional song)

Announcements

To nights Program:

_____	_____
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Special events:

_____	_____
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Birthdays:

_____	_____
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_____	_____
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Leader: “Joey Scouts

Break off”

All Joey Scouts and leaders turn to the right and move off.



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Coming In Activity	Colouring In	
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Equipment: Colouring in sheet (see page 11), Colouring in pencils/pens.

Provide above for the Joey Scouts to colour in as they arrive.

Game	Poison Ball	10 minutes
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Equipment: Ball – soft type preferably.

Game Play:

This is a game for any number of people.

1. Two Leaders go on the ends of the playing area/or hall. Everyone else (other Leaders and Joey Scouts) go in the middle – the Joey Scouts then pair up and hold hands.
2. The Leaders on the ends take turns to throw the ball at the Joey Scouts in the middle. Anyone in the middle who is touched by the ball is out so the 'joined Joey Scouts' try to avoid being hit by the ball.
3. If a Leader on the end throws the ball, and a Joey Scouts in the middle catch it before it touches the ground, the Joey Scouts who caught it get a life. This means that the next time they get hit by the ball, they don't have to go out. Each life can only be used once.
4. If a Leader on one end throws the ball straight to the Leader on the other end and catches it before it touches the ground, they call out "FREEZE!" and everyone in the middle must stop where they are without moving. They're not allowed to move again until the Leader on the end has thrown the ball.
5. The game continues until there is only one pair of Joey's left in the middle.



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Activity	Disability Discussion	10 minutes (maximum)
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Have the Joey Scouts with their 'buddy' sit in a circle around the Leader.

Show the sign on the right to the Joey Scouts.

Question: "Where have you seen this sign before?"

Answer: Toilets, parking spaces, restaurants, shopping centers.

Question: "Who knows what it means"

Answer: Disability, special needs, wheelchair.



We are going to talk about **disability** and our program is about understanding **what disabilities are** and to help us think about what it would be like if we had a **disability**.

Question: Can someone tell me what a disability is?

Answer: Let the Joey Scouts come up with their own ideas – try to draw something out from all of the Joey Scouts.

Discuss key words such as – Can't talk, can't see, only have one arm or leg, can't hear, in a wheelchair, use sign language.

Question: Has anyone here ever met or known someone with a disability?

Answer: Choose a Joey Scout and let them talk about meeting or knowing someone with a disability.

Question: Do all people with a disability have a wheelchair?

Answer: No, only a few people with a disability have a wheelchair.

Question: Do all people with a disability use sign language?

Answer: No, only some people learn sign language because they can't talk clearly.

Question: How did you feel when you saw that person with a disability?

Answer: Sometimes you might feel scared. People are usually scared when they see something new and they don't understand what it is. That is normal.

Explain that in Scouting anyone can join. It does not matter if they have a disability. Scouting is for everyone so we can all have fun together.

The 'disabled' Joey Scouts can now remove their 'disability'.

Perhaps ask the 'disabled' Joey Scouts what it was like being 'disabled' and relying on someone else to help them with parade and playing the game.

Explain that there will be other activities about disabilities during the program.



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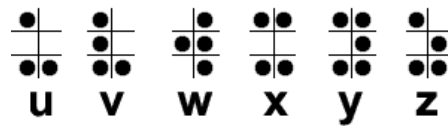
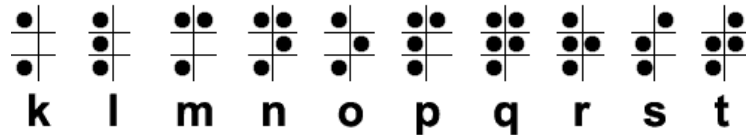
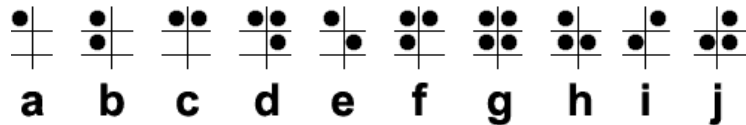
Activity	Disability Bases	10 min per base
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Note – use all or as many of the bases as necessary for your Mob. Adjust the time to suit your mob and situation, or do all the activities as one large activity.

Disability Bases Base 1 Braille

Equipment: Braille Alphabet
Cardboard squares
Small nail (to put holes in the cardboard)

Activity Have the Joey Scouts use the cardboard squares and nails to make up their name or any other word they choose and then have the other Joey Scouts try and read what has been 'written'.



Templates for you to copy and use
