



Barking & Dagenham



Pack Holiday
Hesley Wood
18th – 25th August 2007

Scouting

Through The Ages & Around The World

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.

Leaders Programme Notes

If you have questions about this programme or the camp please speak to Rosemary or Darren.

Final Version

Saturday 18th

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

6:00 p.m. ***Tea & chores***

7:00 p.m. Game

8:00 p.m. Electronic & Modern Games

9:30 p.m. Wide Game

10:30 p.m. ***Supper***

11:30 p.m. Bed

12:00 a.m. Lights Out

Notes

Tea and other meals are always at set times so that the Cook team can plan and prepare the meals. It is the responsibility of the Cub team to ensure that the Cubs are back ready to eat the meals having already gone to the toilet and washed their hands.

Game means a game chosen, organised and run by the Leaders. There are a variety of appropriate games to pick in the Leaders Pack along with games books and a variety of games material.

Electronic & Modern Games involves playing the modern types of games that their parents have been asked to supply. These may be items such as gameboys or playstations.

Wide Games and all the required materials can be found in the leaders pack. There are several wide games ready made and there is a bag of wide games material that can be used.

Supper is normally a hot drink and biscuits or cake. The Cubs will be asked what drink they want (normally before they leave for the wide game) as the Cooks need time to prepare them.

Bed involves the Cubs having a wash and putting themselves to bed. They are normally given half an hour to settle and talk quietly in bed. The deal is always that if they go to sleep without any noise when asked they get to stay up late and play wide games. They must also be prepared to wake up the next day with no fuss.

"Lights Out" means that there should be no more noise and they should all be asleep or lying quietly falling asleep.

Sunday 19th

Wake. Wash.

8:30 a.m. Breakfast & chores

10:00 a.m. Leave for Church



OFFSITE (Church)

11:30 a.m. Free Time

12:30 p.m. Lunch & chores

1:30 p.m. Climbing / Canoeing

4:00 p.m. Free Time

4:30 p.m. Tuck / Free Time

5:30 p.m. Tea & chores

6:30 p.m. Start the Timeline

7:30 p.m. Game

8:30 p.m. Jigsaw / Puzzles

9:30 p.m. Wide Game

10:30 p.m. Supper

11:30 p.m. Bed

12:00 a.m. Lights Out

Notes

Church – We will all be walking to a local church for a service. All Cubs and Leaders are to wear full uniform and be on their best behaviour.

Climbing / Canoeing will be site run activities. The Cubs will be split into two groups and will swap between the two activities halfway through. They will need to have a shower after they have finished all their activities.

Free Time is an important part of the programme for the Cubs. It allows them some space and time to themselves and the chance to let off some steam and run around. If they ask they may take some of the games material out to play or they may ask for a leader to supervise them on the obstacle/assault course. They should return when they hear 3 whistles.

Tuck allows the Cubs to purchase sweets and souvenirs from the shop. If Tuck is close to mealtime the Cubs are normally asked not to eat the sweets straight away. They must not eat sweets in their rooms at any time.

Timeline - We will be constructing a timeline of Scouting over the course of the week. This will eventually form a large wall mural or similar. It may include written reports, important dates and events, pictures or photos.

Jigsaw / Puzzles – There will be a large Scouting themed puzzle for each Six to complete over the course of the week. Should they finish it early we may swap puzzles over. There are also many puzzle sheets and games sheets for the Cubs to work on over the several sessions (enough for 2 per Six).

Monday 20th

Wake. Wash.

8:30 a.m. Breakfast & chores

9:30 a.m. Royal Family / Flags / Saints

11:00 a.m. Refreshments

11:15 a.m. Free Time

12:00 p.m. Jigsaw / Puzzles

12:30 p.m. Lunch & chores

1:30 p.m. BSA Badge Work

3:30 p.m. Tuck / Free Time

4:00 p.m. Game

5:30 p.m. Tea & chores

6:30 p.m. Continue the Timeline

7:30 p.m. Game

8:30 p.m. Promises from around the world

9:30 p.m. Wide Game

10:30 p.m. Supper

11:30 p.m. Bed

12:00 a.m. Lights Out

Notes

Refreshments are normally served at 11. These are normally a cold drink, crisps and fruit.

Royal Family / Flags / Saints – There will be a set of worksheets and resources to help the Cubs learn about these items. The Sixes will be working on one subject at a time, swapping round every half hour. All the necessary materials can be found in the leaders pack.

BSA Badge Work – The Cubs will be completing some badge work that comes from the Boy Scouts of America. This will be on badges that do not have a direct equivalent in the UK. All the necessary materials can be found in the leaders pack.

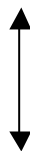
Promises from around the world – The Cubs will learn about Scout promises in other countries and will have to try and learn and recite them. All the necessary materials can be found in the leaders pack.

Tuesday 21st

Wake. Wash.

8:30 a.m. Breakfast & chores

10:00 a.m. Leave for Magna



OFFSITE (Magna)

4:00 p.m. Free Time

5:30 p.m. Tea & chores

6:30 p.m. BP Quiz

7:30 p.m. Game

8:30 p.m. Jigsaw / Puzzles

9:30 p.m. Wide Game

10:30 p.m. Supper

11:30 p.m. Bed

12:00 a.m. Lights Out

Notes

Magna – Everyone will be going on a trip out to Magna, which is a science based adventure centre. <http://www.visitmagna.co.uk/> All Cubs and Leaders are to wear full uniform and be on their best behaviour.

BP Quiz – The Cubs will be competing in a quiz based on our Founder BP. There are various books and sheets that contain information that they may use during the quiz. All the necessary materials can be found in the leaders pack.

Wednesday 22nd

Wake. Wash.

8:30 a.m. Breakfast & chores

9:30 a.m. Knots / Tracking / Map Signs

11:00 a.m. Refreshments

11:15 a.m. Free Time

12:00 p.m. Continue the Timeline

12:30 p.m. Lunch & chores

1:30 p.m. [Site Activities]

3:30 p.m. Tuck / Free Time

4:00 p.m. Prepare for Gang Show

5:30 p.m. Tea & chores

6:30 p.m. History of Scouting

7:30 p.m. Game

8:30 p.m. Jigsaw / Puzzles

9:30 p.m. Wide Game

10:30 p.m. Supper

11:30 p.m. Bed

12:00 a.m. Lights Out

Notes

Knots / Tracking / Map Signs - There will be a set of worksheets and resources to help the Cubs learn about these items. The Sixes will be working on one subject at a time, swapping round every half hour. All the necessary materials can be found in the leaders pack.

Site Activities – To be confirmed (possibly Archery, pioneering etc)

Prepare for Gang Show – The Cubs will be asked to prepare for a mini Gang Show. This may include a short play, a song and a comedy sketch. All the necessary materials can be found in the leaders pack.

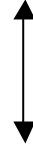
History of Scouting – The Cubs will learn about, and be tested on, the History of Scouting. There is a variety of material to support this session including DVDs, factsheets and books. All the necessary materials can be found in the leaders pack.

Thursday 23rd

Wake. Wash.

8:30 a.m. Breakfast & chores

10:00 a.m. Leave for Swimming



OFFSITE (Swimming)

1:00 p.m. Lunch & chores

2:30 p.m. Free Time

3:00 p.m. Old Money

3:30 p.m. Semaphore / Morse / Sign Language

4:30 p.m. Timeline / Jigsaw / Puzzles

5:30 p.m. Tea & chores

6:30 p.m. Old Games

8:30 p.m. Gang Show

9:30 p.m. Wide Game

10:30 p.m. Supper

11:30 p.m. Bed

12:00 a.m. Lights Out

Notes

Swimming - We will all be walking to a local swimming pool. All Cubs and Leaders are to wear full uniform and be on their best behaviour. Leaders must ensure, before we leave, that all the Cubs have their uniform, swimming costumes, towels and other swimming items. When we get back they are normally collected in and dried on a line.

Old Money – The Cubs will learn about the pre-decimal system of money. All the necessary materials can be found in the leaders pack.

Semaphore / Morse / Sign Language - There will be a set of worksheets and resources to help the Cubs learn about these items. The Sixes will be working on one subject at a time, swapping round every half hour. All the necessary materials can be found in the leaders pack.

Gang Show - The Cubs will put on a mini Gang Show. This may include a short play, a song and a comedy sketch. All the necessary materials can be found in the leaders pack.

Old Games – The Cubs will learn and play some traditional games that were common in this era. All the necessary materials can be found in the leaders pack.

Friday 24th

Wake. Wash.

8:30 a.m. Breakfast & chores

9:30 a.m. Programme from Scouting for Boys

12:30 p.m. Lunch & chores

1:30 p.m. Story Time

2:30 p.m. Free Time

3:30 p.m. Pack up Camp (then) Tuck Shop (then) Prizes

5:30 p.m. Tea & chores

6:30 p.m. Anything Goes!

8:30 p.m. Campfire

10:30 p.m. Supper

11:30 p.m. Bed

12:00 a.m. Lights Out

Notes

Programme from Scouting for Boys – The Cubs will be taking part in a programme similar to that of the original camp on Brownsea. All the necessary materials can be found in the leaders pack.

Story Time – The Cubs will be read some short stories and yarns taken from the Jungle Book and Scouting for Boys. All the necessary materials can be found in the leaders pack.

Pack up Camp – The Cubs and leaders are to pack up as much as they can. The Cubs may pack up most of their gear and ensure that almost all their stuff is away. Once most of their stuff is packed and their rooms are clear they may go to the tuck shop. The leaders are to pack away much of the equipment ready for an early start tomorrow.

Prizes – Prizes and certificates and badges are awarded for all the Cubs achievements during the week. All the necessary materials can be found in the leaders pack.

Anything Goes! – The leaders and Cubs will have free reign to choose any activities or games they wish during this period. This may be used to finish off any items or work started during the weekend or merely to relax and have some fun.

Campfire – This is a traditional end to our Pack Holidays involving everyone in a campfire. Each Six will be expected to lead a couple of songs. There are plenty of song books and stunts and skits available in the leaders pack.

Saturday 25th

Wake. Wash.

8:30 a.m. Breakfast & chores

9:30 a.m. Pack up Camp
Games

11:00 a.m. Refreshments

Leave for Home

Notes

Pack up Camp— Leaders are to pack everything away, completely clear and clean the building. The Cubs, once they have packed their stuff and stowed it where indicated, are normally taken a short distance away to play games and relax while the leaders finish off cleaning the building.

Leaders Teams

| A | B | C |
|--------------------------------------|--------------|-----------------------------------|
| Chilly Akela (9th) | Leigh | Akela (10/18th) |
| Blondie | Julie | Russell |
| Taz | Shere Khan | Lynn |
| Baggy (9 th) | Hathi | Bagheera (10/18 th) |

The person at the top of each column is the team leader.

T will be assigned on a one-to-one basis with Scott Brown, a Cub with special needs.

Team Rota

| | AM | | | PM | | |
|------------------|--------------|-------------|----------------|--------------|-------------|----------------|
| | Cooks | Cubs | Reserve | Cooks | Cubs | Reserve |
| Saturday | | | | B | C | A |
| Sunday | A | B | C | C | A | B |
| Monday | B | C | A | A | B | C |
| Tuesday | C | A | B | B | C | A |
| Wednesday | A | B | C | C | A | B |
| Thursday | B | C | A | A | B | C |
| Friday | C | A | B | B | C | A |
| Saturday | A | B | C | | | |

Cooks – This team is responsible for preparing, cooking and serving all the meals and doing all the clearing and washing up. They are also responsible for all the drinks and snacks including making refreshments for leaders. They are to prepare the tables and serve the meals during mealtime.

Cubs – This team is responsible for looking after the Cubs and running all the activities, work and games during their shift. They are responsible for the Cubs behaviour and are to prepare all the necessary materials for each session.

Reserve – This team is available to be called upon to help by either the Cook or Cub teams. They must not make themselves unavailable (i.e. go off site) without informing another team leader. They may be asked to do miscellaneous jobs, help the other teams, prepare some material for an upcoming session or called upon to supplement another team for a period. Otherwise they are free to relax and take a break.

Sixes

| A | B |
|---------------------------|---------------------|
| Amy Browning | Jack Gray |
| Stephanie Karadis | Emily Bradford |
| Ashley Marriage | Scott Brown |
| Ben Dixon | Abby Tyler |
| James Barritt | Ashley Doyle |
| Jay Jarrett | Mitchell Reeve |
| | |
| C | D |
| Sebastian Bastidas | Martin Power |
| Harry Scarlett | Bradley Newman |
| Connor Green | Harry Gray |
| Owen Quinn | George Barnes |
| Tyler Bruce | Jack Barnes |
| Cameron Fraser | Kenan Collins |
| | Shawn Quinn |

The person at the top of each column is the Sixer.
The person at the bottom of each column is the Seconder.

Medical Notes

T will be assigned on a one-to-one basis with Scott Brown, a Cub with special needs.

| Room 1 | Room 2 | Room 3 | Room 4 | Room 5 | Room 6 | Room 7 | Room 8 | Room 9 | Room 10 | Room 11 |
|------------------|---------------------------|----------------------------------|--|-----------|-------------|-----------------------------------|--------------------------------|----------------------------------|---------------------------------------|------------|
| Tracey & Blondie | Honest Leigh Julie | Emily Bradford Abby Tyler | Amy Browning Stephanie Karaolis | Akela & T | Scott Brown | Cameron Fraser Tyler Bruce | Ben Dixon James Barritt | Jack Barnes George Barnes | Sebastian Bastidas Jay Jarrett | Shere Khan |

| Room 20 | Room 19 | Room 18 | Room 17 | | Room 16 | Room 15 | Room 14 | Room 13 | Room 12 |
|---------------|------------------|-------------------------------------|------------------------------------|-------------------|-------------------------------|-----------------------------------|---------------------------------|----------------------------------|-----------------------|
| Skip & Raksha | Ikki Mang | Ashley Doyle Ashley Marriage | Harry Scarlett Connor Green | Toilets & Showers | Shawn Quinn Owen Quinn | Martin Power Kenan Collins | Jack Gray Mitchell Reeve | Harry Gray Bradley Newman | Bagheera Akela |

Original Rough Notes

We will start the week with modern Scouting and end up being old fashioned original type scouts.

Electronic games/activities

Modern activities

Book ALL activities at least once

Girls not 'allowed' at one point

Scouting Law and Promise in action

Trek Carts

One Cub in current uniform each day

Timeline mural

Promise renewal in uniform

Kims game running through week

Add pictures to the timeline

Old Scout hats

Lights – electricity

Remove items/use appropriate items to time

Arrow work

Bob a job – site work

Union flag/saints/anthem

Royal family/prayers

Empire

Catch a ball one handed/matching

Walking while balancing

Darn/sew/brass cleaning/shoe cleaning

Use old Scouting for Boys

Tenderfoot badge work

Old badges/certificates

Staves

Basic camp food

Look out for: old badges, old books, old uniform, old pictures, scout stave

History of scouting – Gilwell visit

Tapes/pinhole camera/video cameras

Conkers – collect in Autumn

Acorn tea etc

Tea leaves

Semaphore/morse/messengers

Totem/wolves head

Grand howl/jungle dance/ceremonies

Old sweets

Simon – St Cedds – Old Uniform

Old newspapers/pictorial/eagle/the girl/victor/dandy/beano/roy of the rovers/bunty

Old games – tip it/cannon/tin can alley

Old money