



Barking & Dagenham



Pack Holiday
Tolmers Activity Centre
20th – 27th August 2005

Escape from Tolmers

Note This programme is an outline. The detailed information packs for each activity are far too big to reproduce here and are contained in separate folders available to the leaders.

Key to notes

GB Games Book

There is a folder detailing the rules and layout of all the games used during the week and spare games in the form of the small games books.

CS Campfire Songs

There is a folder containing a wealth of information and ideas for campfire songs, stunts & skits

LN Leaders Notes

There is a large folder which contains all the information required to run the activities for the week. Each activity has its own pack detailing what to do and how to do it.

Draft Programme v 1.46

Saturday 20th

4:00 p.m. Arrive. Assign rooms, stow gear and change. Grand Howl, Flag , set up, explore site. Rules of Camp
Activity & Games

6:00 **Tea & chores**
Activity & Games

10:30 **Supper**
Activity & Games

Monday 22nd

Activity & Games

8:30 **Breakfast & chores**
Activity & Games

11:00 **Refreshments**
Activity & Games

12:30 p.m. **Lunch & chores**
Activity & Games

5:30 p.m. **Tea & chores**
Activity & Games

10:30 **Supper**
Activity & Games

Sunday 21st

Activity & Games

8:30 **Breakfast & chores**
Activity & Games

11:00 **Refreshments**
Activity & Games

12:30 p.m. **Lunch & chores**
Activity & Games

5:30 p.m. **Tea & chores**
Activity & Games

10:30 **Supper**
Activity & Games

Tuesday 23rd

Activity & Games

8:30 **Breakfast & chores**

DAY OUT

6:30 p.m. **Tea & chores**
Activity & Games

10:30 **Supper**
Activity & Games

Wednesday 24th

Activity & Games
8:30 **Breakfast & chores**
Activity & Games
11:00 **Refreshments**
Activity & Games
12:30 p.m. **Lunch & chores**
Activity & Games
5:30 p.m. **Tea & chores**
Activity & Games
10:30 **Supper**
Activity & Games

Friday 26th

Activity & Games
8:30 **Breakfast & chores**
Activity & Games
11:00 **Refreshments**
Activity & Games
12:30 p.m. **Lunch & chores**
Activity & Games
5:30 p.m. **Tea & chores**
Activity & Games
10:30 **Supper**
Activity & Games

Thursday 25th

Activity & Games
8:30 **Breakfast & chores**

DAY OUT

5:30 p.m. **Tea & chores**
Activity & Games
10:30 **Supper**
Activity & Games

Saturday 27th

Activity & Games
8:30 **Breakfast & chores**
Activity & Games
11:00 **Refreshments**

Leave for Home

Programme Events

Capture

Start off by playing a wide game and capture the kids they are then taken back to the hall. They are given a prisoner number and the Commandant gives an outline of the following week.

They will be given an armband with a prisoner number. Each armband will denote which "Escape Committee" and "Block/Hut" they are in (otherwise known as Sixes). They will be expected to learn and remember their prisoner number.

The Commandant explains what is going to happen during the week. This includes the camp rules and the rules regarding escaping

Estimated Time: 2 hours

Equipment Required: Wide game equipment, armbands

Escape Plan

By the end of the week they will need to arrange and complete an escape plan which will include:

Making a map of the campsite

Forging a passport

Learning some German/foreign phrases

Making a dummy to fool the guards on roll call

Constructing tools for digging tunnel

Estimated Time: NA

Prison Life - Special Diet

The Cubs are to be given bread and water for a meal to fool them into thinking that's what they are getting all week. They will also get porridge for their first breakfast. At mealtimes the food will be coloured with food dye to make it look horrible. This may also include a lock in with food being served to them (perhaps under the door!)

Estimated Time: NA

Equipment Required: Food Dye

Film

The Cubs will watch either Chicken Run or Valiant

Estimated Time: 2 hours

Equipment Required: TV, DVD player, DVD film

To be run on
Sunday

To be run on
Saturday Evening

Prison Life - Drill & Marching

Cubs will undergo Drill and marching every morning instead of morning exercises. T will be the drill instructor with the Sergeant Major attitude. [T]

Estimated Time: 15 mins

Equipment Required: Baton

Prison Life - Inspection

The leaders will hide something in a room and perform a surprise inspection to catch the Cubs out.

Estimated Time: 15 mins

Equipment Required: Stashed item

Prison Life - Roll Call

The leaders are to perform a roll call every morning and evening to ensure that all prisoners are present. This could also be practiced and be useful when on day trips or playing wide games. Roll call in the middle of the night may see one of the Cubs hiding. [AKELA]

Estimated Time: 5 mins

Equipment Required: Register

Prison Life - Secret Signals

Cubs are to learn and construct their own secret signals to communicate between the rooms.

Estimated Time: 1 hour

Equipment Required: Morse code equipment and sheets

Prison Life - Rationing

Cubs are to use a ration book system for tuck and sweets

Estimated Time: 1 hour

Equipment Required: Ration books

Prison Life – Commandant and Spokesperson

Cubs are to use a spokesperson to come up and ask the commandant for the extra bits like the jugs, drinks, food etc [T]

Estimated Time: NA

Equipment Required: NA

Prison Life – Interrogation

Cubs may undergo an interrogation and interview [Haithi]

Estimated Time: 1 hour

Equipment Required: Notepad, camera, bright light

Prison Life – Hiding items

The Cubs may be trained how to hide banned items in their prison cells (in a similar fashion to the Porridge TV programme)

Estimated Time: 1 hour

Equipment Required:

Prison Life – Red Cross Parcel

The Cubs will receive a Red Cross parcel from their parents

Estimated Time: ½hour

Equipment Required: Red Cross parcels ready made by parents

Prison Life – Letters Home

The Cubs will learn received letters from home and send a reply. This may be censored or edited by the guards.

Estimated Time: 1 hour

Equipment Required: Postcards, stamps

Prison Life – Exercise periods

The Cubs will get an initial exercise period in 'the yard' where they are not allowed to stand in groups of more than 4 [T]

Estimated Time: 15 mins

Equipment Required: NA

Prison Life – Washing

The Cubs will get an initial wash where they have to use a jug or bowl for the whole Six

Estimated Time: 15 mins

Equipment Required: NA

Activity - Pioneering

Cubs are to construct a simple bridge to enable them to scale over an electric fence

Estimated Time: ½ to 1 hour

Equipment Required: Pioneering equipment

Activity - Archery

Cubs are to use the archery range utilising Tolmer's instructors [Thursday]

Estimated Time: 1 hour

Equipment Required: Archery equipment

Activity - Rifle Shooting

Cubs are to use the rifle range utilising our own instructors

Estimated Time: 1 hour

Equipment Required: Rifle certificates, rifle equipment

Activity - Rotating Climbing Wall

Cubs are to use the rotating climbing wall of a night time to simulate an attempted escape up a cliff face. [Night Time]

Estimated Time: 1 hour

Equipment Required: Rotating climbing wall

Activity - Orienteering

Cubs are to use the orienteering course to simulate escape and evasion

Estimated Time: 1 hour

Equipment Required: Orienteering equipment

Activity - Hike

Cubs are to undergo a mini hike to simulate and escape or a route march

Estimated Time: 1 hour

Equipment Required: Water

Activity - Jump mat

Cubs are to use the jump mat to complete their map of the area just outside the campsite boundary [Monday]

Estimated Time: 1 hour

Equipment Required: Jump mat equipment

Activity - Assault Course

Cubs are to use the assault course to simulate an attempted escape

Estimated Time: 1 hour

Equipment Required: Assault course

Activity - Code Breaking

Cubs are to learn how to construct and break codes so that they can communicate secretly with each other.

Estimated Time: 1 hour (more than one session can be arranged)

Equipment Required: Pencils, paper, card, paper fasteners, scissors

Activity - Bomb Defusal

A series of games and challenges can lead up to a bomb defusal. Clues for how to defuse the bomb may be gained throughout the day via games and sessions.

Estimated Time: NA

Equipment Required: Bomb

Activity - Adventure Badge

Cubs may do part of the Adventure Badge - following a route via map, compass, landmarks or tracking signs

Estimated Time: 1 hour

Equipment Required: Compass, maps, pens, paper, flashcards

Activity - Entertainer

The Cubs may have to put on a show during which one of them must escape. This may take the form of a play or songs.

Estimated Time: 1 hour

Equipment Required:

Activity - History Lesson

The Cubs will attend a session on real life problems and history regarding prisoner of war camp and the war

Estimated Time: 1 hour

Equipment Required: See Rose

Day Trip Out - Station X

The Cubs will go on a day trip out to Station X at Bletchley Park.

Estimated Time: Tuesday

Equipment Required: Packed Lunch,

Day Trip Out - Swimming

The Cubs will go on a day trip out to the Swimming Pool

Estimated Time: Thursday

Equipment Required: Swimming costumes, towels, bags

Escape – Fooling the guards

One of the aims of the escape committees is to construct a lifelike dummy that can be used as a substitute for one of the Cubs who can 'escape' with the dummy replacing them during a roll call.

Estimated Time: NA

Equipment Required: Dummy, clothes, newspaper

Estimated Time: NA

Equipment Required: Paper, pencils

Escape – Forming an escape committee

Cubs are to form an escape committee and come up with some ideas and plans they will need to escape throughout the week

Estimated Time: ½ hour

Equipment Required: NA

Escape – Key Mould

The Cubs will have to secretly steal a key and make a mould of it using blutac [Leigh]

Estimated Time: 1 hour

Equipment Required: Key, blu tac

Escape – Secret Drop

The Cubs will learn how to receive secret instructions through a dead letter drop.

Estimated Time: NA

Equipment Required: Suitable location, sheets

Escape – Crystal Radio

The Cubs will learn how to make a crystal radio. [Baggy]

Estimated Time: 1 hour

Equipment Required: Crystal radio equipment

Escape – Making a map

The Cubs will slowly build up a map of the site and the surrounding area over the week to aid their escape

Games

Survival Challenge

Split into groups. Each group is given a Survival Challenge sheet to complete. It includes collecting information and items as well as answering questions. [Leigh]

Estimated Time: ¼ hour

Equipment Required: Prepared Survival Challenge worksheets

Stratego

Each Cub is given a stratego card. They then run and add someone else and compare cards. The Cub with the higher card then wins and gets to keep the losers card. The loser then comes back to get a new card. Details of which order the cards go in are available on a separate sheet. [Baggy]

Estimated Time: 1 hour

Equipment Required: Stratego cards, information sheet

Scavenger Hunt

Split into groups. Each group is given a Scavenger Hunt sheet to complete. It includes collecting information and items as well as answering questions. [Haithi]

Estimated Time: ¾ hour

Equipment Required: Prepared Scavenger Hunt worksheets

Kim's Game

25 objects are placed on a 5x5 grid. Teams have to identify what was there and where it was. [Mr Akela]

Estimated Time: ¼ hour

Equipment Required: 25 different objects arranged in a 5x5 grid

Jail Break

There are two "cops" and one "jailor". The rest of the people are "robbers". The number of "cops" and "jailors" can vary depending on the number of players. A fairly central location is designated as "jail", The jail should be fairly out in the open and the boundaries definite. A picnic table can work great as a jail (those in the jail would sit on top of the table). All robbers are given some designated time to go hide (like hide-and-go-seek maybe 30-60 seconds). After the appropriate hiding time, the cops go looking for the robbers. The robbers usually are not in the same spot all of the time for reasons I will describe in a minute. The cops catch a robber by one of many methods (this is where the variations come into play). The robber may be tagged, hit with a light beam, person identified correctly, or combinations of these. When a robber is caught, they are taken to jail by the cop. The big difference between this and hide-n-seek is, if someone is quick and sly (someone being a robber), they can cause a "jail-break" and let all that are in jail get out of jail. This is done by sneaking up into jail (not being caught by the jailor), stepping IN the jail (or touching the table with both hands), and yelling "JAIL BREAK!" At this point, all that are in jail are FREE. The jailor must give everyone that was in jail and the breaker some time to get away (maybe 15 seconds). Sometimes this game has gone on for hours for one game. Sometimes it is a fairly short game (but not too often). If you want, you can have the game continue on by having the final (in this example) 3 people to be the cops and jailor. [Akela]

Estimated Time: 1 hour

Equipment Required: Torch

Radio Wide Game

3 teams

1 Leader base

1 radio per team + leaders radio

Alpha numeric codes on CDs spread around playing area

Alpha codes spell out secret message (i.e. "baked beans for dinner")

Numeric values on CDs to validate accuracy

Teams set off in different directions to locate codes and radio back to base

Teams leave CDs in place to be collected at end game

"This is Eagle Patrol, disc number 99, code is Quebec, describe location.

Leaders acknowledge transmission and write down message details

Points awarded for number of discs found, correct transmission and solving final message.

[Baggy]

Estimated Time: 1 hour

Equipment Required: Radios, CD's with codes on

Storm the Lantern

A pair of adults take a bright Lantern into the woods and set up a base which the scouts have to reach and give in a life (playing card, string with knot tied in etc). The leaders can record the individual or their patrols for a total score tally at the end. Person/team with highest score wins (obviously!). Anyone who gets thru then returns to the start to get another life and go again. Catch is, you have a team of Ventures/Patrol Leaders trying to catch them on the way and 'kill' them, i.e. remove the life, so that scout has to return to the start and try again.

[Baggy]

Estimated Time: 1 hour

Equipment Required: Bright lantern, cards to represent lives

Parachute

An agent has parachuted into enemy territory. The Cubs have to find his pack. [Akela]

Estimated Time: 1 hour

Equipment Required: Treasure hunt sheets

Postman

The post box game can be modified to the theme of receiving secret instructions from various agents. [Leigh]

Estimated Time: 1 hour

Equipment Required: Stickers, sheets

Water Fight

A water fight can be initiated in the form of a firing squad detail. [All]

Estimated Time: 1 hour

Equipment Required: Water pistols

Searchlight

The searchlight game can be modified to the theme of guards looking for prisoners [Skip]

Estimated Time: 1 hour

Equipment Required: Searchlight

To Do

1. Wide game for capture Saturday night
2. Buy a dictaphone
3. Communicator < adventure < entertainer
4. Check cooking gear – email him to request stuff
5. It ain't half hot mum – , Gang show material –

NEXT YEARS PACK HOLIDAY

Two mile bottom

Kettering [book for 2006 – Science Fiction]

Sidney Tidy

Broadwater (WARWICKSHIRE)

Great Hautbois (Norfolk), Eaton Vale

EVERYTHING IN NORTH YORKSHIRE and stuff on the way back – long weekend? Stay over? Roger for coaches?

Kettering next year and plan for visits to Yorkshire for 2007

Email all campsites to see if they are busy in 2007

January 21/22 – visiting campsites in Yorkshire

TOLMERS

Climbing wall – night time

Bouncy trampolines

Rifle/Archery

Rafting

Book activities NOT Tuesday or Thursday

Pauline

Identity Cards from year 6

WWII song tape

Song words make into a booklet

Food colouring in food to make it look horrible

Bread and water

Porridge

Knife boxes

Toasters

Let Tolmers know what pots and pans will need

Food colouring in the food – to make it look horrible and mouldy (grey or green or blood)

Darren

Wide games

Codebreaking

Crystal radio

Morse code buzzers

Ask Billy for Valiant

Ask Lee for Bomb

Mini DVD player

Small TV from kitchen

Rose

Armbands – colours of ribbons? Details and numbers assigned
Old clothes and cloth to make up a dummy

T

Drill and marching

David

Chicken Run

Tel

Forging passports
Interrogation and interview of cubs

Parents

Passport photo
Red cross parcel (sweets, biscuits, carton drink, cake with file , sweet cigarettes)
Letters censored
Outline of programme