

# Creative Engagement



Thank you to all of the Leaders that have shared their exciting program ideas and activities. Please keep your wonderful ideas coming to [scoutingathome@scoutsvictoria.com.au](mailto:scoutingathome@scoutsvictoria.com.au)

Scouting at Home is about Scouts continuing to be engaged in their program so that when we're back in our halls they're just bursting with energy and excitement to catch up with their Scout friends. That's the plan!

But we know Scouting at Home take two is becoming an increasingly difficult challenge for both Scouts and Leaders. We might see concentration times reducing, Scouts increasingly fidgety or simply not dialling in to virtual Scouting. But what can we do?

## Would the buddy system work?

Could two Scouts, formed to be "buddies" work together to encourage each other to attend Scouts each week? They might be involved in activities together during the program, touch bases with each other during the week and hopefully look forward to seeing their buddy at Scouts next week.

## How could the buddy system work in your Unit?

Scout participation in their program is the key, an indicator of a successful program. Ask yourself, if I were a Scout why would I want to attend the meeting? What is the one element that would keep me coming back? Is your answer FUN!?

For Scouts it's FUN. Naturally our programs should be adventurous, fun, challenging and inclusive but it's the fun factor that hits the mark every time with our Scouts. We know our programs are working when we see Scouts laughing, interacting with each other, and wearing wide beaming smiles. This is what we need to replicate.

The first priority is to make sure we're consistently asking Scouts for activity ideas. Scouts will more likely participate when it's their activity ideas which will generally be fun. At some point in your meeting, perhaps in-between a game, ask the Scouts for activity ideas. And even if they've suggested them before think of ways to present the activity slightly differently.



## Creative Night

### My ideal Camp Gadget

Give the Scouts 15 minutes to create their ideal camp gadget out of Lego. Their gadget can be any shape size, colour or design.

Another great base material could be straws or humble paper with the Scouts required to roll and fold the paper into the desired shapes.

Considering having the Scouts build their gadgets in their Patrols to see which Patrol can produce the most useful variety of camp gadgets. The Scouts can share ideas and watch each other's progress.

Bringing the Unit together with each Patrol one-at-a-time introducing their camp gadgets to the Unit. Each Scout will advise their gadget's name, its function within the camp and any special design features.

### The Unit Camp

The Scouts need to design their next Unit campsite so each Scout will need a piece of paper and a pencil.

The first Scout will start the design by perhaps describing the shape of the available campsite. Will it be round, rectangular or an odd shape?

The Scout Leader will then ask the next Scout to take over the design of the campsite and they might suggest adding a road at the bottom with a massive tree in the middle of the campsite. All the while the Scouts will be drawing as instructed.

The next Scout will take over the design and so forth until all have had a go at designing the campsite.

At the end have the Scouts hold up their campsites to see if they're all the same.

### Continuous Yarn

Yarns have always been an activity in our program to convey a message or as a wind down at the end of a hectic program.

Have one Scout start the yarn and after a short period take a pause. That's the signal the Unit Leader to name the next Scout to tell the next part of the yarn and so on until every Scouts has had a go.



## My Ideas...

Remember to ask the Scouts for program activity ideas!

Openly ask them: what is something we could create?



## Bucket of Cards

Each Scout will need a pack of cards and a bucket or small rubbish bin.

The Scouts will stand 1 metre from the bucket and on the word "GO!" see how many cards they can get in the bin in 20 seconds.

The Scouts can only throw one card at a time and you can even see which Patrol managed to get the most cards in their combined buckets.

## Tower of Cards

Whilst you have the cards out, how about seeing who can build the tallest structure from one pack of cards?

You could judge the outcome on an individual Scout basis or accumulate the combined heights for a Patrol total.

For an added twist, rather than the Patrol Leader also building a tower would their leadership skills be enhanced if in their Patrol breakout rooms they were to circulate and offer advice to the Scouts in their Patrol?

## Who has the worst joke?

We are all great jokers and I bet the Scouts have some great jokes.

One at a time, invite a Scout to tell the Unit their best joke.

Can any Scout tell a joke where no one laughs?

Or a variation

## Who has the best joke?

Which Scout can tell a joke that has everyone rolling on the floor in laughter?

## Let's Dance!

Search out your best 70s and 80s dance CDs and have the Scouts up and dancing showing off their greatest moves.

As a twist see who is the first Scout to freeze when you pause the music.

You might even want to teach the Scouts how to moon walk.

## Plan>Do>Review>

Don't forget that the Plan>Do>Review> process helps us continuously improve. Helps plan great Scouting activities that are adventurous, fun, challenging and inclusive.

Ask the Scouts for their Review> of the program as a whole or elements of the program. A few comments will suffice or a simple thumbs up or thumbs down. The important thing is that the Scouts are thinking of how they can make their program even better.

