

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

Scouting at Home is about Joey 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 their their Joey Scout friends. That's the plan!

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

Would the buddy system work?

Could two Joey Scouts, formed to be "buddies", work together to encourage each other to attend Joey 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 Joey Scouts next week.

How could the buddy system work in your Unit?

Joey Scout participation in their program is the key, an indicator of a successful program. Ask yourself, if I were a Joey 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 Joey 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 Joey Scouts. We know our programs are working when we see Joey Scouts laughing, rolling around on the floor, and wearing wide beaming smiles. This is what we need to replicate.

The first priority is to make sure we're consistently asking Joey Scouts for activity ideas. Joey 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 Joey 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 Pet

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

Consider having the Joey Scouts build their pet in their bedroom and then bring them together.

Each Joey Scout will then introduce their pet to the Unit. What is their pet's name, what sounds does it make and what does it eat?

Treasure Island

Ask your Joey Scouts to turn their house into Treasure Island by drawing a map of their house as the island.

Along the way the Joey Scouts have to decide what will be their precious treasure. Will it be a glistening diamond, a golden goblet or perhaps their favourite teddy bear!

They have to decide where on their map they will bury their precious treasure. Will it be buried in their bedroom, in their playroom or the secret cupboard under the stairs?

When the Unit comes together the Joey Scouts have to see if they can discover what treasure each has hidden.

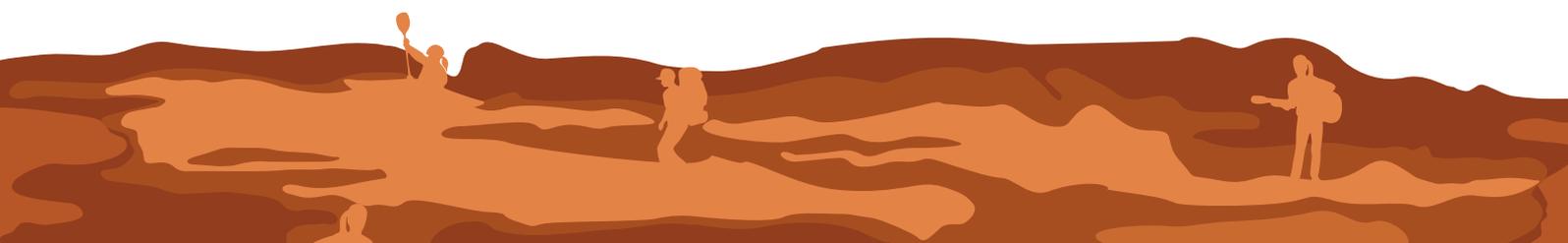
How do they find this out? The Joey Scouts can only ask the Joey Scout five questions and they can only answer "yes" or "no" with each Joey Scout asking one question at a time.

After the fifth question the Joey Scout tells the Unit what their treasure was.

The Unit Train

The Joey Scouts need to design a train and a couple of carriages to take them on their Unit Holiday so each Joey Scout will need a piece of paper and a pencil.

The first Joey Scout will start the design by perhaps asking the Unit to draw a set of wheels with spokes followed by a square cabin.



The Joey Scout Leader will then ask the next Joey Scout to take over the design of the train and they might suggest adding two windows to the cabin. All the while the Joey Scouts will be drawing as instructed.

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

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

Do you think they'll be the same?

Funny Faces and Sounds

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.

For this activity you will need a story book with a couple of characters, perhaps animals and a little bell. The Jack and the Bean Stalk story would be ideal. If you're good you can even make the story up as you go.

The idea is that you read the story to the Joey Scouts and as a character is mentioned they have to act out and make the sound of the character.

Ideally, run through the characters of the story and have the Joey Scouts practise their actions and noises.

For example when it's mentioned that Jack is taking his cows to market the Joey Scouts mimic a cow and moooo their heads off.

Or the giant! The Joey Scouts might stomp around the room making all sorts of huffy and gruffy noises.

Encourage all of your Leaders and parents to join in as well. The Joey Scouts just love it when they see adults acting all silly.

My Ideas...

Remember to ask the Joey Scouts for program activity ideas!

Openly ask them: what is something we could create?



I Am Thankful for...

Each Joey Scout will need a piece of paper and a pencil.

Have the Joey Scouts trace the outline of one of their hands.

Then beside each finger have the Joey Scouts write down something they are thankful for.

Bucket of Cards

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

The Joey 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 Joey Scouts can only throw one card at a time mind you!

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 Joey Scout basis or accumulate the combined heights for a Patrol total.

And the best bit, the Joey Scouts can blow their towers over on the count of "one, two ..."

Who has the worst joke?

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

One at a time the Joey Scouts tell the Unit their best joke.

Can any Joey Scout tell a joke where no one laughs?

Or a variation

Who has the best joke?

Which Joey 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 Joey Scouts up and dancing showing off their greatest moves.

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

You might even want to teach the Joey 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 Joey 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 Joey Scouts are thinking of how they can make their program even better.

