



# Joey Mob Program Planner

Attendance:

/

Attendees / Total

<b>Theme</b>	Soldiers	<b>Meeting</b>	Indoors/Outdoor	<b>Date</b>
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Time	Methods	Activity	Leader	Equipment Required etc.
0.05	Ceremony	Opening Parade		
0.05	Game	Compass		N/S/E/W
0.10	Game	Stalking		Chairs
0.20	Activity	Sound mapping		Paper, pens
0.30	Game	Night time		Obstacles, Blindfolds
0.40	Show & tell	Guest speaker – Someone from Army Reserve – What soldiers do? What do they eat?		Table for stove, spoons for tasting
0.55	Ceremony	Closing Parade		

**General Comments**

Someone from Army Reserve comes and gives a small talk about the army and soldiers. He brings an army food ration pack and shows us what soldiers eat and how they cook it over a small stove. Joey Scouts get to try tubes of jam, condensed milk, bars of chocolate, rejuvenated dehydrated noodles, M&Ms and tinned cheese... yum, yum, yum.

If a guest speaker is unavailable, use stories of Baden Powell when he was in the army.

**Compass**

JS runs to each corner of the hall when N/S/E/W is called out. (Soldiers need to know their 4 points of compass)

**Stalking**

Scatter chairs around the hall for trees. One JS stands in front of the hall with his/her back turned. Rest of JS tries to tip that JS in front of the hall. However, when the JS turns around, the rest of the JS has to hide behind the trees (chairs). If they are caught moving when the JS turns the back, JS is out. (Soldiers need to know how to move around quietly and with stealth.)

**Sound mapping**

JS draw him/herself in a circle in the centre of the paper. Go outside the hall and map out/draw all the sounds JS can hear (Soldiers need to use their sense of hearing)

**Night Time**

Pairs of JS, one with blindfold, the other take the JS (blindfold) around obstacles – swap over (Soldiers need to use their sense of touch and to depend on their buddies)

1<sup>st</sup> Belmont Joey Scout Mob with the Army personnel learning about Army Ration Packs

