



Scouts

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/wsj2011. 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/wsj2011. Over 25% of the cost of each badge is donated to the project (see page 30).

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. 2011: Armenia, Sierra Leone and Papua New Guinea

Length: Varies

Programme Zone: Global; Creative Expression

Summary: Study Armenia, Sierra Leone and Papua New Guinea through a variety of activities.

1a – Papua New Guinea

Equipment

- Carving knives

Instructions

1. Take Scouts to a wood/forest and get them to find suitable wood to carve. They can then make wood carvings of animals or plants, representing ancestor spirits as is popular in Papua New Guinea, which your Scouts could then paint.

NB: Be sure to have a risk assessment before this activity

1b – Armenia

Equipment

- Pomegranates

Instructions

The pomegranate is the national fruit of Armenia. Create as many different recipes as you can, using a pomegranate. Get your Scouts to research some recipes and decide on one to make at a meeting, maybe pomegranate ice cream.

1c – Sierra Leone

Equipment

- Water
- Buckets
- Sponges
- Tubes (metal and cardboard)

Instructions

1. Set up a water relay race. Scouts have to work in teams moving water from one location to another using broken pipes, sponges and buckets with small holes. The team who moves as much water as possible in a specified time is the winner. They will learn the importance of maximising use when they only have a limited supply.

2. The rights of the child

Length: 1 hour

Programme Zone: Global

Summary: SOS Children's Villages is a charity which works closely with orphaned children in two of the Solidarity countries, Sierra Leone and Armenia.

This activity will introduce Scouts to the UN Convention on the Rights of the Child and will make them question things they have which other children around the world might not.

Equipment

- Radio/CD player with some music
- Enough chairs/seats for all Scouts
- One flashcard for each Scout with one of the following words on:

Name	Chocolate
Computer	Clothes
Education	Music
Home	Fun
Nationality	Friends
iPod	Own room
Mobile phone	

Instructions

1. Give each Scout a flashcard and ask them to take a few minutes to reflect on why the item on the card is important to them and why it might be important to others.
2. Tell Scouts that they will now play a game of 'Musical Chairs', and that if they find themselves without a chair when the music stops they must convincingly argue for staying in the game on the grounds that the other Scouts simply couldn't live without the item they have on the flashcard. The Scouts who are seated will decide if a strong enough case has been made. If not, the person is out and a chair is removed.
3. When the game reaches a point where no Scouts are sent off anymore, encourage a discussion about how those remaining items are so important they are actually legally binding rights for all children living in countries which have signed the UN Convention for the Rights of the Child.
4. Divide Scouts in to smaller groups, and distribute the resources from SOS Children, available at www.soschildren.org, or on Programmes Online. Ask the Scouts to get into groups and identify which rights SOS Children ensure for children across the world.

3. JOTA/JOTI

Length: 16-17 October

Main project:

Get involved with Jamboree-on-the-Air and Jamboree-on-the-Internet. One of the meanings of Solidarity is to make links between other Scouts around the world, and both of these annual events offer a chance to do this.

What is Jamboree-on-the-Air?

Jamboree-on-the-Air, or JOTA, is an event in which Scouts and Guides all over the world speak to each other by means of amateur radio contacts.

When Scouts want to meet young people from another country, they usually think of attending a World Scout Jamboree or another international gathering. Not everyone can get to such a gathering. However, through JOTA, half a million Scouts and Guides 'get together' over the airwaves, bringing young people from all over the world together.

What is Jamboree-on-the-Internet?

Jamboree-on-the-Internet, or JOTI, is held at the same time as JOTA. Instead of using the medium of radio, Scouts and Guides around the world make contact with each other using the Internet. Activities for JOTA and JOTI are often conducted together.

How to get involved

Both JOTI and JOTA take place every year in the third full weekend of October, this year on 16-17 October. JOTA and JOTI are officially open for 48 hours, from Saturday at 00:00 until Monday at 00:00 local time.

Email jota@scouts.org.uk or joti@scouts.org.uk with your request to get involved and one of the relevant co-ordinators of these events will get in touch with more information.



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 Jamboree host countries. Recreate the atmosphere of Jamborees at your meetings and through your activities, and enjoy a flavour of Scouting from around the world.

1. Loy Krathong

Length: 30-45 minutes

Programme Zone: Global, Creative Expression

Summary: An activity centring on Thailand – host of the 20th World Scout Jamboree in 2003.

The Loy Krathong Festival takes place in all parts of Thailand on the full moon night of the Twelfth Lunar moon, at the end of the Kathin Festival season, generally in November.

This festival is celebrated by people bringing bowls (made out of leaves) filled with flowers, candles and incense sticks. These bowls are then put in the water and left to float off. It is believed that as they go, all bad luck will disappear.

Equipment

- Thick card
- Coloured pens/pencils
- Waxy crayons
- Scissors
- Glue
- Candles
- Tea lights

Instructions

1. Draw a large circle on a sheet of thick card (A4). Draw a smaller circle inside the larger one. In the area between the two circles, draw the outline of pointy lotus petals.
2. Repeat step 1 to make several different sized circles.
3. Cut out the flowers (smaller inner circle with pointy edges – in red).
4. To make the Krathong lantern waterproof, cover both sides of the largest flower with a thick layer of waxy crayons or use a candle to cover it in candle wax.
5. Decorate the smaller flowers with colours and patterns.
6. Roll the edges of the pointy petals around a pen to give them an upturned shape.
7. Glue the different sized flowers on top of each other to make your lantern.
8. Add the finishing touches.



2. We are the world

Length: Various

Programme Zone: Global

Summary: Scouts will learn where previous Jamborees have been held around the world and hold activities based around those countries

Equipment

- List of all previous Jamboree host countries (see *World Scout Jamboree* factsheet FS260017).
- Map of the world
- Pins
- String

Instructions

1. Find out if the Scouts can name any of the places and countries where the World Scout Jamboree (WSJ) has been. Help them along the way.
2. Using a map of the world, have pins and string to show where the WSJ has been. You can show them how so many countries have held a Jamboree, and that they are thousands of miles apart. This emphasises how Scouting is a global movement for millions of people.
3. Split the Scouts into teams and allocate them a country where the WSJ has been held.
4. The Patrols then try to plan an evening with their chosen country as a theme. This could include trying food from the country, playing games that originated from the country, trying traditions and customs specific to the country and learn some of the language. The possibilities are endless.

Where's that Jamboree?

Length: Various

Programme Zone: Global

Summary: Scouts will learn where previous Jamborees have been held around the world and hold activities based around those countries

Instructions

1. Working in groups, Scouts will choose a country to research and find out more about Jamboree that took place, (where it was, when it was, how many attended, how many countries where there and what the motto was). Different groups can then compare these mottos and see how similar or different they all are.

2. Encourage Scouts to get pictures or videos from the WSJ that took place in their chosen country. Don't forget to check out the website of the World Scout Jamboree 2011 www.worldscoutjamboree.se, and the UK Contingent website, www.scouts.org.uk/wsj2011. There are lots of photos you can download/print to show your Scouts of a Jamboree in action. Song clips and videos from the 11th World Scout Jamboree held in Greece can be seen at www.proskopos.com/jamboree_video_en.html.



fun fact

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



Hannah Jamboree Participant

Hannah has packed hundreds of bags and washed and polished cars to raise funds for her. 'I know that friendships will blossom within our Unit as we build up to the event. Next July, a whirlwind of an experience will begin. Somehow I think words are going to be unable to describe the time I will have.'



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. Country pictionary

Length: 30 minutes

Programme Zone: Global; Creative Expression

Summary: A game to test and expand knowledge of other countries and cities and what we associate them with.

Scouts work in teams where one person from the team will be given a country (or city) to draw for their team members to guess - points for how quickly they guess it. It will show Scouts how we identify cities and countries around the world, which makes up a diverse world of culture.

Equipment

- Pen
- Paper (whiteboard or flipchart is best, if you have one)
- Stopwatch

Instructions

1. Scouts will work in Patrols or teams. Having at least three teams will make it more interesting.
2. One team at a time will get a go – one Scout from the team will be told a country or a city by the Leader and they then have to try to put this into images for their team members to guess. No words are allowed. You can add any additional rules to make things trickier, such as not being allowed to draw the flag etc.
3. Once a team has had their go, the go passes to the next team. Before starting the game, decide on a scoring system – for example, if only allowing one attempt per go, decide the scores based on how quickly they guess it. For example, if they guess within 30 seconds, they get 5 points. And for every 30 seconds that pass, they get 1 point less. 1 minute = 4 points. Alternatively, if they get a set amount of time, they could simply get as many points as the number of guesses they got correct.
4. Extra points can be awarded for funny drawings or silly guesses.

2. International dress up

Length: 30 minutes

Programme Zone: Creative Expression; Global

Summary: This activity was taken from Programmes Online.

Equipment

Tell the Troop to bring some clothes, hats or accessories the following week. They will need to have clothes that could represent a variety of countries from around the world. Accessories could include toy animals, or objects like boomerangs or skis.

Instructions

1. With the costumes/accessories assembled in Patrol groups, call out the name of a country. Each Patrol has a few minutes to dress up one member as a person from that country. Award points or pick the best Patrol for each country.
2. Repeat this for four to six rounds, perhaps with a different Leader choosing the country each time. You can choose to take a sneaky look at what clothes they have brought, or just ignore and go for random countries.

3. Appreciating differences

Length: 30-45 minutes

Programme Zone: Beliefs and Attitudes; Community

Summary: This activity was taken from POL

Instructions

Play a few of your Troop's favourite games, but add a twist to each one such as:

- You can only use your right hand
- Boys must always move out of the way of any girls (and vice versa)
- No physical contact is allowed
- No eye contact with anyone, including the leaders

Then have a discussion with your Troop about how different cultures will often behave differently and how implementing some of these differences in the games made the young people feel.

What behavioural traits do they feel exist in their own cultures?



Hazel Jamboree Participant

Hazel is the only young person from her District who is going to Sweden. 'Since being selected I've discovered that although my friends aren't going, loads of other people are and they're really nice too. I actually physically can't wait for the Jamboree, it's gonna be so good, I can't even explain it.'



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.



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. Simply food

Length: Troop Night

Programme Zone: Global; Creative Expression

Summary: Patrols/Troops cook from the different countries and invite other Patrols or other Troops round to taste the food.

Equipment

- Meal ingredients
- Cooking equipment

Instructions

1. In Patrols, choose a county, and agree a menu based on food from that country, all ingredients to be fresh.
2. After buying the ingredients (with whatever amount of money you decide) they then cook a main course and/or a dessert. Patrols do not tell others what country they will be representing.
3. Once the food is cooked, Patrols go round to the different areas and sample the food cooked and then they guess what country that food was from.

This activity can be extended and Troops can invite other Troops round for the evening and have a joint night, with each Troop cooking. For this, each Troop must cook a starter, a main and a dessert from three separate countries for the other Troops to sample.

Once all food has been sampled, the Scouts could give a short history of the country they chose and some information on the food they have cooked.

2. World foods challenge

Length: 1.5 hours

Programme Zone: Global; Creative Expression

Summary: This programme is taken from POL

Equipment

- Various ingredients
- Cooking equipment
- Disposable forks/spoons
- Paper plates

Instructions

1. Prepare goodie bags with the ingredients (and possibly also recipe instructions) of dishes associated with one or more countries.
2. Split the Troop into small cooking groups.
3. Explain the object of the task: to prepare, cook and serve a meal with ingredients typical of a particular country.
4. Teams select a 'goodie bag' at random.
5. The teams start to produce a meal using ALL the ingredients they have - NO others are allowed except for some cooking oil and seasoning which all teams will have access to.
6. At a prescribed time (eg. 45 minutes after the start) the team sets out the dish they have prepared on a table.
7. Issue disposable forks/spoons to all members so that they can sample each of the dishes.

Be aware of allergies and religious/personal food choices providing pork and beef dishes can be offensive to some religious faiths). Consider the risks associated with food handling. Allow sufficient time for the clearing up afterwards.



3. That's not fair

Length: 1.5 hours

Programme Zone: Global; Beliefs and Attitudes

Summary: This programme is taken from POL

Equipment

- A bench
- Six chairs
- Two tables
- A table cloth, napkin and centre piece
- Plastic cups
- Water
- Five plain biscuits
- Orange juice
- Three chocolate digestives
- Two posh chocolate biscuits
- Lemonade
- A can of fizzy drink and a bar of chocolate

Instructions

1. Start the activity by sitting everyone on the ground around you. Do not explain the purpose of the activity, but begin to split the group up as follows:
2. The majority are Africa and remain seated on the floor.
3. Pick five Scouts to be Asia. They sit on a bench.
4. Pick three to be South America. They sit on chairs.
5. Two are chosen to be Europe. They get to sit on chairs with a table.
6. The final selected Scout is the United States. They sit on a nice table with cloth and napkin and centre piece (really go to town with this).

Next explain that you are going to feed each country/continent:

1. Give the largest group (Africa) a plastic cup.
2. Give Asia a drink of water in plastic cup and a plain biscuit.
3. Give South America a drink of orange juice in a plastic cup and a chocolate digestive.
4. Give Europe a nice chocolate biscuit and lemonade in a plastic cup.
5. Give the last one (USA) a special treat (such as Cola and a bar of chocolate).

6. Sit back and wait for the 'That's not fair' comments.
7. Now explain about the countries and how not everything in life is fair, how many African children have to walk to the river to get water, and many in Asia have only very plain food available.

This activity often leads into good discussions about wealth and poverty, although it is worth emphasising that inequalities exist in all countries. Not all African families live in a hut and have to travel for water, in the same way that not all Europeans live in luxury.



fun fact

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

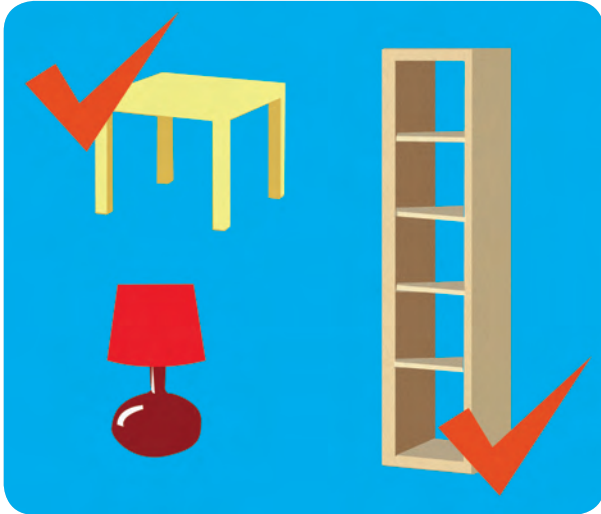


Rhys Jamboree Participant

Rhys is fulfilling a longtime ambition having attended as a day visitor in 2007. 'I've never camped for three weeks before, so I've got to work up the stamina. Speaking different languages might be a challenge too but I can't wait for my Swedish dream to be a reality.'

February

Hallå Sverige – Hello Sweden



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. IKEA bingo

Length: 30 minutes

Programme Zone: Global

Summary: A fun game combining bingo and one of Sweden's best exports – IKEA!

Equipment

- IKEA catalogues
- Bingo sheet with images (from POL) or names of items (each team will need a sheet and they all need to have different, random combinations)

Instructions

1. Split into teams of about four (if teams are too big, you may need two catalogues per team).
2. Each team will need to have at least one IKEA catalogue and a bingo sheet. Teams have to complete lines (vertical, horizontal and diagonal) by finding the image that is on the bingo sheet in the IKEA catalogue and writing down the page number in the relevant square.

3. The first team to get a line will win a prize. It then moves on to the first team to get a full house.

NB: Create an answer sheet that says which page each of the different images is on, so you can check that the Scouts have got it right. Do this by simply having a sheet with all of the pictures that are on the bingo sheets and writing down the page numbers next to them.

You could get the Scouts to show you when they have found the correct item in the catalogue and you can sign their bingo sheet to confirm that they have that square.

2. Life in Sweden

Length: 1 hour

Programme Zone: Creative Expression/Global.

The Swedish celebrate Midsummer during the first weekend after the Summer Solstice, when the day is the longest. They make the most of the light evening by celebrating. It is customary to build a 'Midsummer's Pole' using long poles and decorating it with birch branches and leaves and adding flowers. They then dance around the pole, often to traditional Swedish folk music. Some traditional dances have a comical theme to them. Search for 'Små Grodorna' to find out more about one.

2a – Midsummer pole

Equipment

- Small pioneering poles
- String
- Salt-dough, plasticine or clay
- Green pipe-cleaners
- Coloured paper (including yellow and blue)
- Scissors

Instructions

1. Scouts can work in small groups or individually. They must lash one long and one shorter pole together in a cross shape. The shorter pole should be at a 90 degree angle to the long pole (see diagram below).
2. Use the green pipe-cleaner to wrap around the shape to make it appear as if it is covered in leaves. Using pipe-cleaners, create two rings.

3. Create small flowers using the coloured paper and stick these to the two rings. Decorate the 'cross' with some flowers. Hang the two rings on either end of the horizontal pole.
4. Make a small Swedish flag and stick to the top of the pole. Create a base using the salt-dough, plasticine or clay and stick the end of the pole in it to keep it standing. Let the salt-dough/clay base air dry.
5. Play some music and dance around the pole.

2b - Guess the price

In preparation, you should do the following:

- Check the current exchange rate of Swedish Krona (SEK) to the British pound (GBP) to help the Scouts get an idea of the difference between SEK and GBP.
- Find out the cost of the items you have chosen and make a note of this, for your reference.

Equipment

- Pens
- Paper
- Images of general everyday items (such as bread, a can of soft drink, a book etc.) and also some typically Swedish items (such as a Volvo, meatballs, something from IKEA, etc.)

Instructions

1. Split the Scouts into teams. Each team will have a set amount of SEK in their bank to start with (the amount you give them depends on the values of your items).
2. You will ideally need two adults (or Young Leaders) to run this. One Game Show Master who has control over the proceedings and another person to take note of the scores (which could be done on a white-board or similar).
3. Each team will select their first representative who will come up to the front. All of the Scouts will be shown the first item by the Game Show Master and will have 10 seconds to decide and write down on their piece of paper what they think it costs in SEK. Their team can help them by shouting amounts.
4. The Game Show Master will then ask each team representative to show the amount they decided on and the Game Show Master will make a note of these. The

correct price of the item will then be shown and the difference between the correct answer and the team's guess will be subtracted from their total SEK. For example, if the item was 500 SEK and the team guessed 1000 SEK, 500 will be subtracted from their total.

4. The game continues in the same manner, but the teams will swap representatives. The team with the most SEK left at the end of the game wins!

What's that word?

Length: 30 minutes

Programme Zone: Global.

Summary: Scouts have to work in teams to remember Swedish words and try and pronounce them.

In preparation, leaders can search the internet or books to find images of some of the items mentioned in the table below.

Equipment

- Paper
- Pens
- Table of Swedish words on POL

Instructions

1. Split your Scouts into teams. Each team is given a sheet which has both the English and Swedish translations on.
2. Teams are given ten minutes to try and remember as many of the words as possible. They are then given a pile of pictures and a pile of matching Swedish words. Within their teams, they have to try and match up the pictures with the Swedish words.

The team with the most correct matches wins.



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, use these activities to engage Scouts with the challenges faced by the environment and what we can do about them.

1. Wildlife diary

Length: 30 minutes

Programme Zone: Outdoor and Adventure; Creative Expression

Instructions

Encouraging young people to keep a wildlife diary is an excellent way to get them interested in the world around them.

Note the different creatures that visit a patch of land throughout the year, and they will begin to notice the changes – from day to day, season to season and year to year. Ask the young people to write down and draw what they see, especially unusual behaviour, such as male robins fighting, thrushes using a rock to open a snail shell, or the first swifts or housemartins returning in the spring. Look under logs and rocks for insects, as well as looking to the sky for birds. Remember, one of the most noticeable changes is often the vegetation.

2. New planet

Length: 30 minutes

Programme Zone: Outdoor and Adventure; Creative Expression

Summary: This activity is taken from POL

Equipment

- Paper
- Pens
- Coloured pens/pencils

Instructions

1. Split the section into small groups. Explain that they need to design their own planet.
2. Give each group the list of tasks they must complete:
 - i) Name your planet, and be prepared to explain why you have called it this.
 - ii) Design and create a flag for your planet, and be prepared to talk about its meaning.
 - iii) Write out ten laws for your planet.
 - iv) Make up a motto for your planet.
 - v) How is your planet going to make money? Will it export something, or what else can you think of?
 - vi) List five things which are banned on your planet.
 - vii) Design your planet's formal costume.
 - viii) Draw and name the money your planet will use.
 - ix) Write a planetary song you can all sing together for the other teams (at least six lines long, using the tune of a song that you know).
 - x) You can bring six items from your old planet. Say what you would bring, and why you chose them.
3. Each group then carries out the task.
4. When all of the groups have finished they need to explain their decisions and tell the other groups what their planet is like.



3. Surviving using nature

Length: Two days

Programme Zone: Outdoor and Adventure

Summary: Scouts survive a night outdoors in a woods using only what they find in the natural environment. They can each bring a sleeping bag and warm clothes.

Equipment

- Sleeping bag
- Warm clothes
- Food
- Outdoor cooking equipment

Instructions

1. Working in Patrols, Scouts have until dusk to find materials to construct a shelter to keep them dry. Leaders could assist by showing them diagrams of possible construction methods. If necessary they could be given tarpaulin.
2. The participants could then build a fire to cook dinner on. Leaders could provide fish and tin foil, or sausages to cook on sticks.

This activity teaches the value of respecting the outdoors. You could remind Scouts that some homeless people live outside every night of the year.

This could form part of a larger camp (one night of a summer camp), or it could be run as a stand-alone activity. Remember that this counts as one 'Night Away' and also contributes to other badges.

Check Programmes Online for other environmentally themed activities.



fun fact

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

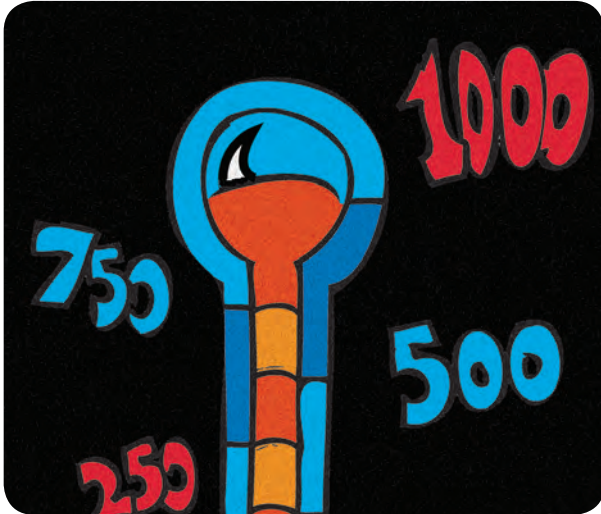


Renira Rutherford International Service Team member

When not Scouting in Somerset, Renira sell 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.'

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. Helping each other

Length: Ongoing

Programme Zones: Global; Outdoor and Adventure

Instructions

Select a charity either as a group or in a section, learn about that charity and look to raise funds for it. Set a target and each week look to see what you have done. It doesn't have to be raising money either, look at other ways that you can help this charity - it could be just raising awareness to boost their cause. You could look to do this for the homeless, water shortages, climate change, health issues or food shortages.

2. Change is good

Length: Ongoing

Programme Zone: Global; Outdoor and Adventure

Instructions:

Look at going to the council and doing some community projects like painting fences or gardening or keep it closer to home and clean up your HQ.

3. Water awareness

Length: 45 minutes - 1 hour

Programme Zones: Global; Outdoor and Adventure

Summary: Make Scouts aware of the importance of clean water and how lucky we are to have it in the UK.

Equipment

- A water supply (from a river, stream or lake)
- Beakers or cups
- Filters or sieves
- Heat supply to boil the water, either fire or a kettle
- Water purification tablet (if necessary)

Instructions

1. Ask Scouts to cook food or make a drink of their choice using dirty water, which they must first fetch by walking 20 minutes to collect.
2. They first need to sterilise it by filtering out the sediment, and boiling it. They may also need to use a purification tablet.
3. Use this water to make drinks or cook food on.
4. This will make Scouts realise how lucky they are to live in the UK, and that clean water can't be taken for granted.



4. ShelterBox challenge

Length: 1-2 evenings/afternoon

Programme Zone: Global

Summary: Get Scouts involved with our partner charity ShelterBox

There are many ways 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.

Their website can be found at www.shelterbox.org

Where in the world?

This task will encourage Scouts to think about the sort of places ShelterBox works in and possibly even challenge some preconceptions. Working in teams, Scouts will have to match countries to continents and, with only a small clue, identify what countries they think are depicted in photos.

It will get them to think about different countries around the world and see where these are geographically. They will get to put pictures and faces to places they may have only heard mentioned before.

To access everything you need to run this activity, including the How to run guide, click on the folder available online at www.youngshelterbox.org/library.php?CategoryID=23.

Scavenger hunt

Every June in London (and in Edinburgh in 2010) ShelterBox run a Scavenger Hunt which your Scouts could join in with. Find out when it is in 2011 on the website.



fun fact

The theme for the Jamboree is 'Simply Scouting'.



David Rolfe International Service Team member

David is the oldest 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.'



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 have. These varied activities will help bring together Scouting skills and highlight the common theme which exists throughout the world of Scouting.

1. Jurassic adventure

Length: Evening

Programme Zones: Creative Expression; Outdoor and Adventure

Summary: This activity was taken from POL

Equipment

- Large melons
- Selection of canes or small pioneering poles
- Sisal rope/string
- Paper/card to write the clues on

Instructions

1. Purchase a large melon per Patrol and hide them around the playing area.
2. Supply each Patrol with a selection of canes (or suitable

wood if available) and sisal type rope along with clues where to find their dinosaur egg.

3. The Patrols locate their egg and build a carrying device which will transport the egg safely to base without them holding it.
4. Once ready, with at least two holding the device they negotiate an obstacle course ensuring that the 'egg' does not fall off until they reach the end.
5. The melons can then be cut up and eaten as a refreshing reward.

2. What an entrance!

Length: 2 hours

Programme Zones: Outdoor and Adventure; Creative Expression

Summary: Scouts work in teams to build gateways similar to how you would at a Jamboree. The challenge will be to build the best one. A panel of judges (you could invite previous Jamboree participants) will decide the winner.

Equipment

- Pioneering poles
- Rope
- Paper
- Pens

Instructions

1. Ensure you have a space big enough for each team to build their gateway. You may want to cover basic pioneering skills before doing this challenge. If necessary, research some images of good/bad examples of gateways from previous Jamborees.
2. Each team is provided with their poles, rope, paper and pens and has an hour and a half to build a gateway. You could have certain criteria; such as it has to include an A frame or it has to be 2m tall, for example.
3. When the time is up, each team has to present their gateway and try to convince the judges (possible previous Jamboree Leaders or participants as) that their gateway is the best.



3. JOTT

Length: 9 May 2011

Programme Zones: Global; Outdoor and Adventure

Instructions

Jamboree-On-The-Trail is an annual day for the World Scout Movement to hike together. All Scouts, whatever their age and wherever they may be in the world, are invited to participate in whatever way they can.

The details of your JOTT event are up to you; who, where, what time and what doing are all decisions that are made locally. JOTT occurs annually on the second Saturday in May.

The aim is to give some consideration to the worldwide aspect of the Scout family, working toward a better future through Scouting.

Register your JOTT event on the website: www.jott.org.uk. JOTT badges can also be purchased from the same site.



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.



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.'



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. Pass the tea light

Length: Evening

Programme Zones: Beliefs and Attitudes; Fit for Life

Summary: This activity was taken from POL

Equipment

- A chair per Scout
- A dessert spoon per Scout
- A tea light per team

Instructions

Split the Troop into teams:

1. Arrange a row of chairs for each team from one end of room

to the other with about a metre between each.

2. Give each Scout a dessert spoon and get them to stand on a chair.
3. Chairs should be positioned so that Scouts have to hold out their arms almost fully to reach next Scout.
4. Give the first member of each team a tea light and light them.
5. On the word 'GO' the teams must pass the lit tea light along the line using only the spoons.
6. If anyone uses their hands to hold the tea light, extinguishes the flame, or drops the tea light, the tea light must go back two chairs - and be relit if necessary - before the team can continue.
7. The first team to get the tea light along their team and back wins.
8. Sometimes tea lights don't burn well. Having burned them for a couple of minutes before the game helps them to light easier for the game itself.

2. Litter pic(k)nic

Length: One day

Programme Zones: Outdoor and Adventure; Community

Summary: This activity was taken from POL

During the month of June in 2011, there are two important international dates: World Environment Day on 5th and International Picnic Day on the 18th. The two can be combined into one fun, environmentally friendly activity.

Instructions

1. Get the Scouts to spread the word about the Litter Pick and Picnic. They could do flyers and hand outs (and on there, to make it eco-friendly, ask people to please recycle the flyer).
2. Scouts can join forces with other Troops, sections and family and friends to do a litter pick. Contact your local council to find out if there are any organised litter picks that you can take part or offer your services to them and ask for advice on where would be best for you to do your litter pick.
3. Ask people that are taking part to bring food and drinks (or if you have the budget, offer them free drinks and food for helping out) and finish off your day with a lovely picnic (hopefully in the sunshine).



3. Organise a mini-Jamboree for other sections

Length: In advance

Programme Zones: Global; Outdoor and Adventure;

Summary: Work together with other Troops and sections, to organise a mini-Jamboree for other sections.

This event could be done as a day event or it could be run on a longer basis, where Cubs can stay for the weekend and Beavers can visit one day.

Instructions

1. It may be a good idea to start with a Scout Forum, to get the ideas rolling and get them excited about the challenge. If you can, bring pictures, videos and anything you can from previous Jamborees to give them an idea of what it is. After all, for the Japanese Jamboree in 2015, Scouts will by then be Explorers and have the chance to attend. See if you can get a previous Jamboree participant to come along and have a chat with them.
2. Consider the things the Scouts could incorporate into their Jamboree experience:
 - Meeting new people from another part of the world (on a smaller scale, another District/County is good enough).
 - Taking part in new experiences (what do they not always get to try or take part in?)
 - Using the 'Global' theme - they could have a Global Development Tent (instead of Village) where they can try food, crafts and traditions from across the world.

The more varied the places that the young people come from to attend your mini-Jamboree, the better the experience will be for all those that attend. Get the Scouts to take an active role in what they want at their mini-Jamboree.



Felicity Wright
International Service
Team member

'Flic' is one of the youngest IST members and attended the last Jamboree in 2007. 'I really want to be able to give other young people my support so they can experience what I was fortunate enough to enjoy.'



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.scouts.org.uk/wsj2011.

1. Alla djuren byter bo - All the animals change den!

Length: 20 minutes

Programme Zones: Beliefs and Attitudes; Global

Summary: A traditional Swedish Scouting game

Instructions

1. All but one of the young people stands close to a tree, a stone - or anything outside that they pick as their 'den'. Get them to mark their den with a jacket, a scarf or anything else that they have with them to make it visible.
2. The young person without a den stands in the middle and calls out: 'All the animals change den!' Everyone must change their den and the young person in the middle can run and claim a den. Another young person will now be without a den and will stand in the middle and call out.
3. You can decide on how the animals move; like a frog, on their hands and knees, jumping on one leg, backwards...

2. Höken flyger högt - The hawk flies high

Length of activity: Evening

Programme Zones: Beliefs and Attitudes; Global

Summary: A traditional Swedish Scouting game

Instructions

1. Everyone stands in a large circle. When the leader calls out 'The hawk flies high' everyone jumps. The leader varies the call with different kind of birds; 'The seagull flies high, the eagle flies high' etc. After every call young people have to jump.
2. After a while the leader also starts calling out other animals that cannot fly; for example 'The mouse flies high'. Young people should not jump for animals that can't fly. Those that jump anyway take one step backwards, and are out. They then have to help the leader identify who's jumping at the right moment and who isn't.

3. Swedish themed evening

Length: Evening

Programme Zones: Beliefs and Attitudes; Global

Summary: Organise a Swedish themed day for the District (invite Jamboree participants) to raise funds and profile.

Instructions

To raise the profile of the Jamboree and its host country for 2011, arrange a Swedish themed day for the District where all sections can come along and join in the experience. You can invite Jamboree participants (past and present) to come along and do a presentation on what they have done so far as part of their Jamboree experience and what they hope to experience while at the Jamboree.

You could include a variety of ideas at your event – here are just a few ideas:

- Sweden Quiz – Win IKEA food as a prize.
- ABBA-oke – celebrate Sweden's finest musical export.
- Try Swedish food (a trip to IKEA could help – have a look for some recipes online) – Scouts can cook the food in preparation for the event.
- Learn Swedish (search for resources online or use the 'What's that word?' in this resource).
- Guess the Swedish famous face – people pay to guess who the person in the picture is.
- Invite other Troops or sections to help organise the event.



4. Go to the Jamboree as a day visitor

Length: One day

Programme Zones: Beliefs and Attitudes; Global

Visit the Jamboree as a day visitor

Take the opportunity to visit the spectacular World Scout Jamboree as a day visitor.

Visitors will be able to take a guided tour of the site and join in some organised activities. Most importantly, they will have the opportunity to experience a World Scout Jamboree and its unique atmosphere, sharing in the energy and excitement.

Visitors will be able to visit the Jamboree from July 28 until August 6, except for August 4.

Tickets to the World Scout Jamboree cost 150 SEK (about £13) for adults and 75 SEK (about £6) for children/young people aged 7-17. Children under the age of 7 do not pay a fee. You can now buy tickets on the World Scout Jamboree website. The ticket is valid for one day only. Unfortunately, they can only receive 5,000 visitors on any given day, and tickets will be available on a first come first served basis. You will also be able to buy tickets on site, but to ensure you have tickets for a specific day we recommend that you buy them in advance online from www.worldscoutjamboree.se.



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.'



Home Hospitality, or HoHo, 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 Ho Ho 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. Troop book

Length: Ongoing

Programme Zones: Global; Creative Expression

As a Troop, produce a scrap book illustrating some of the activities the Troop take part in, the uniform they wear, what they get out of Scouting, their favourite aspects and memories of Scouting. They could then show this book to another Troop, or even Scouts from another country to compare their Scouting experiences.

2. HoHo sports

Length: Varies

Programme Zone: Fit for Life

Instructions:

1. Look at some of the different sports that the HoHo Countries enjoy playing and organise a Troop night around them, some sports could include –
Poland - Handball or Orienteering
Finland - Pesäpallo (a take on baseball) or Athletics
Estonia - Cycling or Weightlifting
Latvia - Basketball or Ice Hockey
Lithuania - Football or Winter Sports

3. Ye olde English recipe book

Length: 1-2 hours

Programme Zones: Creative Expression; Global

Summary: A recipe book to give HoHo families on the Jamboree a taste of British cuisine.

Equipment

- Paper
- Pens
- A camera
- A laptop (optional)

Instructions

1. Working in Patrols, Scouts could decide what recipes they would like to include in their recipe book. You may want to split it so that each Patrol does some starters, some mains and some puddings. Or, one Patrol does starters, another does mains and so on.
2. Scouts will need to work together to write the recipes. You may want to consider getting them to cook their ideas or getting them to cook it at home and taking photos of them, which you could include in your recipe book.
3. Put all the recipes together in a format that the Scouts agree on and see if you can get a chef or local restaurant/shop to sponsor you. This could help with printing the recipe book.
4. Contact your District or Country to see if they may be able to help you print it or help with the cost of printing. Another option could be to ask parents to print a few pages for the book and to put them together using string.
5. Arrange for someone who is going to the Jamboree to bring your recipe book and give it to their HoHo family.



4. Which HoHo country?

Length: 10-15 mins

Programme Zone: Global

Summary: This activity was taken from POL

Equipment

- Print out of maps of Estonia, Germany, Finland and Poland (available from www.scouts.org.uk/pol)

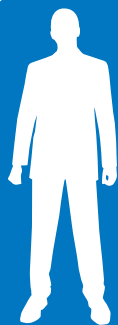
Instructions

1. Show your Scouts the HoHo countries where members of the UK Contingent will be visiting. Can your Scouts identify them?



fun fact

Participants from The Scout Association's Caribbean branches will be joining a UK Unit. These include Antigua, Anguilla, Montserrat and St Kitts and Nevis.



Mike Parkes UK Contingent Leader

Mike will be leading the UK Contingent to the Jamboree. 'I am thrilled to be leading the largest ever UK contingent overseas for the Jamboree. It's going to be an amazing spectacle and will enrich the lives of all who are attending.'



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. Origami banger

Length: 15 minutes

Programme Zones: Beliefs and Attitudes; Creative Expression; Global

Summary: This programme is taken from POL

Equipment

- A3 stiff paper

Instructions

1. Give each Scout a piece of A3 paper, the stiffer the paper the better, and a copy of the instructions. Challenge them to make the loudest bang.

2. Capturing time

Length: 1-2 evenings/afternoon

Programme Zones: Creative Expression, Community

Summary: Scouts put together a Time Capsule which has items that are relevant now and information about today. It could include photos and quotes from the Jamboree participants for 2011.

Equipment

- Shoebox (to act as a time capsule)
- Pens
- Paper
- Scissors
- Small items for the capsule

Instructions

1. Get Scouts to do some research into interesting information that is relevant at the moment and ask them to bring this back for another meeting.
2. You may want to give them some pointers with regards to what types of information might be suitable, such as total population, the current exchange rate of the British. another currency (like Euro), current popular artists, TV programmes etc.
3. Scouts can also bring back cuttings from newspapers (or whole newspapers). To include the Jamboree into the time capsule, they can interview people (adults or young people) who are attending the 2011 Jamboree in Sweden. Pictures and the interview can be included in the time capsule. Some good questions to ask could be what they have done so far as part of their Jamboree experience and what they expect from the Jamboree experience.
4. Scouts can also take photos of themselves and write some information about what they like and what they expect for the future and how Scouting might change.
5. Scouts can work together in small groups to put together their time capsule. They can also have a think about what they think will be different in the future and put this in the time capsule. For example, what will the total population of the world be, what will the fashion be like, what will Scouting be like?
6. Scouts can decorate their time capsule and seal it. Make sure that they put the date that they sealed it on there.



- The time capsules can then be given to someone within the District who can keep hold of it until the next Jamboree participants are selected and they can open it and perhaps add something new to it and re-seal it again. Or the time capsule can be kept for even longer.

3. Jamboree sports event

Length: An evening

Programme Zones: Global; Fit for Life

Summary: Hold a Jamboree themed sports event in your Group/District.

Instructions

- Hold a Jamboree themed sports event. Scouts can either run this as an event just for their Troop or arrange it for the whole group, or together with other Troops. Contestants would compete in funny sports related to Jamboree host countries, such as the Chopstick Challenge for Japan.
- Scouts will need to be split into teams. About four or five Scouts in each, if possible. For smaller Troops, reduce the number of Scouts in each team. There needs to be at least three teams (more if possible) to make it a good competition.
- You can get Scouts to research the different countries associated with the Jamboree (Solidarity countries: Armenia, Sierra Leone, Papua New Guinea. Potential Home Hospitality countries: Finland, Poland, Lithuania, Latvia, Netherlands) and come up with their own challenges.

3a - Chopstick challenge (Japan)

The 23rd World Scout Jamboree is being held in Japan in 2015. Incorporate a Japanese themed sport to build excitement about the next Jamboree – which Scouts will be able to attend as Explorers.

Equipment

- A pair of chopstick for each team
- A pack of dry (uncooked) spaghetti

Instructions

- Split the Scouts into teams. In a relay race, each Scout has to run to the other end of the hall, pick up one spaghetti strand with the chopsticks and then run back to their team, put the spaghetti in a pile and pass the chopsticks to the next team member.
- This can either be played for a certain number of minutes and whoever has the most when the time is up wins, or each team can be given a set amount and whoever finishes first wins.

3b - Long-ski slalom (Finland)

Equipment

- A pair of long wooden planks (or skis) for each team. The length of the ski depends on the size of your teams.
- Two lengths of rope/string per Scout. This will need to be tied in a loop long enough to go around the ski and for them to hold onto.

Instructions

- Each team member has to stand with their feet on each of the 'skis' and hold onto the rope to lift the skis.
- The teams will then race around an obstacle course, which could include a chair to do a u-turn around, a table to get underneath and a ramp they have to go over. This can either be done one team at a time and then times can be compared and the quickest gets the highest score. Or, if there is enough space, each team can have their own obstacle course and compete against each other.

3c - Swede bowling (Sweden)

The idea is that the Scouts will play bowls, but using vegetables.

Equipment

- Swedes for the bowls
- Something round (for example, a tomato) for the jack
- A measuring tape to measure the distances to determine the winners.

Instructions

- Set up a scoring system, for example 5 points for any Swedes within 10cm of the jack, 2 points within 20cm and 1 point within 30cm.
- Mark out a play area and split the Scouts into teams. One team will play at a time. One team member will throw out the jack (the tomato) and each team member will get a set number of shots to try and get their Swedes as close as possible to the jack.
- Points are given according to your pre-set scoring table and the scores are totalled up at the end to determine the winners.

Support Solidarity!

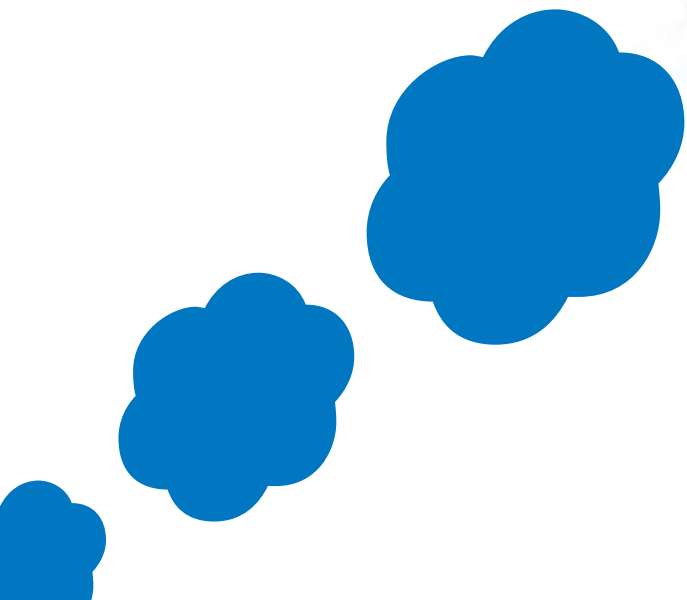
The Scout Association will be supporting Scouts from Sierra Leone, Armenia and Papua New Guinea to attend the World Scout Jamboree.

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.





THE SCOUT ASSOCIATION

Gilwell Park
Chingford, London
E4 7QW

t: 0845 300 1818
w: scouts.org.uk

Photographs by: Peter Howard
Illustrations by: Ian Nicholson



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