

Cubs



Join-in-Jamboree

22ND WORLD SCOUT JAMBOREE SWEDEN 2011

UNITED KINGDOM



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Introduction

Welcome to Join-in-Jamboree. This resource aims to help your Group be a part of the 2011 World Scout Jamboree whether you are going to Sweden or not

Above all, it's about the world and the Global Programme Zone. Using the Jamboree as a focal point it aims to support all sections in delivering engaging and meaningful activities centred on the following themes:

- **Global Awareness:** What happens in our world? What are its challenges and what do they mean for us? Foster understanding among your Group about local, national and international communities.
- **Global Movement:** There are 31 million Scouts worldwide, living in 216 countries and territories. How can we work together, learn from each other and channel our common bond?
- **Global Action:** Discover how you can make a difference. First we learn about the world, then we change it.

Each section has its own *Join-in-Jamboree* resource. You can view them all at www.scouts.org.uk/ws2011. Activities are grouped into monthly themes from October to September but you can use them at any time of year if you feel it will suit you better.

To supplement the information provided here, there is additional support material available online at www.scouts.org.uk/jij. This includes electronic copies of other sectional *Join-in-Jamboree* documents and a wide variety of Programmes Online (POL) ideas. POL (www.scouts.org.uk/po) contains hundreds of activities to use at meetings. If you have not accessed it before, all you need is your eight-digit membership number to log in. This is included on the address label of your copy of *Scouting* magazine.

To search for any activities or supplementary materials on POL, simply type in the title of the activity and section it relates to and all you need to run the activity will be downloadable.

Sverige väntar – Sweden awaits

Jamboree fact file:

What:	22nd World Scout Jamboree
When:	27 July – 7 August 2011
Where:	Rinkaby, near Kristianstad, southern Sweden
Participants:	Over 28,000 Scouts and Guides from all over the world

Sweden facts:

Area:	174,000 square miles
Capital:	Stockholm
Population:	9.3 million
Language:	Swedish

The UK Contingent

The World Scout Jamboree will become the centre of the Scouting world for two mind-blowing weeks in 2011. The event comes around every four years, making it all the more special. Jamborees are inspiring, life-changing, mesmerizing, exhilarating, challenging... and more. Each one is different but it always includes the feeling of being part of a world family.

The UK is sending its largest ever overseas Contingent – over 4,000 will attend as participants, Unit Leaders, International Service Team (IST) members or wider support. It will be the biggest Contingent there.

Beyond the UK

The UK Contingent is not just made up of Scouts from the UK. The Scout Association's Solidarity Project will enable three Patrols (comprising nine young people and one leader) from Sierra Leone, Armenia and Papua New Guinea to attend the Jamboree and join Units from the UK.

Without our help, these Scouts would not be able to go. A badge to support the Solidarity Project is available to buy from www.scouts.org.uk/ws2011. Over 25% of the cost of each badge is donated to the project (see inside back cover).

As well as the Solidarity patrols, we have Scouts from Gibraltar, British Scouts of Western Europe (BSWE), and the Association's branches in the Caribbean and South Pacific joining UK Units. The Jamboree really does show global Scouting at its best.



A few words of Swedish:

Engelska (English) Svenska (Swedish)

Hello/Hi Hej/Hejsan

Goodbye Hejdå

Good morning God morgon

Good afternoon God eftermiddag

Good evening God kväll

Goodnight Godnatt

See ya Vi ses

Sorry Förlåt

Excuse me Ursäkta mig

Thank you Tack

Please Snälla

Yes Ja

No Nej

Maybe Kanske

Be prepared Var redo





What is solidarity and what does it mean to us as Scouts? Solidarity means to unite under the same cause and belief - in our case, Scouting. It means to support others and form lasting partnerships between local, national and international communities. One way in which we in the UK show solidarity is at the World Scout Jamboree. We are inviting a patrol each from Sierra Leone, Armenia and Papua New Guinea to join Units from the UK for the duration of the Jamboree. Without our help, these countries would find it hard to attend the Jamboree. This month's programme ideas will engage your Scouts with the idea of solidarity as part of the weekly programme.

1. Who's looking after you? (SOS Children's Villages)

Length: 30 minutes

Programme Zone: Global

Summary: Cubs reflect on the importance of having someone to look after them, and how there are many children who are less fortunate. This activity is from SOS Children's Villages, a charity which supports orphaned children all over the world, including Sierra Leone and Armenia.



Equipment

Sierra Leone flash cards and story from Programmes Online.

Preparation

Cut one pack of flash cards per 3-4 Cubs

Instructions

1. Start by asking the Cubs the following questions, and take a few answers after each:

Who woke you up this morning?

Who made you breakfast?

Who made sure you got to this meeting on time?

Who helps you make sure your uniform is clean and tidy?

Who will comfort you if you have nightmares in the middle of the night?

2. Most Cubs will probably answer mum/dad to these questions. Encourage a discussion about who would do all those things if mum/dad wasn't there to do it – suggestions include grandparents, older siblings, nanny, other carers.
3. Tell the Cubs they are very lucky to have all these people who can look after them, and that some children don't have that. For those children, there are SOS Children's Villages.
4. Hand out the flash card packs. Read out the story, pausing after each section, asking the Cubs to choose one of the images for the section (for section 1: 1a or 1b, for section 2: 2a or 2b etc), and to put the one they don't choose away. Ask some to explain their answers.
5. When you have finished the story, say that there are 500 SOS Children's Villages in 124 countries across the world. In these, children with nobody else to look after them can be cared for by SOS Mothers, and get food, care, love, an education and even opportunities to join local Scout Groups.

NOTE: Be considerate of young people who, for example, are in care or not living with their family members. Also be aware of young carers and of asking probing questions – what if they have to get themselves up and weren't at the meeting on time? What if no-one comes to comfort them?

2. How is my day different to yours?

Length: 30-45 minutes

Programme Zones: Beliefs and Attitudes; Global

Summary: Cubs will learn that their lifestyles are very different to people in other countries.

Instructions

1. Set the scene for your Cubs:
‘My day started when my electric alarm clock went off and I got out of bed. I opened the curtains and thought ‘oh it has been raining again!’ I went into the bathroom, used and flushed the toilet, put hot water in the sink, washed and then cleaned my teeth. I got dressed and went into the kitchen where I put the coffee machine on and put two slices of bread in the toaster. I listened to the radio whilst I ate my breakfast. Then I set the house alarm and drove in my car to work on the motorway.’
2. Talk about their morning routine and then get them to identify how it would be different if they lived in a hut in Africa with no electricity.
3. Get them to draw what facilities they have and the equivalent facility in a poor village in Africa. They can do this individually, in pairs or sixes. Discuss why it is important to help those less fortunate than ourselves when we can.
4. It is also important to emphasise the fact that there are a range of lifestyles in Africa, just as there are in the UK. Not everyone lives in huts, just as not everyone in the UK has all ‘mod cons’ and luxuries. Stress that you are looking at two different types of communities – not everyone in the UK is ‘comfortable’ and not everyone in Africa is in poverty, although obviously we want to identify where help can be targeted and where the inequalities lie. Stress that as part of the Solidarity Project, Scouts from countries such as these are able to attend the Jamboree with the rest of the UK Contingent.

3. Visit someone who helps your local community

Length: 15 minutes

Programme Zone: Community

Instructions

Learn about an individual or group of people that help your community. This could include the Fire and Rescue Service, police community support officers, or someone that works in a local charity shop. What effect does their work (paid or voluntary) have on your community?



Lucy Onyango International Service Team member

Explorer Scout Lucy is one of The Scout Association’s Young Spokespeople. ‘I’m hoping that my communication skills and experience are a useful addition to the event.’



fun fact

The 22nd World Scout Jamboree in Sweden 2011 will have over 6,000 Scouts working on the International Service Team.



There have been 21 previous World Scout Jamborees in different countries around the world. The only Continent yet to host a Jamboree is Africa. This month will raise awareness of the importance of Jamborees within the Scouting Movement and these programme ideas are based around the host countries and their themes. See factsheet FS260017 for further details of the host countries Jamborees. Recreate the atmosphere of Jamborees at your meetings and through your activities, and enjoy a flavour of Scouting from around the world.

1. International evening

Length: 1-1.5 hours

Programme Zones: Creative; Global

Summary: To learn about hosts countries from past Jamborees.

Split your Cubs into groups of six. Each six is a different country from in the list of Jamboree host countries found in factsheet FS260017. Let each decide which country they would like to be from the past Jamboree list.

A short history of each Jamboree can be found on the WOSM (World Organization of the Scouting Movement) website at www.scout.org

Go on Programmes Online to download the flags and badges of past Jamborees. Search for 'Past Jamborees' on POL.

1a – Make a flag wheel

Equipment

- White card
- Scissors
- Paper
- Copies of the flags of host Jamboree countries (from POL)

Instructions

1. See the detailed instructions on how to make a flag wheel by downloading the template from POL.

1b – Name the badges

Equipment

- Copy of each of the 21 Jamboree Sheets from POL
- Worksheet on POL for each Cub
- Pencils

Instructions:

1. See the detailed instructions on how to make a flag wheel by downloading the template from POL.

1c – Find the continent

Equipment

- A card sign for each continent pinned on the walls around your meeting place.

Instructions

1. Call out a Jamboree and the Cubs run to the continent they think the Jamboree was in.
2. Those at the wrong continent are out.
3. Continue calling out Jamborees until all are called out or every Cub but one is out.
4. The last one left is the winner.



1d – Find the country

Equipment

- A map of the world for each group of six
- Sticky dots for markers

Instructions

1. Pin one map per six at one end of the hall.
2. Call out a Jamboree of the past. A Cub comes forward and sticks a dot where they think the host country is.
3. Carry on in this manner until all 21 dots have been stuck on the maps.
4. Then compare the maps. Which six has the most right?
5. Have a master map of the world with the 21 stickers already on the map in the right places and show the Cubs where they should have put their stickers.
6. The winning six is the team with the most right answers.

2. Hands of friendship

Length: 30 minutes

Programme Zones: Community, Global

Summary: To learn about host countries from past Jamborees

Equipment

- White card
- Colouring pencils or felt tipped pens
- Scissors
- Glue
- A copy of past World Scout Jamboree host country flags from POL

Instructions

1. This activity can be done in sixes or as a whole pack. There are 16 past Jamboree hosts so you will need to work out who does what so you have a whole set of each for the next part of the activity.
2. Give each Cub a piece of white card. Have them draw around and cut out the shape of their hand.
3. Decorate their card hand with the design of a different flag from each Jamboree.
4. Now give the Cubs a large piece of white paper and tell them to make a design with their hands. You could give them a subject such as flowers, trees, and so on. Let their imagination come out.
5. Link together all the hand designs with string by making a small hole in the bottom of each hand.

3. Badge puzzles

Length: 30 minutes

Programme Zones: Community; Global

Summary: To learn about hosts countries from past Jamborees

Equipment

- A large copy of each badge from POL glued on to card for each six
- Scissors

Instructions

1. Give each six a copy of the badges and tell them to cut each badge into six random sized pieces as in a normal puzzle, and numbered on the back one to six.
2. Now put the puzzle pieces in a bag.
3. Mix them all together and then tip them out on the floor in front of each six.
4. Now, timing them, put the badges back together again.
5. The winner is first six to put them back together again.



David Rolfe

International Service
Team member

David is the oldest UK member of the IST. 'I've been Scouting for 45 years and will turn 74 the week after the Jamboree. I can speak five languages and am learning a sixth so I can speak to everyone at the event.'



fun fact

The theme for the Jamboree is 'Simply Scouting'



This month's theme is all about valuing different cultures around the world and celebrating those differences. With Scouts from over 150 countries participating at the Jamboree, 'a world of culture' can be found within the boundaries of the campsite. These cultural differences can range from religions, to attitudes towards disabilities, taste in music, clothes and many other things. Use these programme ideas to get your Scouts interested in their own world of culture.

1. Rangoli patterns

Length: 45 minutes - 1 hour

Programme Zones: Beliefs and Attitudes; Global; Creative

Equipment:

- Rice and/or sand, a variety of bright colours (this can be achieved by using food colouring or by mixing the rice/sand with dry powder paint)
- Some good PVA
- Strong paper or card
- Pencils
- Newspaper

Instructions:

1. Mark out a Rangoli symmetrical pattern onto a square of strong paper or card with a pencil.
2. It's a good idea if the design is fairly simple rather than very detailed.
3. Spread the glue onto the pattern, working on one area at a time.
4. Sprinkle the rice or sand on to the glued area.
5. Shake off excess rice/sand.
6. Work on next area and the next, until all have been done.
7. Remember to use lots and lots of newspaper for this so the floor does not get too messy.



2. Batik

Length: 1 hour

Programme Zones: Beliefs and Attitudes; Global; Creative

Batik is a traditional cloth in Malaysia, Singapore, Japan, China, India, Egypt, Sri Lanka, Senegal and Nigeria - it shows off fabric that has been dyed using wax and is an easy and fun thing to do.

Equipment:

- A piece of white cotton cloth. An old sheet would be suitable
- One candle per Cub Scout
- Matches
- A stick
- Two buckets or bowls
- Make up two different cold water dyes (for example. red and yellow)
- Lots of newspaper
- Grease proof paper
- An iron.

Instructions:

NB: Be sure to take note of health and safety precautions when running this activity.

1. Cut up the sheet into triangles the size of your Group scarf.
2. Spread the cloth over a few layers of newspaper.
3. Light the candle and carefully drip patterns of hot wax on to the cloth.
4. When the wax has cooled dip the cloth into the yellow dye – leave it to soak for 15-20 minutes.
5. Hang it up to dry.
6. Next, drip some more wax from the candle onto the cloth and repeat the first process.
7. When the cloth is dry again scrape off as much wax as possible then iron the cloth between layers of greaseproof paper.
8. The design will now show up. The areas waxed first will be white.
9. The areas waxed second will be yellow and the rest of the cloth will be, for example, orange, if you are using yellow and red dyes.

3. Hello

Length

Programme Zones: Beliefs and Attitude; Global

Instructions:

Teach the Cubs how to say 'Hello' in as many languages as you think they can manage. Then run a relay game in which each Cub has to run to the other end of the playing area and say 'Hello' to the leader waiting there, in a given language. Examples include:

Swedish: Hej

French: Bonjour

Finnish: Terve

German: Guten Tag

Hebrew: Shalom

Italian: Buongiorno

Spanish: Hola

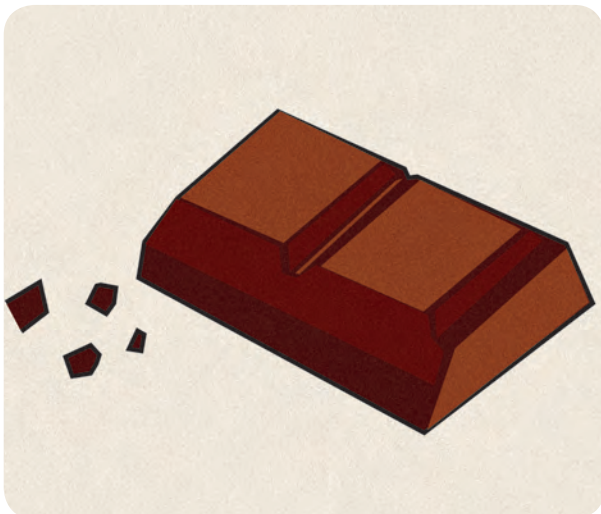


Enough toilet roll will be used at the Jamboree to cover 50 football pitches.



Renira Rutherford International Service Team member

When not Scouting in Somerset, Renira sells farm toys online. 'I really want to work at the front desk at the Jamboree so I can meet every single participant and squeeze the absolute maximum out of the experience.'



Every country in the world has put its own stamp on food and there is a world of different tastes out there – from fish and chips to wickety grubs. Every Jamboree celebrates food from across the globe, with a chance to sample tastes very different to our own. This month gives you ideas to celebrate the wealth and variety of food at our fingertips.

1. Baked apples

Length: 30 minutes

Programme Zones: Creative; Outdoor and Adventure

Summary: To learn the art of backwoods cooking.

Ingredients:

- Large cooking apples
- Raisins/sultanas
- Brown sugar.
- Custard or ice cream (optional)

Instructions

1. Wash and core each apple.
2. Place the apple on a double thickness of foil.
3. Press a mixture of the brown sugar and raisins into the centre of each apple.
4. Cinnamon or cloves can also be added for a yummy flavour.
5. Wrap the apple in the foil and place in the hot embers for 10-15 mins.
6. Serve with custard and ice cream

2. Guess the different chocolate

Length: 15 minutes

Programme Zone: Creative

Equipment:

- Various types of chocolate/chocolate bars cut up into small pieces
- Paper plates

Instructions:

1. Place different chocolate bars cut up into small pieces onto plate.
2. Number them and get the Cubs to taste and guess which one is which.

3. Healthy eating

Length: Evening

Programme Zones: Fitness; Global

Summary: An evening to help the Cubs learn the importance of keeping healthy

3a – Healthy meal collage

Equipment

- A collection of pictures of various food items
- Paper
- Scissors
- Glue

Instructions:

Highlight that there are no 'good' or 'bad' foods, but there are balanced and unbalanced diets. Health comes from balancing a variety of foods which perform different functions.

1. Go through magazines and cut out a variety of food items.
2. Hide these pictures around your meeting hall.
3. Split Cubs into teams of six.
4. Get them to find all the pictures.
5. Get the Cubs to create a healthy meal collage with clearly labelled 'treats to be had in moderation.'



3b – Fruit and veg Kim's game

Equipment

- Selection of fruit and vegetables
- Table or tray
- Blanket, or some other way of hiding what is on the table

Instructions

1. Try to buy some of the more unusual fruit and vegetables and buy Fairtrade if possible. First discuss with the Cubs what Fairtrade means. Fair Trade is an internationally-recognised approach to trading which aims to ensure that producers in poor countries get a fair deal. A fair deal includes a fair price for goods and services, decent working conditions, and a commitment from buyers so there is reasonable security for the producers.
2. Then place the fruit and vegetables on a table one by one saying which country they come from and if they are Fairtrade or not. Give the Cubs two minutes to remember them, and then cover them up. Ask the Cubs to list the items and for extra points list the countries that the item comes from.



fun fact

The 22nd World Scout Jamboree will be bigger than the Olympics, both in terms of participants and also the number of countries represented.

3c – Make a healthy snack bar

NB: Please be aware of dietary requirements and food allergies before running this activity.

Equipment (for each six):

- Saucepan
- Baking tray
- Wooden spoon
- 20cm square cake tin
- Knives
- Bowl
- A paper plate and cling film or a plastic container

Ingredients:

- 150g sultanas
- 140g chopped dried fruit
- 180ml of orange juice
- 150g pitted prunes
- 25g flaked coconut
- 100g toasted rolled oats
- 40g wheatgerm
- 75g sunflower seeds
- 120ml of skimmed milk

Instructions:

1. Before the meeting toast the oats on a baking tray in a moderate oven for 10 minutes.
2. Mix up the sultanas, dried fruit and orange juice in a saucepan and bring to the boil.
3. Stir for about a minute, cover with a lid and turn off the heat.
4. When cool, mix in the prunes, coconut, rolled oats, wheatgerm, sunflower seeds and milk.
5. Press the mix into an oiled 20cm square cake tin. Press it down well with your hands.
6. Cut up and send home for the Cubs to refrigerate before eating.



This month will concentrate on our host country for the 22nd World Scout Jamboree – Sweden. Programme ideas are based around all things Swedish and will give you a taste of the culture and history of this fantastic country.

1. Swedish currency

Length: 30 minutes

Programme Zone: Global

Summary: Learn to use currency from Sweden

Equipment

- A copy of the specimen Swedish bank notes available on POL per Six
- Paper
- Coloured pencils or felt tipped pens
- Scissors
- Some penny sweets and drinks, or better still some Swedish sweets and drinks bought from your nearest IKEA store, marked up with a Swedish price for the activity

Instructions:

1. Get your Cubs to design some bank notes and/or coins based on the Swedish Krona as shown below.
2. The Cubs then cut out their money and are allowed to use it for their transactions.

3. 'Sell' the sweets and drinks to the Cubs in exchange for their Ore and Kronors.
4. There are 100 Ore in 1 Krona and the plural of Krona is Kronor. The exchange rate is normally in the range of £1 to 11 Kronor.



Ores



Kronor

2. Don't wake the bears

Length: 30 minutes

Programme Zone: Global

Summary: Game involving the bears of Sweden

There are about 200,000 brown bears in the world. Populations of brown bears in Scandinavia are steadily and slowly increasing - they include over 2,000 bears in Sweden. Although they sleep in dens (caves, hollow logs, or holes they dig) during the winter, they are not true hibernators and can be easily awakened. Brown bears have a life span of about 25 years in the wild. This game is about not waking the bears up.

Equipment:

- Rope or chalk to mark off a play area of about 6m²
- Photos/pictures of bears mounted on card
- Blindfolds
- Small packets of gummy bears

Instructions:

1. Create square approx 6m x 6m squared out of rope.
2. Spread photos or pictures of bears liberally in square.
3. Divide Sixes into two sections, half at opposite sides of the square.
4. One side are the guides and the other the rangers, who are blindfolded.
5. One at a time, the guides direct the rangers through the bear pit, helping to avoid them standing on a bear.
6. If they do stand on a bear they are eaten by the bear and are out.
7. How many can each Six lead safely through the bear pit?
8. Give the winners a small packet of gummy bears each.



3. Fishing trip

Length: 30 minutes

Programme Zone: Fitness

Summary: Sweden is famed for its fresh, pickled and smoked seafood.

Instructions:

1. One Cub is the fishing boat and has to run around the meeting place catching the other Cubs, who represent the fish in the sea.
2. Allocate each Cub a type of fish, such as a herring, a salmon or a crayfish.
3. Place restrictions on the type of fish the boat has to catch, for example, 'fishing boat can only catch herrings. If herrings have been caught, only salmon and crayfish can release them back into the sea.' In this case salmon and crayfish would tag the herrings to free them from the fishing boat.



fun fact

The Jamboree site in Sweden has been used for Scouting events before so the water, electrical and telecommunications networks have already been installed underground.



Bear Grylls Chief Scout

'During the event, everyone will meet people from around the world, take part in amazing adventures and experiences and be challenged to think about global issues in a new light. I know they are going to have an amazing time next year.'



This month's ideas focus on the world around us and the environment. The Jamboree being a world event reminds us that there is only one world and of the need to respect it. With several environmental and global issues affecting how we and others live our lives, use these activities to engage Scouts with the challenges faced by the environment and what we can do about them.

1. You and your environment

Length: An evening (1-5 hours)

Programme Zones: Global, Community

Summary: An evening to discuss what the Cubs think and know about climate change and what they can do.

1a – Renew-Reuse-Recycle

Instructions:

Discuss *Renew-Reuse-Recycle* – what do the three R's mean to the Cubs?

Examples:

- Ask the Cubs to look at how many car journeys they take in a week and what are the distances travelled. Could they walk, cycle or use public transport?
- Ask the Cubs to consider what happens to old mobile phones and computers. What do they do with them in their household?

1b – Environmental posters

Equipment:

- Various craft materials

Instructions:

Design a poster highlighting any changes local people could make to help the environment.

1c – Your local environment

Instructions

Contact your local council and arrange for someone to come in and talk about what Cub Scouts can do about the environment in your local town.

2. A scavenger hunt

Length: 1 hour

Programme Zones: Outdoor and Adventure

Equipment

- A plastic container/box to collect things in, one for each team of six
- A large piece of card for each Six
- PVA glue
- Scissors

Instructions:

1. Send the Cubs out on a scavenger hunt to find as many nature items as they can, such as leaves, seeds, petals, stalks, grasses, twigs, and so on.
2. Give them points for each different item they collect.
3. On their return, give them a large piece of card, scissors, and glue.
4. Tell them they must now make as many minibeasts as they can out of the materials they have gathered and glue them onto the card.



3. Survey a metre square of ground

Length: 1 hour

Programme Zones: Outdoor and Adventure

Equipment (per Six):

- Four tent pegs
- Four metre piece or string
- A piece of square paper
- A pencil

Instructions

1. Peg out a square metre with the pegs and string.
2. Now study the wildlife in the square.
3. Mark out on the paper what and where you find each different species of insect, flora or fauna. You'll be surprised at how much you can find if you look really closely.
4. Try a grassy area, a woodland floor, a flower bed, as each will produce very different but interesting results.



fun fact

There will be 32,000 young people and adults at the 22nd World Scout Jamboree



Linda Clements Contingent Support Team

Linda is an experienced Scout Leader and has been to several World Scout Jamborees as a visitor and Unit Leader. 'Each Jamboree is so different – you will never have the same experience at each event. Sweden will be no different and I cannot wait to experience the buzz all over again.'

April

Make a change! Make a difference!



This month's programme ideas are designed to help those in your section become better global citizens. As you have seen so far in this resource, there are a number of different challenges facing our world today. By linking with Scouts both from your own and other sections, you can make a difference to people's lives as well as your own and change them for the better. There are a number of charitable causes that your group can help contribute towards, through a variety of programme activities.

1. ShelterBox challenge

Length: An evening (1-1.5 hours)

Programme Zone: Global

Summary: Work with ShelterBox to raise some funds

There are many ways through charities that you can help those countries in the world less fortunate than ourselves. This month we ask you to look for ways to raise money to help ShelterBox or another charity of your choice. Its website can be found at www.shelterbox.org

The circle ShelterBox game

This game will raise your Cubs' awareness of issues faced by those people around the world who are involved with national disasters.

Download the game at

www.youngshelterbox.org/library.php?CategoryID=22

Scavenger hunt

Every June in London (and trialling in Edinburgh in 2010)

ShelterBox runs a Scavenger Hunt which your Cubs could join in with. Find out when it is on the website.



2. Water awareness

Length: An evening (1-1.5 hour)

Programme Zones: Global; Beliefs and Attitudes

Summary: An evening of challenges to make the Cubs think about other people's water needs. It also makes them aware of how children in other countries have to travel long distances on foot carrying their water.

Talk to the Cubs about the importance of water in everyday life and explain that some children of their age have to carry water up to ten miles a day and as the evening wears on the Cubs will realise how heavy the water becomes.

Instructions:

1. Each Six has a cup and a bucket.
2. They have to complete a variety of challenges throughout the evening. Each completed challenge will earn them more water to put in their bucket.
3. At every challenge, each Six will also receive a bonus card or penalty. A bonus card will result in them being awarded more water. A penalty will deduct some of their water.
4. They must carry their bucket around at all times. The bucket will get heavier as the evening goes on.
5. It gives the Cubs the idea of what it is like for children of their age to carry water in developing countries.
6. The winners of the evening are the Six with the most water in their bucket. This should make them rethink how they can use water more efficiently at home.



22nd WORLD SCOUT JAMBOREE SWEDEN 2011
UNITED KINGDOM

Examples of challenges include:

- Write a prayer – earns two cups
- Make a paper aeroplane – earns one cup
- Tie three knots – earns three cups
- Name the map signs – earns two cups
- Name the tracking signs – one cup per sign
- Say the alphabet backwards – earns three cups
- Clean your shoes – earns two cups.

Examples of bonus cards and penalties:

- Take a shower – earns six cups
- Have a bath – minus six cups
- Use a dishwasher – minus three cups
- Water the garden with dishwashing water – add three cups
- Water the garden with a hose – minus three cups
- Run the tap to clean their teeth – minus three cups
- Use a mug of water to clean their teeth – plus three cups
- Wash their hands in running water - minus three cups
- Put in the plug to wash their hands – plus three cups

3. Cardboard city

Length: One evening/night

Programme Zones: Global, Community

This sleepover will make the Cub Scouts aware of how some homeless people in the UK sleep and how people may have to spend nights following a natural disaster worldwide. It is intended to sleep indoors, however, if planned during the summer months it may be possible to do outdoors. Ask the Cubs to get some large cardboard boxes from their local supermarket and bring them along for the sleepover.

Summary:

To build a shelter out of cardboard and sleep in it for a night

Equipment:

- Lots of cardboard
- Gaffer tape
- Bamboo canes

Instructions

1. On arrival at the meeting place ask the Cubs to design their shelter, in which they are to spend the night. These could be just for themselves or for a small group of Cubs.
2. Talk to the Cubs about what it would be like to sleep using cardboard boxes for their shelter. You could discuss size, suitability and availability. If indoors, ask the Cubs to imagine spending the night outdoors.
3. You could ask the Cubs about where they would site their cardboard shelter for optimum comfort. Ask the Cubs about where they would get drinking water from, what food they would be able to eat and how they might be able to cook anything.
4. After spending the night in their cardboard home, you could discuss with them what they would like to change.

4. Make a change with (Save The Children)

Length: Ongoing

Programme Zone: Global

Save the Children is the world's largest independent children's rights organisation. It's outraged that millions of children are still denied proper healthcare, food, education and protection and is determined to change that. Here are some exciting ideas for how your group can get involved:

Friendship Funday

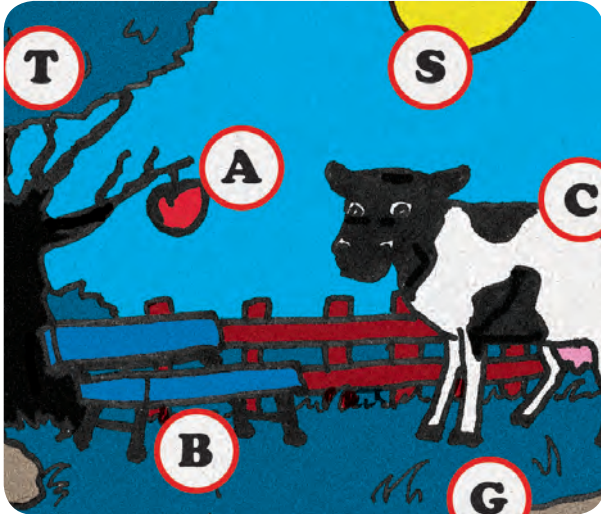
We're looking for friends who want to celebrate friendship and fundraise for our work. Your support will help make lasting changes for some of the world's poorest children.

Emergency Superhero Network

When an emergency strikes, do you have what it takes to be a superhero and fundraise for Save the Children? Join our network and build children's understanding of emergencies and how Save the Children responds.

Visit www.savethechildren.org.uk/schools. Get in touch at 020 7012 6400.





Scouting is a worldwide Movement with members in all but six countries across the globe. We unite with all member countries through our Law and Promise, and we all have a common purpose and cause. Nothing brings us all together more than the Scouting skills we all take part in. These varied activities will help bring together Scouting skills and highlight the common theme which exists throughout the world of Scouting.

1. Hiking

Length: 1-2 hours

Programme Zones: Outdoor & Adventure

Summary: Go for a walk and enjoy the outdoors with your Cubs.

Equipment:

- First aid kit
- Some water
- Map/known route
- A to Z sheet for each Cub to record what they find on route (available on POL).
- Coats, sturdy footwear, suitable clothing depending on weather
- A packed lunch
- A clipboard and pencil

The hike

1. The idea is you walk a route you all know quite well as a group. While they are on the route they must look for something from each letter of the alphabet, with points awarded as on a 'Scrabble Board'.
2. Provide the A to Z sheets from POL, one per Cub.
3. You can either follow a theme eg the things they record must be natural/man-made.
4. Keep it open and watch the Cubs get creative with some of the difficult letters (X and Z in particular) and/or how many times they can get the same word, eg gate (red gate, blue gate, white gate).
5. You can have a competition with a prize for the Cub with the most scrabble points, the one with the most complete list, those having something different to everyone else for one of the letters etc.

2. Pioneering

Length: 1-1.5 hours

Programme Zone: Outdoor and Adventure

Summary: Build a sponge launching device

Build a sponge launching device

This is a fun activity to help with lashing and is as much fun in the summer term as it is on camp, but it can get a little wet unless you change what you throw.

The aim is to build a device out of the materials that are provided which uses the elastic to fire/throw a wet sponge at the willing volunteer (usually Akela or an Explorer Scout Young Leader)

For help with square lashings and for a copy of a 'missile propeller', see the downloads available on POL.

Equipment:

- Broom handles, bamboo canes or similar
- Rope/sisal
- Elastic
- Large sponges
- Bowls
- Water
- Willing volunteer



Instructions:

1. Split the Pack into teams and put them in place along a line so they can fire from where the sponge launching device is made.
2. Each team is given exactly the same number of poles, the same amount of rope or sisal, the same length of elastic and a test sponge.
3. Tell them they have one hour (or however long they have) to build a device out of the materials that you have in front of them and that they will use it to throw a wet sponge at a standing object/person.
4. No more materials will be provided. (If the elastic breaks then use discretion as to whether it broke because of something they had done or it was a fault in the elastic).
5. They can practice with one sponge but must not aim at anyone else in that time. This will give the distance they think the sponge will travel.
6. At the end of the allotted time everyone must stop and the device must be left as it is.
7. In turn each team launches three wet sponges from their device. Before launch they instruct the willing volunteer where they want them to stand so that the sponge will hit them.
8. The aim is for them to be as far away as possible. If the sponge lands short this is worth 5 points, if it goes long it is worth 10 points, if it hits it is worth 30 points. If it is miles out each side then they get nothing.
9. Then, across all of the teams, give 50 points for the furthest landing sponge, 30 for the second and 10 for the third place, with the rest getting 5 points.
10. We recommend warning parents they may want to bring a change of clothes.

3. Fire lighting

Length: 1 hour

Programme Zones: Outdoor and Adventure

This is a quick and effective way of teaching basic fire lighting and being able to cook something quickly and without needing a large grass area.

Cubs can light a small fire in a metal lid. This is best done in pairs or threes. Make sure this is on a slab or bare earth or held up on bricks. They need enough tinder, kindling and small twigs to build a tepee fire.

Equipment:

- Metal dustbin lids or biscuit/sweet tin lids
- Matches
- Tinder (the fluff from tumble driers makes excellent tinder)
- Kindling
- Larger twigs
- Bucket of water
- Green sticks for marshmallows (or long skewers)
- Marshmallows

Instructions:

- Give an explanation of how to build the fire, safety, and lighting matches etc. This can be done on a step by step basis if the Cubs are inexperienced at lighting tepee fires or given basic instructions and supervised to do it.
- The idea is that a 'mini' fire is built in the lid, with the right structure for a tepee fire but on a smaller scale.
- This can then be lit and it will begin to burn with enough heat to toast marshmallows.



A big part of the World Scout Jamboree involves working together. Participants and Unit Leaders will work hard together before they depart for Sweden and during the camp itself. International Service Team members from all over the world will work together to ensure the Jamboree runs smoothly and support each other through the long working hours during the event. Working together is a vital component of the Jamboree experience, and it is also vital in our everyday lives. Use this month's activities to stress the importance of Scouts working together with those around them and build their team working skills.

1. Mad Hatter's Party

Length: One day/meeting

Programme Zone: Community

Summary: To celebrate International Picnic Day 18 June

Invite the Beavers to join you to celebrate National Picnic Day on the 18 June by holding a Mad Hatter's Tea Party. Get Cubs and Beavers to bring a packed lunch for the picnic part of the day. On arrival set the scene and tell the Cubs and Beavers they are going on an Alice in Wonderland adventure to celebrate International Picnic Day.

1a – Make a crazy hat

Equipment:

- Coloured card
- Sticky tape
- Scissors

Instructions:

1. Cubs and Beavers to create a crazy patterned hat for their tea party.

1b – Teacup relay

Equipment:

- A cup and saucer for each team
- A bucket of water
- A container for the water per team

Instructions:

1. Each team member must fill their cup with water and carry it on the saucer along a course, which could have some obstacles along it, to their container, keeping as much water in their cup as they can.
2. They put the water in their container and then run back to their team, passing it to the next member and so on.
3. Winners are the team with the most water in their container.

1c – Play Croquet

If you cannot get hold of a croquet set then make your own.

Equipment:

- Wooden mallets
- Bamboo canes for the hooks
- Cricket balls

Rules for croquet are available on POL but why not make up your own simplified rules for the game?



1d – Musical teapots

Equipment:

- Cardboard posters of teapots
- Music

Instructions:

1. Make poster sized teapots on cardboard and place on ground.
2. Cubs walk to the music and sit on teapot poster when music stops (instead of sitting in a chair as in musical chairs).

1e – Hunt the Tea Bag

Equipment:

- Tea bags
- A container for each team.

Instructions:

1. Hide tea bags around the area you are holding your party.
2. Give your teams a container such as a teapot if you have them.
3. The teams find the teabags and put them in their 'pot'.
4. The team with the most tea bags wins.



fun fact

The nearest airport to the site is in another country, Copenhagen, Denmark

1f – Find the Queen of Hearts

Equipment:

- A set of playing cards per team with different patterns on the reverse

Instructions:

1. Scatter the cards around your site.
2. Give each team a joker from their pack of cards so they know which their pack is.
3. Teams have to find their Queen of Hearts from their pack.
4. Winners are first ones to find their card.
5. You can then continue the game to: Those who find their first full set – hearts, clubs, diamonds, spades, those who find all the picture cards first, those who find the four queens or aces first, etc.

Hold your Mad Hatter's Tea Party.

Make sure you serve up some tea. Try some different ones, including fruit teas.

2. Human pyramid

Length: 15-20 minutes

Programme Zone: Fitness

Divide your Pack into their Sixes and challenge them to build the best human pyramid.

3. DIY day

Length: Evening

Programme Zones: Community; Creative

As a Group, get together to do any necessary DIY jobs at your meeting place, or other local building. Young people can clean, paint, do some gardening etc.



So it's July and the World Scout Jamboree is upon us. All of the preparation, all of the excitement and the entire buzz will come to the fore. This month sees activities relating to the Jamboree and its host nation. Remember to follow all the live action and news from the event at www.worldscoutjamboree.se and www.ukcontingent.org.uk.

1. Let's go to Sweden

Length: Evening

Programme Zone: Global

Summary: Cubs to get ready to travel to Sweden for the evening.

1a – Making suitcases

Equipment

- 2 sheets of 12 x 18cm size card per cub
- Staplers
- Coloured pencils, or felt tipped pens
- Various craft materials

Instructions

1. Staple three sides of the two pieces of paper forming a pocket.
2. After stapling, cut a handle into the top of the pocket.
3. You can have the Cubs decorate their suitcases any way you would like.

Here are some ideas for decorating

1. Glue a world map labelled with the countries you will visit.
2. Instead of stapling the edges, let the Cubs sew together their suitcases using a hole punch and wool.
3. Have the Cubs add 'travel sticker' drawings to the suitcase.
4. Colour in the Swedish flag for your suitcase.

1b – Make a passport and a plane ticket

Equipment

- Paper
- Cardboard
- Coloured paper
- Pens and pencils

Instructions

Each Cub to make up their own passport and plane ticket. There is a copy of a simple passport on POL. Use that or a copy of a real one. The same with the tickets. Copy an old one or make up your own.



1c – 'Everyone's aboard'

Instructions

1. Line up enough chairs per Cubs in a plane shape.
2. Everyone takes a seat
3. The leader calls 'Take off' and the Cubs get up and run around the chairs.
4. As they are doing this the leader takes one chair away.
5. The leader then calls everyone aboard and the Cubs have to run back and find a seat.
6. The Cub without a seat is out.
7. Carry on until the last Cub is left.

1d - Food tasting

Have a food tasting session. Meatballs, ginger bread, and pancakes are all traditionally Swedish. IKEA have a good range of foods. Organise this in advance and be aware of dietary requirements and food allergies.

1e - Catch the hoop

Finish the evening with catch the hoop on the reindeer antlers.

Equipment

- Two cardboard antlers for each Cub Scout
- One strip of card per Cub (big enough to go around their head)
- Four pipe cleaners (bent into hoops large enough to go over an antler) per Cub Scout
- Scissors
- Glue
- Stapler

Instructions

1. Each Cub has a strip of card big enough to fasten around their head.
2. Attach two large cardboard antlers to the strip of card.
3. Each Cub wears their antlers, and takes it in turns to try to throw their pipe cleaner hoops onto someone else's antlers.

2. Vikings!

Length: Evening

Programme Zone: Creative; Global

2a - Make a Viking Longboat

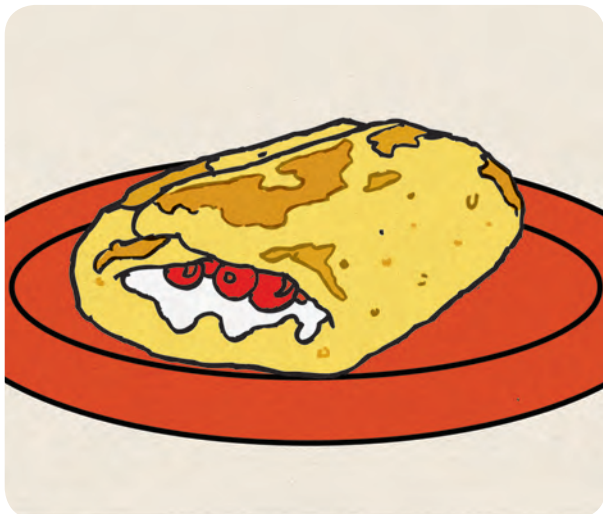
The Vikings hailed from Scandinavia and sailed in ships known as longboats. They were known for their sleek and stylish look. These ocean going vessels were propelled by sails and oars.

Equipment:

- 2mm foam sheets - wood grain, grey
- Dowel
- Hole punch
- Craft Snips
- Scissors
- Brown plastic craft lace
- Corrugated craft paper - gold, silver
- Brown permanent marker
- Double-sided tape

Instructions:

1. Trace and cutout a boat pattern from POL from the wood grain foam sheet.
2. Fold boat together, then punch holes along open edges every few centimetres as shown. Lace boat together with brown craft lace. Tie ends of lacing to secure.
3. Trace and cutout sail pattern from POL from grey foam sheet. Using the permanent marker, draw the Viking shield on the sail. Punch a hole at the centre of top and bottom edges of the sail.
4. Cut the dowel to a 15cm length using craft snips. Colour dowel with brown marker.
5. Insert dowel through the holes in the sail. Glue the dowel into bottom of boat. (Attach scrap of foam to hold securely in place.)
6. Cut two silver and two gold circles from corrugated paper. Attach the shields to sides of ship with double sided stick-tape.



HoHo, or Home Hospitality, plays an important role in international Scouting. All participants and Unit Leaders attending the World Scout Jamboree will be taking part in a Home Hospitality experience in a European country close to Sweden. Traditional HoHo involves Scouts being hosted in the home of a Scout family in another country. This can be an immensely rewarding experience, giving Scouts the chance to learn about the customs and cultures of other countries, and sharing their own with their hosts. This month sees programme ideas based around Home Hospitality and how you can bring the experience to your meeting.

1. Visits and visitors

Length: Evening

Programme Zones: Beliefs and Attitudes; Creative; Global

1a – Visitors

Instructions:

1. It's great to visit new places. There lots of new things to see, lots of new things do, new people to meet, new customs and cultures to experience.
2. Think about visitors to your Cub Pack. How would you welcome the following people?
 - The winner of the X Factor
 - The Prime Minister
 - A homeless person
 - Your local Mayor
 - Someone who does not speak your language
 - A Cub Scout from Sweden
 - President Obama

What sort of things would you talk to them about?

- What is their normal day?
- What is the best part of their day?
- What the least favourite part of their day?
- Favourite subject at school?
- Hobbies - do they have any and what are they?
- Sports – what are they best at?
- What is their favourite food?
- What other suggestions have your Cubs come up with?

1b – Change of role

Instructions:

Cubs Scouts could play the part of 'the visitors' and imagine the life of the visitor.

Visitors are very interesting people and will be eager to share lots of things about themselves with you.

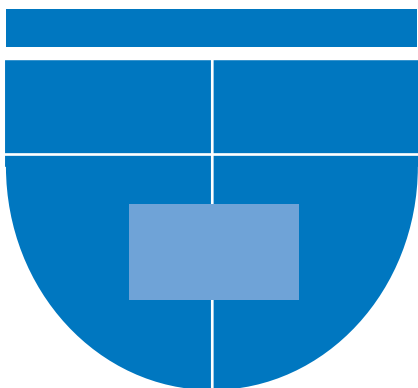
1c – Family crests

Instructions:

1. Family crests are representative of families and tell us things about them. Ancient families often had Coats of Arms and family crests to represent their family. Symbols and colours were used to make up the crests and coats of arms.
2. Do any of the Cubs have a family crest/coat of arms?
3. Make a crest as a gift to give a visitor to tell them something about you.
4. Make a crest as a gift to tell the visitor about your Cub Pack. You could divide your crest up like the template below, but you could also design your own



Top oblong	Family
Left top quadrant	Pets
Right top quadrant	School
Bottom left quadrant	Friends
Bottom right quadrant	Holiday
Centre square	Hobbies



Colours were very important and will say things about the family and some of the common ones are:

Colour	Meaning
Red	Military Bravery
Blue	Loyalty & Truth
Green	Hopeful and Joyful
Purple	Majesty and Justice
Gold	Generosity and Ambition
Silver	Peace

2. Polish pancakes

Length: 30-45 minutes

Programme Zones: Beliefs and Attitudes; Global

Boiled pancakes (Nalesniki Gotowane)

One of the HoHo countries in 2011 is Poland. Try cooking a traditional Polish dish.

These pancakes are cooked in milk and make a nice change from the fried variety.

Ingredients:

- 25g plain flour
- 2 eggs
- 2 tsp caster sugar
- 750 ml milk
- Fresh strawberries or raspberries or any fruit jam, for garnish
- Whipped cream

Instructions

1. Sift the flour and mix with eggs and sugar until smooth.
2. In a wide pan, bring the milk to a boil and spoon a tablespoonful of the batter in to the milk.
3. Simmer for several minutes until set.
4. These can be eaten either with fresh fruit or a little jam, topped with whipped cream.
5. The mixture should make enough pancakes for six people.

3. 'Eurovision'

Length: 30 minutes

Programme Zones: Beliefs and Attitudes; Global; Creative

Host a 'Eurovision' event, challenging the Cubs to devise a short song/dance/act/poem inspired by one of the HoHo countries listed below:

- Spain
- Portugal
- Netherlands
- Germany
- Switzerland
- Croatia
- Czech Republic
- Finland
- Estonia
- Latvia
- Lithuania
- Poland



The Jamboree year is almost over! As well as being a time for reflection on the year that has passed us, now is also a time to look ahead to the future. With a certain large sports event taking place in the summer of 2012, and the next World Scout Jamboree being in Japan in 2015, there are good reasons to be excited about what lies ahead. Use this month to bring as many of your Scouts together as you can to look ahead to the future and get enthused about the coming months and years.

1. Greece - indoor sports

Length: Evening

Programme Zone: Global

Summary: To learn something about Greece – hosts of the 1963 World Scout Jamboree

The 11th World Scout Jamboree was held at Marathon, Greece in 1963 and was also the host of the first ever Olympic Games. So, let's hold our own indoor Olympic style alternative indoor sports day to celebrate this event and the approach of the event happening in London next year.

Equipment:

- Straws
- Paper plates
- Bean bags
- Tiddlywinks

- Balls various
- Ping pong balls
- Tape measure
- Masking tape/chalk/rope
- Stop watch
- Scoreboard

Instructions

1. Each Six is a different country from those in the list of Jamboree countries.
2. They work as a team. This can be run two ways, either the whole team goes round together and does every activity or they split up and go round as a mixed group doing a selection of activities.
3. Depending on time they can even decide who will be doing which sport so they don't all do everything.
4. Set up a score board for each team on flip chart paper. Have someone who keeps this up to date.
5. Get help from Explorers, young leaders and parents.
6. Each activity should take no more than 5 – 10 mins per team then move on. The attempts should be quick and one after the other.

1a – Straw javelin

1. Set up an area for throwing, it rarely goes far so a long table is usually the right length.
2. Mark the table with distances/points and mark a line where the person must throw from.
3. Each person must throw over arm, like you would throw a dart.
4. If it goes off the side of the table it is out of bounds and a no throw. If it goes off the end, award extra points.
5. Allow three attempts if there is time.
(We recommend two straws taped together, as this helps with the weight but you could try one out beforehand.)

1b – Paper plate discus

1. Set up an area for throwing the paper plate.
2. All competitors throw the plate, Frisbee style, along the marked off area.
3. All competitors throw from the same line.
4. Out of area should be a no throw, and you have extra points for hitting the end wall. Each competitor should have three attempts.
5. Record their scores and pass to the score person.
6. We recommend two plates glued together for stability but this depends on the length of the room.



1c – Bean bag target

1. Mark out a target with consecutive circles.
2. Each circle is worth a different amount. The middle one being the most and getting less as you go out.
3. The idea is that the competitor throws three bean bags into the target from a fixed point and is scored accordingly. If they miss they score zero.
4. All throw from the same line. Record their scores and pass onto the score person.

1d – Tiddlywink '100' centimetres

1. Set up a straight course with two lanes,
2. Two people can go together on this one. Record the times for each.
3. The aim is the fastest one to do the 100cm using good old fashion tiddlywink style.
4. This will need all of the times in for every team recorded in order to work out how to allocate the points. It could be 50 for first, 45 for second etc.

1e – Blow football

1. Use ping pong balls and straws to play this game on a table top.
2. Use two litre ice cream container boxes to make goals.

1f – Team relay

1. With a football sized ball each team is lined up facing the same way.
2. The ball is then passed over the head of the first person to the second, under the legs of the second to the third, over the head of the third person and so on.
3. Once the ball reaches the end that person has to run to the end of the room, round a chair to the front of the line and it all starts again.
4. The teams will need to move up so they all remain behind a fixed point. When they have all been they must sit down.

2. Make a Samurai story scroll

Length: 1-2 Cub meetings

Programme Zones: Global; Creative

The 23rd World Scout Jamboree is in Japan in 2015. Have some Japanese themed activities as part of your meeting. Make a scroll of a story, like the ones used in warrior days in Japan. Instead of writing from left to right as we do in the UK, try writing your scroll from right to left, the Japanese way.

Make your scroll paper the week before:

Equipment:

- A roll of white paper
- A bucket of made up cold tea

Instructions:

1. Give each Cub Scout a roll of paper.
2. Get them to tear off the edge all the way round.
3. Dip their scrolls in the cold tea, leaving it in long enough for the tea to soak in.
4. Hang them up to dry, use a fan heater or hair drier to dry quicker.

To complete your **story scroll**:

Equipment

- Your dried scroll paper made the previous week
- Pencil or pens
- Black and coloured pencils or felt tip pens
- String or ribbon

Instructions

1. Write and illustrate your story, right to left.
2. Roll up your scroll and tie with a ribbon or string.

3. Sushi

Let your Cubs try a variety of sushi, a popular Japanese dish. They could even use chopsticks! Chicken sushi is now available from most large supermarkets for those that do not like fish.

Support Solidarity!

The Scout Association will be supporting Scouts from Sierra Leone, Armenia and Papua New Guinea to attend the World Scout Jamboree.

One way you can help is to buy the Jamboree badge. At least 25% of the money from each badge sold will directly support the Scouts from these countries. And you can wear the badge on your uniform above the left breast pocket as a way of spreading the word and showing your support.

Where to buy the badge

- Online at www.scouts.org.uk/wsj2011
- From your local Jamboree contingent members.

So show solidarity and make a change to young people's lives today.





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**THE FREEMASONS'
GRAND CHARITY**

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