

Citizenship



Program Notes for Leaders

Introduction

This links to badgework:

- Challenge Area: Community
- Pioneer, Explorer, Adventurer Citizenship badges

These notes relate to the **Activity Sheet for Scouts: Week Four**. You may choose some or all or none of these activities. You don't have to run them in order, but the order presented here is for a balanced program.

Special Reminder:

Have any of your youth members not returned to Scouting in Term 2?

It's time to check on them.

Ask someone check in on them – they might be having technical issues that can be resolved.

Don't let youth members slip through!

The Program

Opening

- Welcome
- Flagbreak (?)
- Roll call – check who's on
- Any news or highlights to share (like birthdays)

Word Squares

What the Scouts were told on the Activity Sheet:

You'll need: pen and paper

Save time by drawing a couple of 4x4 grids before the meeting.

They need to be large enough to put a letter in each square.

Leader Instructions

This might be worth two quick games. The first is a practice.

The aim is to try to create 3- or 4-letter words – down or across (L-R) but up, reverse, or diagonal.

The person leading the game calls on an individual. S/he names a letter.

Everyone puts that letter somewhere in their 4 x 4 grid.

After a short thinking pause, the next person is called to name a letter.

And so on, until all 16 squares are full.

Each person adds up their score: 10 points for a 4-letter word, 5 points for a 3-letter word, and, if you're generous, 2 points for a 2-letter word.

Letters can be counted twice in the same row or column if they make up different words.

Eg MEAT = 10 points for 'meat', 5 points for 'eat' and 2 points for 'at'. That's 17!

Community Tour

What the Scouts were told on the Activity Sheet:

Pioneer & Explorer Citizenship #6: "Alone or with your Patrol plan a tour of your community designed to help a visitor see and learn about it, and either conduct a visitor on the tour or go as a Patrol".

Open Google Maps. Click on the menu at top left (the three lines) and select Your places. Then click on MAPS (top menu) and then CREATE MAP (at the bottom right). You will get a map in a new tab of your browser. It will have a control menu at the top left:

The key controls are:

The hand allows you to select items already on the map and add them to your map.

The location icon allows you to add a marker and name the location

The route icon allows you to add a driving, cycling or walking route to your map.

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Zoom in to your local area. Identify the key locations in your community that would "help a visitor see and learn about it" and select them (using the hand) or add them (using the locator)

When you have added all the locations, use the route icon to plan a walking, cycling or driving route.

Click on Share (top left menu) to name your map and get a shareable link.



Leader Instructions

One you prepared earlier?

Have any of the PLs had a try and can demonstrate?

Try it now as a Troop?

Navigation Names

What the Scouts were told on the Activity Sheet:

What 3 Words is an online mapping project. They have assigned each 3m square in the world a unique three-word address that will never change. For example /// began.adjust.type is the goal square at the Punt Road end of the MCG.

Go to <https://what3words.com/> and click on 'Map'

What is the name for:

1. Your front door at home:
2. The front door of the Scout hall:
3. What is at:
4. What is at:
5. What is at:

Leader Instructions

Maybe one of the PLs can lead this, if they're familiar with this site.

When everyone has had a play, time to answer

Question 1: everyone will be different.

Question 2: everyone should be roughly the same. (Check the answer before the meeting.)

Now ask each question in turn and allow time for Scouts to identify the locations.

Question 3: What is at: ///decider.subdued.supremely?
(Answer = Main car park at Gilwell)

Question 4: What is at: ///trooper.brush.circulates ?
(Answer = Caringal campsite)

Question 5: What is at: ///wharfs.winemaking.stoppage ?
(Answer = Elmore Field Day site – AJ 2022)

Heritage: Our Troop

What the Scouts were told on the Activity Sheet:

You'll need: coloured pencils, the map of the world that comes with this week's sheet.

First the Leaders will ask if any Scouts were born overseas, and where?

Use one colour to colour in the countries where other Scouts have come from.

Next, parents: use a different colour to show the countries where Scouts' parents were born.

Finally, grandparents: use a third colour.

How many countries have contributed to your Troop in Victoria, Australia?

Leader Instructions

Everyone got their map printed and ready? Or they can sketch as they go.

Pencils ready?

Who was born overseas? Hands up ... name the country.

Everyone colours in these countries.

Next: whose parents were born overseas? Hands up ... name the country.

Colour in these countries with a different colour (unless they're already coloured from the first question.)

Finally: whose grandparents were born overseas? Hands up ... name the country.

Conclusion:

We are one, but we are many.

And for all the lands on earth we come.

Heritage: Looking Local

What the Scouts were told on the Activity Sheet:

Often the names we give local places reflect our history. These might be streets, parks, schools, suburbs.

Do you know of local places with indigenous names? Or named after people or events?

How many can you find on Google maps?

Or you might remember seeing some from the days when we got out more?

Leader Instructions

Discuss. What people and history are remembered in local place names.

Pet Time

What the Scouts were told on the Activity Sheet:

You'll need: a photo of your pet or actual pet (or teddy bear or similar fave cuddly toy).

Don't tell anyone the name of your pet (or cuddly friend)

The Troop has to guess what you called your pet?

How well do they know you?

Leader Instructions

This is get-to-know-you-better social activity.

Before choosing someone to go first: anyone who already knows the answer, should stay quiet and let others guess.

Choose a Scout. They display a photo of their pet, or the pet (or a favourite cuddly toy).

Can others try to guess what it's called?

This can get boisterous, even rude! Keep it nice ...



Help Other People



Week Four: Health workers

What the Scouts were told on the Activity Sheet:

Scouts of all ages help other people.
This is a busy time for hospitals, doctors and nurses.
Let's say thanks to those who looking after sick people.
Make a card and send it to the team at your local hospital,
or your family doctor, or a family friend who is helping
look after other people.
Discuss.

Week Four Activities Checklist

Explain that there will be a special badge at the end of "Scouting at home".

Please complete the table on their Activity Sheet – get someone to sign off the tasks.

Email or text the completed checklist to the Leaders.

Task	Done!
Word squares	
Community tour	
Navigation names	
Heritage: our Troop	
Heritage: looking local	
Pet time	
Help other people	

Closing

- Badges presented virtually then mailed with a note
- Investitures (repeated later for real)
- Closing reflection by duty PL
- Flagdown?
- Till next week ...

More Notes

Preparation

Section Leaders need to:

- Choose your platform for online meetings.
- Practise it. A meeting with fellow Section Leaders? Or Section Council?
- Read up on any security issues that you need to be aware of.
- Have current contact details for all your youth members, eg preferred family email, mobile numbers.
- A shared email or text number for Scout responses and queries
- Confirm your program with Section Council and other Leaders. Who's doing what?

An email to all families three days before your meeting:

- The date and time of the next online meeting
- Details on how to join your meeting (eg a Zoom link and password)
- Dress code: full uniform
- Anything they will need to have – items are listed on the activity sheet
- The latest activity sheet

More prep:

- Practise the activities the Scouts will do

On the day of your meeting:

- Open the platform 15 minutes early and admit them from the Waiting Room to chat
- Allocate a Leader who will assist with technical support for the meeting
- Have a great, fun meeting

After The Meeting

- Mail badges to youth members with a short note
- Deliver any prizes won on the night
- Share your ideas with scoutingathome@scoutsvictoria.com.au
- Send your images to socialmedia@scoutsvictoria.com.au

