

# Grossology and Gruesome Wounds

by Ian Mitchell

## Grossology: the disgusting study of anything “gross.”

If you're looking for a classic definition of the word “grossology,” the one offered above is what most Venturers would agree to, with a snicker. Without hesitation, Venturers would say that “grossology” could involve studying food, fashion, or perhaps even the stuff that grows between your toes.

The idea of “grossing someone out” offers endless program ideas for Venturers, who are always looking for ways to shock their peers or parents. Here's a creative method to encourage this fun-loving bent while helping out Scouts.

“What?!” you say, shocked that I would even raise this, well... gross subject.

Yes, I'm going to teach you how to train your Venturers to gross out Scouts, while at the same time preparing them to react better when they reach the scene of an accident.

### Injury Simulation

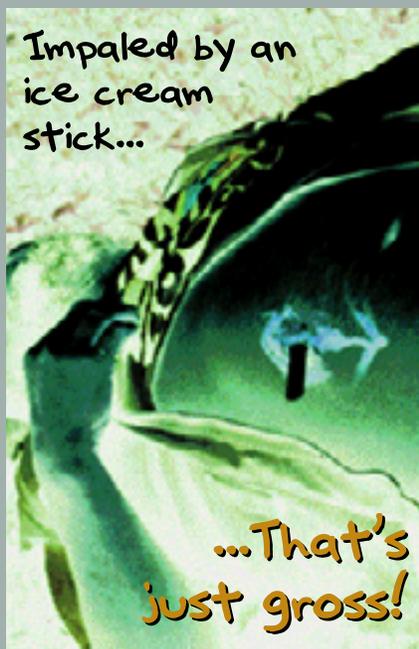
Realistic wounds can gross out the toughest ambulance attendant. After all. Who can prepare emotionally for the splattered blood and gore surrounding many accident sites? This activity will allow Scouts and Venturers to practise valuable first aid skills in a more realistic environment.

First, you have to decide on a scenario for your simulation. Perhaps a victim has been bashed by a flying axe head or sliced by her trusty Scout knife. Let Venturers or Scouts choose what first aid scenario they want to practise. Then, simply use one of the perfect recipes below to create an accurate representation of the wound. The artistic creativity will make them better first aiders when they confront a real emergency with all its visual shock.

### Gross Recipe #1

This recipe is great for any first aid incident that breaks the skin surface (e.g. cuts, a compound broken bone, punctures).

You will need: putty; skin-coloured grease paint (face paint); black, blue and yellow grease paint sticks; skin-coloured face powder (ask Mom before borrowing it); fake blood (see sidebar); and a camera (to take pictures of the terrible wounds). You'll also need knives, nails, and other metal instruments to simulate accident wounds. *Note!* Be very careful



with all sharp objects. Don't let anyone play with them; the harmless activity might create an unfortunate, real life drama.

#### Directions

1. Smear globs of putty (tinted with a bit of skin-coloured grease paint) onto the skin of the victim. Mound (build it up) slightly to give a swelling effect of the skin. Blend the putty in at the edges to make the wound appear life-like.
2. Dust the area with the face powder so it looks as if it's real flesh. Now,

very carefully, using a *blunt* knife, make a cut in the putty. Create what appears to be a gaping gash, complete with skin peeled back.

3. Apply some of the black, blue and yellow grease paint. This will simulate bruising.
4. Add a prop to the wound (i.e. knife, nail or metal instrument), and then, for the finishing touch, splatter the area liberally with fake blood. To add an even more authentic accident look, sprinkle on a bit of soil.

Don't forget to take pictures. Your Venturers will want to be both the photographer and victim.

### Gross Recipe #2

For this recipe you will need: petroleum jelly; a toothpick; a bowl; red food colouring; white tissue; powdered cocoa; and a camera.

#### Directions

1. Place a finger full of petroleum jelly into the bowl. Add three or four drops of red food colouring, and mix with the toothpick. Stir in a pinch of cocoa to darken the mixture.
2. Separate the tissue into single layers. Rip out a small rectangle of this tissue and place it where you wish to make the wound.
3. Cover the tissue with fresh petroleum jelly and mould the goopy tissue to form a wound; keep in mind

that the sides of the wound should be slightly higher than the centre.

4. Smear the blood-coloured petroleum mixture in the centre of the wound. Sprinkle a bit of cocoa onto the edges and rub in to darken it. Your photographer can record all stages of the gross re-creation.

### Camps and Halloween

Ask your Venturers if they would agree to help local Scouts during a first aid camp, so the teens can uti-

lize their newly acquired skills. It would make for a great linking event too. Be sure to send **the Leader** pictures of your first aid program, and the realistic wounds. In fact, describe the entire program to us from start to finish. Tell us what games you adapted to the theme, as well as crafts and songs.

If your Venturers are unable to help at a Scout camp, they could volunteer at a Cub or Scout Halloween party. (It would provide an interest-

ing linking event.) They could help make some gruesome looking costumes.

### Not Dull and Boring

First aid training doesn't have to be staid and uninteresting. It can be delightfully gross.

The more realistic you make your training (within reason), the more it will train youth members to respond to real-life emergencies they encounter. X

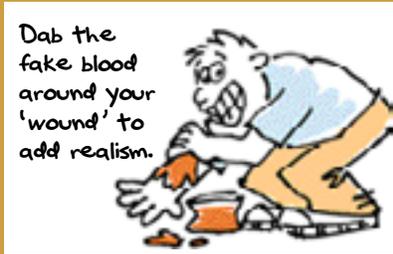
## FAKE BLOOD RECIPE

Use this recipe either for Halloween or during a first aid training night.

You will need: clear corn syrup; water; a toothpick; red food colouring; a small plastic bag; corn starch; and cocoa.

1. Place two spoonfuls of clear corn syrup into a cup. Add one spoonful of water, and stir with a toothpick.
2. Add two drops of red food colouring, and stir again.

Dab the fake blood around your 'wound' to add realism.



3. Pour the mixture into a plastic bag. Make sure the bag has no holes; if you miss this step, you might end up looking like Count Dracula on a Saturday night!

4. Add three pinches of cornstarch and two pinches of cocoa to the mixture.
5. Squish the contents of the bag until all ingredients are well blended.

How do you use this blood mixture? Just dab it around the area of your wound. Instantly, it will build realism into any first aid program. For Halloween, drip some of this blood mixture from the corner of your mouth.

## LETTERS

# Take a Bow

Each year, many readers send us praise for **the Leader Magazine**. Universally, Scouters from across the country say **the Leader** makes their job so much easier by providing many timely program ideas.

This praise belongs to YOU – those dedicated leaders who contribute games, crafts, theme programs and songs.

Following is just a taste of the praise you deserve to hear.

I wish to congratulate all concerned with the publication of your most interesting and informative magazine.  
— Phil Frost, Mississauga, ON.

We get lots of good ideas from **the Leader Magazine**.  
— Margaret Purdy, Victoria, BC

Keep up the good work.  
— Charles Schwier, Kingston, ON.

**The Leader** is superb. Keep up the good work.  
— David Green, Ocean Park, Maryland, USA.

I took several years 'vacation' from being a leader. Since I'm now back as a Scouter again, I need **the Leader Magazine**. It's a resource I wouldn't want to be without.  
— Barb Rohlmann, Brampton, ON.

I am a long time member of the Scout Movement and find **the Leader** to be an excellent source for many ideas, both program and at the district council level. I would say that there are usually more suggestions in each issue than can be used before the next one is out.  
— Colin Marshall

Your **Leader Magazine** is terrific and well done in every respect, especially the Beaver column, "Fun at the Pond."  
— Prosser Moran, Leamington, ON

Just a short note to say I enjoy **The Leader Magazine** with all its interesting comments and pictures. Keep it up. X  
— Wayne Lawrence, ON.