

# WEEKLY PROGRAM



This week is all about our Units embracing the opportunity to come together, to enjoy outdoor Scouting and hang out with friends we haven't seen for so long. Your Scouts will be full of excitement and energy to see their friends, and be in the outdoors, but, even more so, participating in Scouting without looking at a screen.

You can undertake face-to-face outdoor Scouting as a whole Section but split into Patrols or small groups.

However before undertaking any outdoor activities please visit the latest Scouts Victoria Covid-19 update at <https://scoutsvictoria.com.au/covid-19-lockdown-faq/> to ensure our Scouting is safe for all.

Our program this week isn't overly laden with activities but will require some preparation and some flexibility in the delivery of their program. Avoid structuring a meeting that dampens their enthusiasm and excitement. Encourage the Scouts to suggest activities they would like to do on this, their first night back. After all, this is their program and our Scouts are more than capable.

Fully expect that the Scouts will want to play their favorite games so be prepared and bring along whatever equipment might be needed for the games. The games might require balls, hoops, cones, or even bean bags. Even bring along equipment for a game the Scouts can make up themselves.

Such equipment should be cleaned before and after use. And between uses, if you have multiple Patrols operating separately but nearby, and taking turns to use this equipment.

By this stage the Scouts may have eagerly shouted out a dozen different games and activities and have the Unit Council decide which games and activities will form that night's program.

Suggest to the Unit Council that a steam-off game that expends all that excitement and energy is the best starting point. Remember, the golden rule of any steam-off game is no eliminations.

Any Tiggy-type game is ideal, as long as it is just within the Patrol. Outdoors, under 18s can play contact games. (But no group hugs or other unnecessary contact.)

The Unit Council might decide to follow-up with a game that is not as active but still enjoyable. Perhaps a circle game or a relay type game. A game with an abundance of fun and laughter.

At this point the Unit Council will have a couple of activities still to run however check-in with the Unit Council to discuss the time remaining in the night versus the activities on their program.

As they head towards the last 15 minutes of their night the Unit Council might want to consider a quiet period where the Scouts can sit in small groups and just chat. Maybe five or ten minutes will be just right. Don't provide parameters or topics; allow the Scouts to work that out for themselves.

And before closing, what an ideal time for a reflection. Visit Australian Scouting's Internal Compass resource at <https://scoutsvictoria.com.au/media/3489/internal-compass-scouts.pdf> for discussion suggestions around Being Thankful or Stopping for Reflection. Two of the four points of our Internal Compass.

The Unit Leader or a member of the Unit Council can lead the reflection and encourage Scouts to say a few words on what they are thankful for. Scouts should not feel pressured to say a few words and include your Leaders as we have all been on this journey.

Finally, finish your night on a positive note. Have your Unit Leader ask the Scouts what activities they would like to participate in over the coming weeks that are adventurous, fun, challenging and inclusive. By this point the Scouts should be champing to come back next week for more Scouting.

Good luck!

