

Lighting Up Your Life

by Ian Mitchell

With camp season now upon us, it becomes necessary to have a variety of activities for Scouts to undertake that are appropriate at camp and yet do not duplicate programming that has taken place in the hall. At night time, the lack of light allows for the use of flashlights in a variety of ways that are both fun and challenging. Combine the two and you get activities that any Scout will enjoy. These activities below are but a few that have come our way. Give them a try at your next camp.

Oh, and don't keep us in the dark. Forward your Troops' favorite flashlight activity so we can brighten another Troops' spring camp.

Light — No Light

This game is played in a large open area. It works well with more than ten participants and of any age.

Equipment: one powerful flashlight.

How to play:

Players all line up at one end of the playing area with one player (the Flasher), who is holding the flashlight, standing at the opposite end of the playing area. The object of the game is to be the first person to get from one end of the playing area to the other without being caught moving. The Flasher stands with his back to the others. Every 5 seconds or so, he turns around and then puts on the light scanning the playing area for 3 seconds. If a moving player is caught by the flashlight beam (you can use a Scouter as a judge) he must return to the original start point to continue. Stationary players remain where they are until the light goes out again and the Flasher turns. The first player to pass the Flasher becomes the new Flasher.

Variation:

Instead of walking or running have Scouts hopping or crawling. How about playing in partners where the mode of transport is leap frogging?

Morse Code

This game is played in a large open area, in silence. It works well with 12 or more participants who have studied Morse code (see below).

THE MORSE CODE			
A	.-	S	...
B	-...	T	-
C	-.-. .	U	..-
D	-..	V	...-
E	.	W	.-.-
F	..-. .	X	-..-
G	--- .	Y	-.-. .
H	Z	--..
I	..	0	-----
J	.-.- .	1	.-.-.-
K	-.-. .	2	..-.-
L	.-..	3	...--
M	--	4-
N	-. .	5
O	---	6	-....
P	.-.- .	7	--... .
Q	--.- .	8	----..
R	.-. .	9	----- .

Equipment: one flashlight per person, copy of the Morse code per person.

How to play:

Divide players into teams of 2 — 4. Each team is given a different code (i.e. two short flashes of light and one long). All players then scatter throughout the playing area. On a "GO" signal players have to find their teammates by flashing their teams' common code. After the first couple of rounds the codes become more complex (small words for example).

Variation:

Leader with flashlight at end of playing area flashes letters to the teams at the other end that must be unscrambled to tell where the snack is hidden (i.e. under the canoe). First team to find the snack gets extra.

Snack Snoop

This game is played in a large open area and reinforces following a compass bearing. It can be completed as a Troop or in Patrols and without individual flashlights.

Equipment: compass for each team, flashlight and compass bearing for each station.

How to play:

Much like an orienteering course, a predetermined course is established by setting a number of compass bearings, which when followed for the predetermined number of paces leads to the next point (i.e. go 59 degrees for 120 paces). The team reads the compass bearing and the number of paces to cover, and aims the beam of the flashlight in the direction of the bearing (or where they want to go). Now the light is turned off and left behind, and the team heads off to the next point without light; they do however keep the compass with them. The same is repeated from this new point to take the group to the next point, and repeated again until all points are visited. The final destination can hold the Troop snack or a statement as to where to find the snack.

A leader should accompany each group for supervision. X

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