

Hunter & Coastal One Program

2012

Week Nine
Air Activities Target Badge

TIME	ACTIVITY	MATERIALS REQUIRED	RESPONSIBLE}
6:30	Opening Parade		
6:40	Game	Ball Relay	
6:50	Identify aircraft	Enough photos or models of aircraft to suit Pioneer through Adventure level. Discuss how all the parts operate. Ask a private or commercial pilot to visit your hall.	
7: 00	Game	Relay Dizzy Lizzy	
7:10	weather	Identify clouds and weather changes that can have an effect on aircraft	
7:30	Game	Catch ten	
7:40	Build a rubber band powered model and a glider (could be a paper plane)	Purchase low cost balsa models for \$2.00 shop or similar, also hobby shops will give good bulk discounts.	
8:15	Discussion	Organise a visit to Williamtown Control tower or Royal Newcastle Aero Club at Rutherford airport for a short flight in a Cessna.	
8:30	Closing parade		

NOTES _____

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NEXT WEEK

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Ball Relay

FOR: Patrol teams

OCCASIONS: Relay

EQUIPMENT:

A ball or other "throw able" object for each patrol.

METHOD:

Patrols line up in relay formation, with the Patrol Leader stationed 5 to 7 metres in front, facing his patrol.

The first Scout in line has the ball to start the game. On signal to go, the first Scout throws the ball to the Patrol Leader, and then sits down.

The leader throws the ball to the second Scout in line, who returns it to the Patrol Leader and sits.

Continue until all are sitting. The Scout who missed it must recover a missed ball. The Scout must be back in line before throwing ball again.

SCORING:

The first Patrol to finish wins.

VARIATION:

The Patrol Leader forms their arms into a loop by clasping their hands in front of themselves. Scouts must throw the ball so that it goes through the Patrol Leader's arms. The Scout keeps trying until they succeed.

Relay - Dizzy Lizzy

Scouts run to the end of the hall, place forehead on 1 metre pole held vertically with the other end on the floor, and complete three circles.

Catch 10

Scouts in two teams. Using basketball each team tries to get 10 passes without the other team intercepting.

The team must count out loud as each pass is made, and must start again if the ball is dropped or intercepted.